

CALL OF CTHULHU

INVESTIGATOR
WEAPONS VOLUME TWO | MODERN DAY
HANS-CHRISTIAN VORTISCH



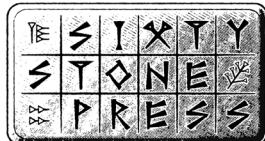
INVESTIGATOR WEAPONS

FOR USE WITH *CALL OF CTHULHU* IN THE MODERN DAY

BY HANS-CHRISTIAN VORTISCH

SIXTYSOME PRESS LIMITED

PUBLISHER & EDITOR-IN-CHIEF Adam Crossingham
TECHNICAL EDITOR Daniel Harms
AUTHOR Hans-Christian Vortisch
GRAPHIC DESIGN & LAYOUT Chris Huth
COVER Chris Huth
COPY EDITOR & PROOFING Matthew Pook
PEER REVIEWERS Adam Crossingham, Dirk Festerling, Don Fougere, Shane Ivey, andi jones, Onno Meyer, Kenneth Peters, Matthew Pook, Graeme Price, Lisa Steele, Phil Ward, and the Hellions





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- ▲ H.P. Lovecraft (1890-1937)
- ▲ Robert E. Howard (1906-1936)
- ▲ August Derleth (1909-1971)
- ▲ Arthur Machen (1863-1947)
- ▲ Robert Bloch (1917-1994)
- ▲ Clark Ashton Smith (1893-1961)
- ▲ Frank Belknap Long (1901-1994)

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First Published in 2014 by
SIXTYSTONE PRESS LIMITED

74 Union Street, Farnborough
Hampshire, GU14 7QA
United Kingdom

info@sixtystonepress.co.uk
www.sixtystonepress.co.uk

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Hans-Christian Vortisch, Chris Huth
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ISBN (Sixtystone):
978-1-909095-12-0 (pbk)
978-1-909095-11-3 (PDF)

Sixtystone SKU: **60-IHB02-01**

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THE ARMED INVESTIGATOR

*It is difficult to explain, hard even to remember, the response I had to seeing them. They were **visibly** insults to nature. Just to see one was to desire its destruction. My pistol was a .32 and I was accurate, even in the dim and with the ship moving. Every shot hit. If it bled, it was slow and difficult to see against their black flesh ... I fled.*

— Greg Stolze, *Mask of the Other* (2012)

WEAPONS ARE A CONTROVERSIAL TOPIC IN MODERN SOCIETIES. The social contract in many countries puts weapons predominantly or even exclusively in the hands of state organizations like the police and military. Civilians are often denied the right to arm themselves, with the major exception of the USA. In many other countries, access to weapons is tightly controlled, and not just firearms, but often also concealable knives, martial arts weapons like nunchakus, and self-defence sprays. Even if access is allowed, most jurisdictions curtail the type and use of weaponry, specifying restrictions as to when, where, and how they can be deployed, usually limiting legal use to sport or hunting, but not self-defence. To a certain extent, this makes sense – weapons are potentially dangerous objects, and oversight is justifiable for the same reasons that modern societies control the use of automobiles. Then again, though the state asserts that it guards the individual against evil men or worse, it is impossible for the police to provide protection to every citizen at every moment, leaving many defenceless in their hour of need.

Leaving aside the legal and moral controversies, many investigators of the Unknown are not “ordinary” people – they are often members of the police or military, and as such are generally armed. Sometimes they are state-sponsored or at least state-licensed, such as private eyes or security contractors. These are often authorized to carry weapons. Those investigators who are ordinary people are certainly not in ordinary situations. Unravelling horrific secrets will lead them either to fear for their lives or to want to take decisive action against

whom- or whatever is behind those secrets. One of the most natural decisions in such a situation is to arm oneself. People do not like feeling helpless. Ignoring worldly defences like guns, knives, or pepper spray means ignoring human nature. Investigators should not be faulted for falling back on tools that they know and understand. Whether those tools *help* is a different question entirely ... More than one investigator had to eventually resort to a 9-mm retirement plan.

As it says in *Cthulhu Now*: “... firepower alone is capable of solving few investigatorial problems.” That is certainly true. However, over the course of an investigation, *some* problems can often only be solved with superior firepower, or at least it helps a lot. *Call of Cthulhu* wisely observes that “if gangsters and foreign spies are common features in a campaign, all the investigators probably carry concealed weapons for self-defense. The number of devastating weapons floating about ... practically demands sidearms.” It would be foolish indeed to attend “A Night at the Opera” unarmed. Obtaining armaments, even heavy weaponry, against an ordinary or supernatural threat is a recurring feature in horror literature and films – in some of H.P. Lovecraft’s stories, even the professors take up arms!

This book aims to aid the Keeper in providing combat-related realism. It examines and expands the rules for the use of firearms and other weapons. In a few instances, this means ignoring rules found in official books, but in general the optional rules described here are based on published material, gathering them together and improving realism. Just like detailing politics or

police procedures can help to immerse the players into the setting, so can detailing the kind of weapons that their investigators carry and how to use them. There is a lot of detail on the use and proliferation of many guns and gadgets, allowing the Keeper to arm investigators (and their opponents) in a realistic way – whether they are ordinary men stumbling upon a local Horror, private eyes following a suspicious trail to the Unspeakable, or government agents unravelling a terrible Secret.



REALISM

By approaching the weird narrative with extreme realism, the indispensable framework of credibility is more likely to be achieved, for if everything in the story appears to be natural and believable, the unnatural event will tend to be perceived as a departure from expected reality occurring in a real world. This sort of tale is bound to be more disturbing psychologically ...

– Dirk Mosig, “Lovecraft: The Dissonance Factor in Imaginative Literature” (1979)

Call of Cthulhu games set in the modern day profit particularly from a high level of realism or, more accurately, plausible verisimilitude. Unlike the comforting distance of historic settings, the world of today is so much closer and realer to the players. The more realistic the world is in which the investigators struggle towards their often untimely and horrible end, the more unreal and thus terrifying and sanity-threatening will be their encounters with the Unknown. Nevertheless some players insist that realism complicates the game and thus threatens the atmosphere. This is not necessarily so. Used effectively, realism *can* be the Keeper’s friend.

This certainly applies to combat as one of the predominant ways to model action and conflict in *Call of Cthulhu*. Unlike the carefully choreographed fights in cinema, *real* combat is confusing, frightening, and often deadly. Investigators are likely to be stunned by naked violence, to cower in fear behind cover, to overcome their panic through training and sheer courage, to suffer gruesome injuries, and even to die – sometimes in vain, sometimes by gloriously giving their lives for others, often needlessly and even haphazardly. Those who survive are likely to be scarred for life, physically and mentally.

PAGE REFERENCES

It's just as well for the Librarian ... he might have ended up a thousand pages thick and crammed with weapons specifications.

– Terry Pratchett, *The Last Continent* (1998)

This book has been written as a companion to Chaosium’s *Call of Cthulhu, Sixth Edition* (2005), but will work with other editions. Frequent reference is made to the *1920s Investigator’s Companion* (2007) and the *1990s Handbook* (1995), as well as the *Keeper’s Companion* (2000) and *Keeper’s Companion 2* (2002). Various other supplements are also referenced, in particular *Delta Green* (1997), *Delta Green: Countdown* (1999), *Delta Green: Eyes Only* (2007), *Delta Green: Targets of Opportunity* (2010), *The Laundry* (2010), and *The Laundry: Agent’s Handbook* (2011). Some of these books were written for older editions of the basic rules, which occasionally make adjustments necessary.

Referenced films marked with a delta (Δ) feature Mythos content, or at least some occult or supernatural theme.

Confusion

All this data presents a curious picture to those who are unfamiliar either with the psychological realities of a gunfight or with firearms. It shows that although the vast majority of officer-involved shootings take place at extreme close range – often within the length of the officer’s arm – the majority of shots will miss their target.

– Chris McNab, *Deadly Force* (2009)

Combat is chaotic. Unless caught in the open in the unlikely event of a *High Noon*-style pistol duel, the participants will often find it difficult to even locate their opponent due to darkness, adrenaline-induced tunnel vision, or concealed ambushers. Gunshots are extremely loud, making communication difficult or impossible. Adrenaline reduces fine motor skills, causing an investigator to drop his pistol while drawing it, fumble with reloading his shotgun, or prevent him from hitting anything even though he is a good shot on a quiet range.

The Keeper can enforce this confusion by employing the rules to their maximum:

- ▲ Investigators will often be caught by surprise or will try to surprise others. Typical situations include a shot from a pistol hidden in a coat pocket, a sniper shot from a concealed position, a burst of submachine gun fire from a passing automobile, a military ambush using an emplaced machine gun, etc. Employ a **Resistance Table** roll between the surprising attacker's **Conceal, Hide, or Sneak** (as applicable), and the surprised defender's **Listen** or **Spot Hidden**, to find out whether the surprise works. Divide the skills by 5 (rounding up), to get the active and passive characteristics. If the roll fails, apply the penalties outlined under "Surprise" (*Call of Cthulhu*, p. 59) to the defender.
- ▲ Require **Spot Hidden** rolls to locate opponents, especially in broken terrain such as woods and jungles, but also in many urban situations where shooters can snipe from cellars, upper-story windows, automobiles, etc. Enemies that cannot be located cannot be attacked.
- ▲ Most fights, even those *not* involving creatures of the night, occur in low-light conditions. These will make the **Spot Hidden** rolls noted above even more difficult. See "Shooting in Darkness" (p. 22) for the problems and solutions.
- ▲ Once the fighting starts, many participants experience perceptual distortions like tunnel vision and auditory exclusion. The Keeper could halve all **Spot Hidden** and **Listen** rolls that are *not* related to the opponent(s) identified by the investigator prior to starting combat. This does not impede his combat skills, but makes it difficult to notice anything *else* going on around him. This could even work to the investigator's advantage, in having him ignore something that might otherwise require a SAN check, at least for the duration of the fight ...
- ▲ Taking cover in a firefight is both natural instinct and a sound tactic. In contrast to the statements under "Partial Concealment" (*Call of Cthulhu*, p. 60), it matters a lot whether an opponent is partially hidden. The smaller the (visible) target, the more difficult it is to hit him. The Keeper should at least halve the attacker's **firearms** skill roll if the target is partially concealed – but note that many firearms will blast right *through* cover, including furniture, doors, walls, and automobiles (p. 26). If such a halved roll misses, the shooter can make a **Luck** roll to see whether the shot hit the target through the cover – if it penetrates the Armour Value. A similar solution is offered by "Cover" (*The Laundry*, p. 59). For a different approach that specifies how much of the target is covered, see "Taking Cover" (*Delta Green: Targets of Opportunity*, p. 291).



- ▲ Many shooters lose their cool in a shootout and shoot faster and more often than is required or even advantageous. Reasons for this include excitement, adrenaline, fear, lack of training, limited visibility, etc. In combat, it is quite difficult to keep track of the number of shots fired, and it is often hard to assess the results of the shots – whether the target was hit at all or whether a hit has the desired effect. The Keeper could rule that unless the investigator is a "gunfighter" who is "good to go," he will always fire the maximum number of shots allowed by his "Rate of Fire" (p. 49). At the beginning of an engagement, the Keeper could even require a **POW×5** roll for shooters to keep their heads. Failure means a shooter fires "Unaimed Shots" (*Call of Cthulhu*, p. 63) at twice his ROF but 1/5 his **firearms** skill – until the fight ends, he runs out of ammunition, or he succeeds with a halved **POW×5** roll to get himself under control again, at which point he resumes shooting normally. He can repeat the roll once per combat round. This has the realistic result that many investigators will quickly expend their ammunition, likely without hitting much. The definition of "gunfighter" includes anyone who has taken part in at least a couple of real shootouts. Combat veterans count, as might untested, but highly-trained SWAT officers or special ops soldiers; but most police officers or ordinary military personnel probably do not – let alone civilians, including many criminals. Keeper and player should decide on this while creating the investigator as part of his "Deep Background" (*Call of Cthulhu*, p. 50).
- ▲ All these rules and penalties do not only apply to the investigators, but to their opponents as well! Untrained cultists will ineffectively spray bullets, hardened criminals will strike in a moment of surprise, and enemy special forces will take advantage of the cover of darkness.

Fright

Fear of death and injury is not the only, or even the major, cause of psychiatric casualties in combat. That is not to say that there is not some wisdom in this common understanding of battle, but the whole truth is far more complex and horrible. This is also not to suggest that the carnage and death of battle are not horrible and that the fear of violent death and injury is not a traumatic thing ... There are deeper underlying causes for the psychiatric casualties suffered by soldiers in combat. Resistance to overt aggressive confrontation, in addition to the fear of death and injury, is responsible for much of the trauma and stress on the battlefield.

– Dave Grossman, *On Killing* (1995)

Seeing people getting injured can be traumatic. It is not even necessary for anybody to get hurt – the sheer shock of having to fight for your life can be enough. There is good argument for requiring a SAN roll every time an investigator takes part in a real fight – which can certainly be defined as an unnerving or horrifying situation (*Call of Cthulhu*, p. 75).

The SAN cost for combat can be set at 0/1 if nothing happens except for the adrenaline rush and a lot of shots being fired, up to 0/1D6 for seeing a friend killed. For suggestions of the SAN costs for killing people, see “Murder” (*Delta Green: Eyes Only*, p. 138). Failure typically indicates the investigator freezes up, an occurrence that is common in people unprepared for combat – even soldiers and police officers, who are ostensibly trained for combat, can suffer from paralysis, fainting, panic, etc. See “Short Temporary Insanity” (*Call of Cthulhu*, p. 83).

The rules under “Getting Used to Awfulness” (*Call of Cthulhu*, p. 78) certainly apply. There are several ways to use this callousness in the game:



- ▲ A soldier, policeman, or criminal who has “been there, done that,” and is used to violence does not have to roll unless a reasonable interval has passed between incidents. See “1920s Occupations: Special” (*1920s Investigator’s Companion*, p. 19).
- ▲ If the Keeper does not want to give out such an advantage for free, any investigator who is supposed to have gotten used to violence prior to play (at the creation of the investigator) should deduct the maximum amount of SAN cost from such experiences (e.g., -1 SAN for combat, -4 SAN for having killed in self-defence, -6 SAN for having seen a friend killed, etc.). The player should decide on the details of the situation as part of his “Deep Background” (*Call of Cthulhu*, p. 50). This is particularly fitting for war veterans or police officers who have been involved in shooting incidents.
- ▲ More flexibly, the Keeper could not allow investigators to get used to violence at all, and instead require a SAN check from all investigators, but allow them to add half of their highest combat skill increase over Base Chance to the SAN roll (round up). Suitably trained and motivated fighters are often less affected. This has no effect on Mythos-related SAN rolls!

EXAMPLE: Karl Knight has SAN 60 and Handgun 75% (increased by +55 skill points). He can add 55 / 2 = 28 to his SAN roll, for 60 + 28 = 88.

A failed SAN check can result in temporary or permanent psychological damage. This is called a “post-traumatic stress disorder” (PTSD) or “combat stress reaction” (CSR). Statistically, one in five participants in violent encounters of any kind eventually suffer from psychological problems, ranging from instantaneous breakdown to nightmares that only manifest years later. Acknowledging this, many militaries and law enforcement agencies have trauma management programmes. For example, FBI agents are encouraged to take up to 5 days administrative leave after a shooting, and can request to be reassigned to a different squad; the Bureau’s behavioural science unit is constantly developing means to make this easier on agents.

See “Mental Disorders” (*Call of Cthulhu*, pp. 128-132) for applicable afflictions. For a detailed description of common issues and treatments of trauma as well as self-medication, see “Stress Disorders” (*Delta Green: Targets of Opportunity*, pp. 295-299). Common consequences of stress disorders are “Addictions (Substance-Related Disorders)” (*Call of Cthulhu*, p. 130). Of course, mixing guns and alcohol (or other drugs) is a recipe for disaster. The Keeper should always assign appropriate skill penalties to intoxicated investigators (*Delta Green: Targets of Opportunity*, pp. 298-299).

Death and Injury

*When I was a baby, my momma told me "Son,
always be a good boy; don't ever play with guns."
But I shot a man in Reno, just to watch him die.*

– Johnny Cash, “Folsom Prison Blues” (1955)

Most weapons, especially guns, are quite capable of *killing* a man. Whenever an investigator draws his weapon, he must be prepared to kill and accept that the situation can get *him* killed. Unlike cinema heroes, investigators can lose their life through a single bullet – which is both dramatic *and* realistic. Although the remarkable resilience of the human body and modern medicine are often capable of saving a man even if shot, death or serious injury is *always* a possibility when weapons are used. This truth should be imparted on the players in no uncertain terms. Even a flesh wound hurts like hell and can mean the temporary end of an investigation, and people get regularly retired *permanently* by weapons as silly as a pocket knife or a .22-calibre peashooter.

See “Blood & Guts” (*The Unspeakable Oath* #13, pp. 9-11) for a detailed game-mechanical discussion of injuries. The section on “Disabling Wounds” (*Delta Green: Targets of Opportunity*, p. 290) provides an alternative treatment.

Receiving even a slight injury can mentally stun. If the wound is not severe enough to result in actual shock per “Physical Injury” (*Call of Cthulhu*, p. 54), the Keeper could require a **POW×5** roll to check whether the target is not at least stunned and cannot attack for 1D3 combat rounds. Subtract -5 percentiles per hit point lost from the POW roll and add half of the target’s highest combat skill increase over Base Chance (round up).

EXAMPLE: Karl Knight has **POW 12** and **Handgun 75%** (increased by +55 skill points). He can add $55 / 2 = 27.5$, rounded to 28, to his **POW×5** roll, for $60 + 28 = 88$. A light wound costing 2 Hit Points would reduce this by $2 \times -5 = -10$ to 78.

See “Gunshot Wound Treatment” (p. 24) for hints on treating injuries.

Gunfight Survival

Less than 10% of all gunshot wounds are mortal ...

– Brian McKenna, “Officer Down” (2008)

Gunfights in *Call of Cthulhu* are sometimes criticized as being “too lethal,” especially in modern settings replete with powerful automatic weapons. Investigators have only few Hit Points – 11-12 on average – and these can be reduced to 0 by a single shot. Some guns will routinely do even more damage, and many can be used to score multiple hits. So far, so realistic. Humans are fragile creatures. See “Hit Points” (*Call of Cthulhu*, p. 43) and “Death” (*Call of Cthulhu*, p. 54). Surviving a shootout is nevertheless not that unlikely:

- ▲ Few shots fired in combat actually ever hit anyone. Influenced by cinema and television, this does not mesh well with most *players’* expectations, but it is a fact. The analysis of thousands of shootings documented by the FBI, NYPD, and other services shows that the *average* hit rates of police officers are abysmal, between 20% and 30% – and the average hit rates of criminal opponents are worse, 10% or less. The reasons for this include many of the parameters outlined under “Confusion” (p. 5) and “Skill Competency” (p. 11). The important conclusion is that hitting real people with a gun in actual combat – as opposed to paper punching at the shooting range – is surprisingly difficult, even at Point-Blank Range.
- ▲ Tactically sound behaviour can reduce the chances of an investigator being hit – see under “Confusion” (p. 5), “Dodging” (p. 19), and “Tactics” (p. 20).
- ▲ While many guns *can* kill a man with a single shot, the dependence on die rolls for damage ensures that often they will not. This mimics the unpredictable results that can be observed in real gunshot wounds – some people survive being shot in the brain with a large-bore handgun, while others die after having been hit in the leg with a .22-calibre.
- ▲ The Keeper can realistically reduce lethality by employing “Hit Locations” (*1990s Handbook*, pp. 53-54). These cap the amount of damage to the investigator’s total Hit Points at twice of those of the locational hit points. Getting an arm or leg reduced to 0 hit points should come with suitable penalties, both immediate and possibly permanent, at the Keeper’s discretion. Any hit that reduces one location to 0 hit points results in heavy bleeding that will continue to reduce total Hit Points by -1D6 per half hour until the bleeding is stopped with a First Aid or a doubled Medicine roll. See “Gunshot Wound Treatment” (p. 24).

EXAMPLE: Karl Knight has a total of 11 Hit Points and suffers a leg wound worth 11 points of damage. Using the basic rules, this would kill him. Using the “Hit Locations” rules, the leg has 4 locational hit points. Taking 11 points of damage, the locational hit points of his leg would be reduced from 4 to 0 – but his total Hit Points would only be reduced by $4 \times 2 = 8$, for $11 - 8 = 3$. Karl is still alive, but has dropped to the ground and is bleeding heavily.

The Keeper can further reduce lethality by capping the amount of damage to the investigator’s total Hit Points at those of the locational hit points for hits in the arms or legs *only*. Injuries in the extremities are much more survivable than those in the torso or head!

EXAMPLES: Using the modified “Hit Locations” rules above, the locational hit points of Karl’s leg would be reduced from 4 to 0 – and his total Hit Points would only be reduced by that figure, for $11 - 4 = 7$. Again he has dropped to the ground and is bleeding heavily.



If the Keeper does not want to use the “Hit Locations” rules, he might try “Disabling Wounds” (*Delta Green: Targets of Opportunity*, p. 290). This provides a mechanic to halve the rolled damage in exchange for other penalties.

- ▲ Almost all police officers, military personnel, and even many criminals wear “Body Armour” (p. 198). The introduction of Kevlar and its developments has greatly reduced gunshot lethality.

Combat Consequences

Have you heard a gunshot before? ... It's gonna be a lot louder than in the movies.

– Dean Winchester, *Supernatural* #1.18 (set in 2004)

Beyond the obvious results of a firefight for friend and foe, a shooting fray invariably has other consequences as well. These are often overlooked, but can bring added realism and drama to the game:

- ▲ Gunshots (and explosions) are extremely loud – a large-calibre handgun (from a 9×19mm pistol upward) generates more than 150 decibels, a sound level well above what is *painful* to the human ear, especially indoors. Just one shot can be enough for shooter and bystanders to suffer from ringing ears, and the effects of repeated shotgun blasts or machine gun bursts can be worse, often resulting in permanent ear damage. If the investigators have recently fired their guns, then their Listen rolls should be halved – at least temporarily. See also “What Did You Say?” (*Keeper’s Companion* 2, p. 96). Serious gunfighters or veteran soldiers with permanently damaged hearing should not be allowed to increase Listen skill above 60%.
- ▲ Loud gunshots can lead to unwelcome attention from the neighbours, the “Civil Authority” (*Call of Cthulhu*, pp. 143-146), or, worst of all, more of the opposition. Shots can be heard for many hundreds of metres – bursts of rifle fire can be heard from up to 4 kilometres away! Hearing a gunshot is either automatic or, at worst, requires a doubled Listen roll. A high background noise level might mask a shot. “Sound Suppressors” (p. 193) make hearing or at least identifying gun fire as such more difficult. In today’s “civilized” world, many people have never heard a *real* gunshot and often cannot actually identify one – witnesses regularly misinterpret singular shots as engine backfire or a slamming door, and promptly forget about it!
- ▲ Shots that miss are a considerable problem. Any bullet that does not find its target can hit someone or something else – including after going *through* a wall or travelling a couple of blocks down the road. See “Armour Penetration” (p. 26) and “Base Range” (p. 49). In situations where it could matter, for example on a busy street or in an inhabited building, the Keeper could have the shooter make a Luck roll for *each* shot that misses to avoid hitting innocent bystanders! See “Stray Bullets” (*The Laundry*, p. 58) for a similar treatment. A successful Idea or firearms skill roll will indicate to a shooter that there is possible danger to the background so that he has the option to hold his fire.
- ▲ Gunshots leave clues to anybody trying to investigate a shooting – spent cartridge cases; bullets recovered from a body or from where they impacted otherwise; even the smell of burnt firearm propellants lingering in the air or in a recently fired weapon. Clues can be located with a Forensics or Spot Hidden roll. See “Criminal Investigations” (p. 44).

GUNFONDERS AND HOPLOPHOBES

Spence: What do you use, weapons-wise? ...

Sam: Well, you know, it's a toolbox. I don't care. You put in the tools for the job.

– **Ronin** (set in 1997)

Weapons are tokens and tools of power, technical ingenuity, and the will to survive. Investigators (and players!) can easily get caught up by their allure, seeing them as the solution to all their problems. Some investigators will define themselves through the hardware that they carry – quiet professionals using proven warhorses and studying books of ballistic tables, or loud-mouthed mall ninjas sporting shiny full-auto shotguns with every gimmick imaginable, watching *Chicks Who Love Guns* with their finger on the Pause button. That, in itself, is not a bad thing in the game. There are *real* people who believe in *Guns & Ammo*, and many are in positions where they can put their convictions to the test. That does not mean that it always works – especially when one is up against the Unknown. It is the very essence of a struggle with the Inexplicable that one does not know how to fight it.

Some players, confused by contradicting advice in official game material, advocate ignoring weapons, especially guns. Following the Keeper “Maxims” (*Call of Cthulhu*, pp. 134-135), they claim that combat has no place in play and should be avoided on principle – even though ultimately that choice lies with the Keeper and his players. The assertion of a combat-free “purist” game is not supported by the source material – including rulebooks that list dozens of weapons and scenarios that *cannot* be solved without violence! Both H.P. Lovecraft and many of his

friends and followers included combat in their narratives, even if they often do not dwell on the details by having fights occur off-scene. This technique does not work in a game in which the investigators *take part* in the action, and players have every right to see fights played out – after all, “die rolls add drama” (*Call of Cthulhu*, p. 137).

Further, some gamers insist that detailing weaponry is pointless because true professionals do not care about what type of gun they use, suggesting that only deluded “gun nuts” worry about things like calibre, rate of fire, or telescopic sights. While real professionals are so skilled that they can use anything with deadly effect, that does not mean they do not *care* about what they are using. Guns are about more than stats. There are differences in effect, accuracy, reliability, effective range, ease of use, ergonomics. The gun in question needs to be able to get the job done, and not every type, model, or make will do that in every situation – even if, as in *Night of the Comet*, “the car didn’t know the difference.” People who depend for their life on weapons tend to take an interest in them; at least if they actually realize that they do depend on them. Many police officers are indifferent or even negative to guns and shooting, knowing that they will probably never use them in a life-or-death situation. Except that one day, they might need to.

OPTIONAL RULES

The firing of a machine gun is a sobering experience.

— Dale Cooper, *The Autobiography of FBI Special Agent Dale Cooper* (1991)

The following rules address specific situations that are either not covered by *Call of Cthulhu, Sixth Edition*, or are covered in a way that has been found to be unsatisfactory. The Keeper should decide which, if any, of these rules are to be used in his games.

SKILL COMPETENCY

For those legally armed who are not cops or members of the military, training becomes more difficult. Many carry on without any training at all – an invitation to legal, moral and financial disaster.

— Patrick Rogers, “Firearms Academies” (2002)

Firearm proficiency varies widely. Many civilian gun owners including criminals and terrorists acquire a gun, but never receive proper instruction or practise with it, their **firearms skill** remaining at “Base Chance” (p. 48). Others target-shoot and/or hunt extensively, some achieving world-class abilities. Citizens can attend private shooting classes, with instructors ranging from mediocre self-taught shooters to former “Delta Force” troops. The training of police officers is typically adequate, but due to budget and time restraints, instruction often stops once an officer leaves the academy, with only limited refresher training later. This means **firearms skill** at “novice” level (25% and better) – police officers need to be competent in a lot of skills, and shooting is not the most important by far. Some agencies provide modern, in-depth training to their officers, with thousands of rounds expended on the range, in shooting cinemas, and in advanced “kill houses.” These officers will typically have **firearms skill** at “professional” level (50% and better). Such agencies also strive to maintain this perishable skill – over a 20-year career, an FBI agent shoots more than 40,000 rounds in training and re-qualification. Modern military firearms instruction is pretty good, and most active soldiers can be expected to have “professional” **firearms skill**. Special operations personnel should have **firearms skill** at “expert” level (75% and better). Quite a few will even be “masters” (90% and better).

The same is true of the investigators’ opponents. Most will be relatively unskilled, but there *are* professional shooters among the Bad Guys as well. In 1994, members of the Japanese Ōmu Shinrykō cult were trained in small arms use in Russia by fellow cultists who had formerly been in *Spetsnaz* units. The *Los Zetas* drug cartel was founded in 1997 by Mexican army GAFE special forces deserters and has actively recruited Guatemalan army *Kaibiles* special ops troops.



Using the rules for “Skill Points” (*Call of Cthulhu*, p. 50), investigators will often find it difficult to achieve a “professional” level in even one combat skill. It is easier to become a good academic (who has to put points in two or three broad skills) than a good fighter (who has to put points in several narrowly defined skills, including **Dodge**) – and failing a combat skill roll often results in more immediate problems than failing **Library Use**.

- ▲ If the Keeper prefers more competent investigators, he could allow an alternate approach to character creation that results in more skill points overall. See “EDU and INT Multipliers” (*Call of Cthulhu*, p. 141).
- ▲ A more biased way to prevent incompetence in combat skills is to assign additional skill points to investigators with occupations like Mercenary or Soldier/Marine. See “1920s Occupations: Special” (*1920s Investigator’s Companion*, p. 19). This gives undue preference to certain professions, and the Keeper might at least wish to extend this to other combat-oriented occupations, such as Bank Robber, Federal Agent, Hit Man, Military Officer, Police Detective, Police Officer, etc.

ADDITIONAL SKILLS

Special Agent Zee: We see private-sector security companies hiring ... ex-Special Forces, Stasi, ex-KGB, like that, all the time.

SAC Frank Pedrosa: Guys with trigger time, skill sets, real tradecraft ...

– **Collateral** (set in 2003)

Aside from the five **firearms skills** described in *Call of Cthulhu*, there are additional skills related to the field:

Craft (Gunsmith) 05%: This skill allows the investigator to repair, modify, improve, and otherwise work with firearms, including making ammunition. According to "Two New Skills" (*Keeper's Companion 2*, p. 101), **Gunsmith** starts at 00%, but the higher Base Chance is preferred here in line with other **Craft** specializations (*Call of Cthulhu*, p. 67). To avoid skill proliferation, **Craft (Gunsmith)** also subsumes **Handload** (*Keeper's Companion 2*, p. 101).

Demolitions 01%: This skill allows the investigator to safely and effectively handle explosives and fuzes (p. 202). See "New Skills" (*1990s Handbook*, p. 42), "New Skills" (*Delta Green*, p. 280), and "Demolition" (*The Laundry*, pp. 36-37). This is the same skill as **Explosives** (*Keeper's Companion*, pp. 185-186), but the earlier name is preferred here.

Forensics 01%: This skill covers scientific investigation methods, such as forensic ballistics, forensic dactyloscopy (the study of fingerprints), gunshot residue analysis, bloodstain pattern analysis, etc. See "New Skills" (*Delta Green*, p. 280) and "Science" (*The Laundry*, p. 44). This contradicts "Forensics" (*Keeper's Companion*, p. 187), but is preferred here.

Grenade Launcher 25%: This skill allows one to employ handheld grenade launchers (p. 177). It is found in the "Weapons Table" (*Call of Cthulhu*, p. 65) and explained under "Grenade Launchers" (*1990s Handbook*, p. 21).

Heavy Weapons (Rocket Launcher) 05%: This skill covers man-portable rocket launchers (p. 181). It is found in the "Weapons Table" (*Call of Cthulhu*, p. 65) and explained

under "Heavy Weapons" (*Keeper's Companion*, p. 189). According to "New Skills" (*1990s Handbook*, p. 42), **Heavy Weapons (Rocket Launcher)** starts at 10%, but the lower Base Chance is preferred here.

Off-Hand Shooting 10%: Investigators can roll under this skill instead of a halved **firearms skill** if they are using their non-dominant hand to shoot (see "Shooting Stances," p. 15). The effective skill is capped at the **firearms skill** of which it is used instead. See "Off-Hand Shooting" (*The Unspeakable Oath* #7, p. 17). For most investigators, this marginal skill is *not* an efficient way to spend skill points, but it can make sense for dedicated gunfighters (compare *Delta Green: Countdown*, p. 105, and *Delta Green: Targets of Opportunity*, p. 80).

Tactics 01%: This skill indicates the investigator's knowledge of tactics and how to implement them, particularly regarding small-unit firefights in military and law enforcement operations. See "Tactics" (p. 20). An investigator who makes a **Tactics** roll before engaging in combat receives +5 percentiles to his combat rolls for the duration of the fight, representing superior use of cover, knowing when and where to shoot, etc. The bonus is lost when he fails a **SAN** roll. Compare "Tactics" (*Cthulhu Invictus*, p. 37). A lower bonus is given here since the skill in that book primarily applies to rigid closed-rank hand-to-hand fighting rather than the open, skirmishing nature of modern combat.

Tradecraft 05%: This skill covers the many techniques and procedures used in clandestine operations. It is described under "New Skills" (*Delta Green: Countdown*, p. 247).

- ▲ An even more biased method of increasing competency is to assign both additional skill points *and* minimum skill levels to members of the military only. See "Generating Military Characters" (*1990s Handbook*, p. 39). This also makes suggestions how to model veterans who have left the military. Another method to give soldiers additional skill points is outlined in "Generating Soldier Characters" (*No Man's Land*, p. 7).
- ▲ Fewer (combat) skills might free some skill points to achieve higher proficiency. The Keeper could combine **Shotgun** and **Rifle** into a single skill, only differentiating by the varying Base Chance. See "Rifle" (*Call of Cthulhu*, pp. 73-74). Since **Rifle** already covers full-automatic rifles, and submachine guns entirely share their handling characteristics,

there is no reason why he could not do the same with **Submachine Gun**. Such a unified **Rifle** skill would get a bonus of +5 percentiles when firing a shotgun loaded with shot, and a penalty of -10 percentiles when firing a SMG. The latter might be dispensed with, as firing bursts with an automatic rifle is not easier than with a SMG, and the difficulty of hitting with bursts is covered by the penalties of "Automatic Fire" (p. 16). Essentially, this is already suggested by "Machine Gun" (*Call of Cthulhu*, p. 71), which explains that there is little difference between an assault rifle and a SMG. **Handgun** and **Machine Gun** are sufficiently different to warrant their own skills. Combining **Fist/Punch**, **Head Butt**, and **Kick** into a single **Brawl** skill (*The Laundry*, p. 34) might further reduce the skill point drain.



- ▲ During a campaign, "Training" (*Call of Cthulhu*, p. 69) grants an investigator 1D10 skill points over a period of 6 months. Even untutored practice means investment into considerable amounts of ammunition. Getting lessons from a master is expensive. In 2013, a 2-day shooting course with a former "Delta Force" operator cost \$575 plus the 800 rounds the trainee will expend over the course.

CONCEALED WEAPONS

... officers ... should look for unnatural protrusions or bulges in the waist, back, and crotch areas and watch for less conspicuous cues, such as shirts that appear rippled or wavy on one side of the body while the fabric on the other side appears smooth.

— Edward Davis, Charles Miller, and Anthony Pinizzotto,
Violent Encounters (2006)

In situations in which someone tries to conceal the fact that he is armed, make a Resistance Table roll with **Spot Hidden** divided by 5 as the active characteristic and **Conceal** divided by 5 as the passive characteristic (round up in either case). **Spot Hidden** is modified by lighting – compare "Shooting in Darkness" (p. 22). **Conceal** is further modified by the size and shape of the weapon:

- ▲ Triple **Conceal** for very small weapons, such as pocket pistols, blackjack, or daggers, up to a length of about 20 cm.
- ▲ Double **Conceal** for small weapons, such as most full-size handguns, small clubs, or fighting knives, up to 40 cm length.
- ▲ Use unmodified **Conceal** for medium-sized weapons, such as sawn-off shotguns, carbines, SMGs, disassembled take-down long arms, or large clubs, up to 80 cm length.
- ▲ Halve **Conceal** for large weapons, such as rifles, hunting shotguns, or guns with bulky drum magazines, up to 120 cm length. Larger weapons typically cannot be concealed about a person.

In addition, the location where the weapon is hidden makes a difference:

- ▲ Double **Conceal** for heavy clothing such as a long winter coat or fur robe, but also for a suitably sized purse, bag, etc.
- ▲ Use unmodified **Conceal** for ordinary street clothes, typically consisting of a suit.
- ▲ Halve **Conceal** for light clothing, such as a suit without jacket or an evening dress.

Someone carrying a gun without a holster will frequently check whether it is still concealed, secure, and accessible. This makes it easier for an observer to spot:

- ▲ Halve **Conceal** when the gun is not carried in a holster or shoulder rig, or carried using a suitable sling.

EXAMPLES: Karl Knight has **Conceal** 25% and tries to hide an H&K MP5/10A3 with retracted stock (a medium weapon) by slipping it under his jacket. His opponent has **Spot Hidden** 30%. Karl's **Conceal** characteristic is $25\% / 5 = 5$, rounded to 5. His opponent's **Spot Hidden** characteristic is $30\% / 5 = 6$. Checking the **Resistance Table**, there is a 55% chance that the other chap notices the weapon. His Springfield Professional (a small weapon) is easier to hide: $25\% \times 2 = 50\%$; $50\% / 5 = 10$, for a 30% chance of it being spotted.

An investigator trained in police or clandestine operations can optionally use a combination roll of either **Conceal** or **Spot Hidden** with his **Tradecraft** skill, as he knows the telltale signs to look for, or to avoid. Compare "Tradecraft" (*Delta Green: Countdown*, p. 247).

TO SEE a visual reference point, watch *Heat* (set in 1994), in which bank robber Neil McCauley conceals a Colt CAR-15A2 R0733, eight 30-round magazines, and a SIG-Sauer P220 under his suit jacket, using a single-point sling and a custom vest.

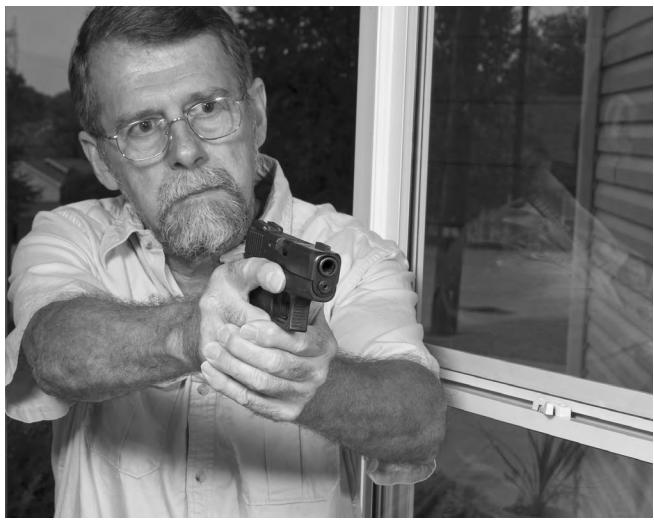
QUICK DRAW

Whoever moves first in a close-range gunfight usually wins.

— Gabriel Suarez, *The Tactical Shotgun* (1996)

Drawing a handgun from a holster and shooting once or even several times in the same 3-second combat round (p. 49) is perfectly realistic. World-class shootists perform quick-draws of 0.25-0.6 seconds – less time than it takes a coin to drop from shoulder-height to the ground! Even ordinary shooters can draw and fire in 1-2 seconds.

Characters act in the order of their DEX scores, as per "Dexterity and the Order of Attack" (*Call of Cthulhu*, pp. 56, 58). Those with a ready firearm shoot in the first DEX cycle. Ready means having the weapon in hand for a handgun, shouldered or braced at the hip for a long arm, or set-up for a mounted gun. Furthermore, it means that the action is cocked. Most firearms, except for double-action guns, are unready until they are cocked. A single-action gun can only be fired in the first DEX cycle



if it has been cocked in the preceding combat round (or even earlier) or if it is carried “cocked-and-locked,” that is, cocked, but with the safety applied. Disengaging the safety with the thumb takes minimal time. Some weapons, especially most revolvers, lack a manual safety and thus cannot be carried cocked-and-locked. If a gun is carried cocked, but not locked, a Luck roll determines whether the gun will not go off at the most inconvenient moment ... Double-action and double-action-only weapons, in which squeezing the trigger simultaneously cocks the hammer, can always be fired in the first DEX cycle. This also applies to various modern action types, such as Glock’s safe-action trigger, H&K’s LEM trigger, H&K’s squeeze-cocker, SIG-Sauer’s DAK trigger, etc.

Those with an unready firearm shoot in the second DEX cycle. Unready means that the gun is holstered or, in case of a long arm, not shouldered or otherwise not ready to be fired. Weapons carried with an empty chamber, including lever-action or bolt-action rifles, pump-action shotguns, etc., require the shooter to cycle a cartridge from the magazine into the chamber. Such a gun can only be fired in the second DEX cycle if this has been done in the preceding round. Guns are also considered to be unready if the user does not have the required STR to use it properly (see individual weapon descriptions).

In either case, subtract -2 from DEX if the shooter fires a handgun with both hands and -4 from DEX if the shooter fires a long arm with only one hand, as either makes shooting slower. A targeting laser adds +2 to DEX (p. 197). A collimating sight adds +2 to DEX, while a reflex sight adds +3 to DEX (p. 196). Bonuses from lasers and optics are mutually exclusive.

Basing the Order of Attack solely on DEX ignores the user’s skill and experience. Add 1/10 of **Handgun** skill or 1/20 of the appropriate long arm skill like **Rifle**, **Shotgun**, or **Submachine Gun** to the DEX of each combatant to determine who draws or fires first (round any fractions up). A penalty is applied to this new value depending upon where and how a character is carrying his weapon. A character with a holstered weapon suffers a -1 penalty

when drawing from a quick-draw holster, -2 from an ordinary open belt or pocket holster, -3 from a shoulder holster or flap holster, or -4 from an ankle holster or tucked in a sock or boot. If drawing the pistol from a clothing pocket, the penalty is -3 for a hammerless gun and -4 for an ordinary gun with hammer spur. Anyone attempting to quick draw a slung long arm is penalized by -3; by -2 if he is using a one-point sling.

EXAMPLE: Karl Knight has DEX 12, **Handgun** 75%, and a Springfield Professional in a belt holster. He is opposed by a cultist with DEX 10 and **Rifle** 30%, who holds an Izhmash AKM in his hands. The cultist acts at $10 + (30 / 20 = 1.5$, rounded to 2) - 0 = 12. Karl acts at $12 + (75 / 10 = 7.5$, rounded to 8) - 2 = 18.

Another approach to this is outlined in “Drawing or Exchanging a Weapon” (*The Laundry*, p. 58). However, this dispenses with the DEX cycles, and makes it impossible for an investigator with average DEX to fire more than three shots per combat round. See “Multiple Shots” (*The Laundry*, p. 56).

TO SEE this in action, watch *Blood Diamond* (set in 1999), in which treasure hunter Danny Archer quick-draws a H&K USP Compact; *The Way of the Gun* (set in 1999), in which thug “Mr Longabaugh” quick-draws a Colt Government 70; *Collateral* (set in 2003), in which hit man Vincent quick-draws a H&K USP; and *Justified* (set 2009/2013), in which US Marshal Raylan Givens quick-draws a Glock 21.

RELOADING AND SPEEDLOADING

The tactical reload is a planned procedure that is executed during a lull in the fight that might signify the conclusion of hostilities. The emergency reload is a reactive, exigent procedure that is executed during a fight because the tempo of the confrontation has escalated beyond your ability to manage your ammunition.

— Gabriel Suarez, *The Tactical Shotgun* (1996)

- ▲ Reloading a firearm with a detachable magazine, clip, or speedloader takes one combat round. See “Reloading Firearms” (*Call of Cthulhu*, p. 63). A combat round is 3 seconds long (p. 49). Realistically, many practised shooters are much faster, and are able to eject a magazine, reach for a fresh one, insert it, close the action, and resume shooting in 1.5-2 seconds – world-class shootists can do this in 0.5 seconds! At the Keeper’s option, an investigator can make a **firearms** skill roll – if successful, he speedloads in less than one combat round and can resume firing in the next combat round at half his DEX rank. A special success (*Call of Cthulhu*, p. 141) indicates a very fast speedload – he can shoot in the second DEX cycle of the next combat round. If the roll was a fumble (*Call of Cthulhu*, p. 140), then the investigator dropped the loading device during the reload. Picking it up adds another round.

EXAMPLE: Karl Knight has DEX 12, **Handgun** 75%, and just emptied his Springfield Professional. Ordinarily, he would now spend the entire next combat round to reload the pistol. Instead he attempts to speedload. A 70 is rolled, which is under his **Handgun** skill, and he manages to reload in less than one combat round, being able to shoot at DEX 6. If he had rolled a 15 or less, he would have been able to resume firing at the second DEX 12 cycle.

- ▲ Using loose cartridges to reload a firearm like a revolver, most shotguns, or some rifles, requires one combat round for every two cartridges. Alternatively, an investigator can insert one cartridge and fire it at half his DEX rank (*Call of Cthulhu*, p. 63). A successful **firearms skill** roll allows an investigator to either speedload four cartridges per combat round, or to speedload two and resume firing at half his DEX rank.
- ▲ Reloading a belt-fed machine gun takes two combat rounds (*Call of Cthulhu*, p. 63). A successful **Machine Gun** roll allows an investigator to speedload it in only one combat round.

A speedload cannot be done if the ammunition is carried in trouser pockets, backpacks, or similar inconvenient locations. The improved reloading times require equipment properly set up for a speedload. This means magazine pouches or cartridge loops that can be easily reached, a dump pouch with cartridges, etc. See “Firearm Accessories” (p. 192).

TO SEE realistic reloading in action, watch *Heat* (set in 1994), in which bank robber Chris Shiherlis reloads a Colt CAR-15A2 R0733; and *The Way of the Gun* (set in 1999), in which thug “Mr Longabaugh” does a tactical reload of a Colt Government 70 and both he and “Mr Parker” perform tactical reloads of a Remington Model 870P. For fast reloading, see *Collateral* (set in 2003), in which hit man Vincent speedloads an H&K USP; *Street Kings* (set in 2007), in which LAPD detective Tom Ludlow speedloads an S&W Model 4506; *Breaking Bad #2.2* (set in 2009), in which DEA agent Hank Schrader speedloads a Glock 22; and *The Veteran* (set in 2010), in which free agent Robert Miller speedloads a Colt M4A1.

SHOOTING STANCES

*The average hand gun user can do a much better job, when using sighted shots against a live enemy, if he uses **both** hands, or a **rest**, to steady the weapon. In some circumstances, of course, time and local considerations may prevent him doing so ... but the psychological factors of combat and the strain upon the muscular and nervous system of the shooter must be compensated for by the best available means.*

– Rex Applegate, *Kill or Get Killed* (1976)

The “Base Chance” (p. 48) assumes that the firearm is used as intended. Conditions may dictate that other than the commonly used shooting stances are employed.

- ▲ Modern handgun users typically shoot with both hands. The exact handhold and position of arms and body varies according to shooting school, doctrine, and latest training fad. Instructors have championed the asymmetric Weaver stance, symmetric Isosceles stance, etc. The state of the art is the symmetric Modern Isosceles stance, with the body squared towards the target and both outstretched arms forming a triangle, which is the most natural position for a two-handed grip (and provides the best protection while wearing body armour). Two-handed shooting gives better control, adding +5 percentiles to **Handgun**. Most law enforcement agencies and militaries have taught two-handed shooting since the 1980s. Many people still shoot a handgun with only one hand. It feels more natural to untrained shooters and does have the advantage that the shooter can bring the weapon quicker to bear (p. 14) and that he can employ the other hand to hold a tactical light, melee weapon, tome, or other useful item. Alternatively, the off hand can be used to grab a rope, hold onto a helicopter, etc.
- ▲ Firing any gun braced doubles “Base Range” (p. 49). This also applies to shooting from the prone, which is the most stable shooting position.
- ▲ Firing a long arm such as a rifle, shotgun, or SMG, with only one hand makes hitting more difficult. Halve the relevant **firearms skill!** This also makes it slower to bring the gun to bear.
- ▲ Shooting *any* firearm with the off hand is much more difficult than with the strong arm. Halve the relevant **firearms skill!** It might be necessary nevertheless, for example if the dominant arm is injured. Investigators can avoid this penalty with the **Off-Hand Shooting** skill (p. 12), rolling under that instead. Many professional users train for this situation – it has been part of the FBI’s shooting instruction for decades.
- ▲ Firing two handguns simultaneously is next to useless – only highly skilled marksmen can overcome the disadvantages of not being able to use the sights of the guns as well as of firing one gun with the off hand. Reduce the shooter’s skill to 1/5 of normal (this already includes the penalty for the off hand), and roll separately for each weapon. See “Two Handguns” (*Call of Cthulhu*, p. 63). Investigators who know **Off-Hand Shooting** roll under half that skill instead. Firing two guns can be used to suppress a target by totalling the fired shots for calculating the odds (p. 17).

CALLED SHOTS

... enemy soldiers must be incapacitated immediately. Shots that wound or are mortal but do not incapacitate the target instantaneously are better than misses but may allow the enemy to return fire. While a solid **head-shot** is expected to instantaneously incapacitate the enemy, a target area of [13 by 20 cm] may be difficult to hit when moving rapidly in a low crouch position.

– US Army Headquarters, **FM 3-06.11 Combined Arms Operations in Urban Terrain** (2002)

According to “Precision Aim” (*Call of Cthulhu*, p. 63), taking extra care to aim doubles both Point-Blank Range and Base Range – but does not actually allow for more precise shots at *any* range! The Keeper might wish to resurrect the rules for “Called Shots” (*1990s Handbook*, p. 53): Taking only one shot per combat round at half normal DEX rank doubles Point-Blank Range and Base Range, and it also allows hitting small targets for special effect, such as headshots or shots in the arms or legs, if succeeding with a **firearms skill** roll at 1/5 – just like for an “Impale” (*Call of Cthulhu*, p. 59). This is realistic, as even in close-quarters combat, many shooters find it difficult to hit a man *at all*, let alone go for much smaller specialty targets that can end the fight with one shot. The investigator has to “call the shot” (specify the targeted hit location) prior to the roll.

EXAMPLE: Karl Knight has **Handgun** 75%. If he wants to attempt an incapacitating headshot at a cultist, he would roll against $75\% / 5 = 15\%$. At Point-Blank Range, this would be doubled to 30%, while beyond Base Range, it would be halved to 7.5%, rounded to 8%.

If the investigator is essentially target-shooting, meaning that he is not under time pressure, is not engaged in combat, and is not shooting at a living target, then the Keeper could double his chance to hit.

Called Shots work well with “Hit Locations” (*1990s Handbook*, pp. 53-57). Otherwise, the Keeper can make up the results as required: a headshot might do double damage, just like an Impale, while a shot in the arm might do only normal damage, but disable the limb. See “Blood & Guts” (*The Unspeakable Oath* #13, pp. 9-11) for realistic suggestions for specific hits. “Disabling Wounds” (*Delta Green: Targets of Opportunity*, p. 290) gives different, but likewise usable results. Called Shots can also be used to shoot out lamps or car tires, etc.

If the Keeper wants to make it easier for the investigators to score a special hit for increased drama, if not necessarily realism, he can allow a halved **firearms skill** roll instead. This option is favoured by “Aimed Shots” (*Cthulhu Now*, p. 24), “Called Shots” (*Delta Green: Targets of Opportunity*, p. 292), and “Targeting a Specific Area” (*Basic RolePlaying*, p. 213), but it more than doubles the chance of achieving an Impale – a result the Keeper might not wish. Otherwise, investigators might end up taking headshots all the time ... A more complex approach using a bonus for the time taken and a penalty for the size of the target is outlined under “Aimed Attacks” (*The Laundry*, p. 57).

AUTOMATIC FIRE

... the use of automatic or burst fire can improve survivability and enhance mission accomplishment. Clearing buildings, final assaults, [final protective fire], and ambushes may require limited use of automatic or burst fire ... Fully automatic fire is rarely effective and can lead to unnecessary noncombatant casualties or fratricide. Not only is fully automatic fire inaccurate and difficult to control, but it also rapidly empties ammunition magazines.

– US Army Headquarters, **FM 3-22.9 Rifle Marksmanship** (2008)

The main use of automatic fire is to suppress the target (prevent him from returning fire) or to allow multiple opponents to be attacked. Automatic fire against a single man-sized target is considerably *less* likely to score hits than several controlled shots, especially for shooters with limited skill. As the weapon starts firing, the recoil moves the muzzle away from the target, a tendency against which the shooter has to fight constantly. This is summed up nicely in an Heckler & Koch SMG manual: “While the first round may strike the intended aiming point, the recoil from each subsequent round pushes the shooter’s shoulder back further and further and the sights farther away from the center of the target ... It is impossible to prevent this rearward push that starts this rotation, regardless of how large or strong the firer may be ... This rearward push can only be countered through the use of the proper techniques ...” This is the *opposite* outcome of the rules for “Automatic Weapons, Bursts” (*Call of Cthulhu*, p. 63), which should be ignored. Instead, use the following:

- ▲ The first, well-aimed shot of a burst has the normal hit chance. For each shot in a burst after the first, *reduce* the attacker’s **firearms skill** roll by -3 percentiles for a handheld firearm, by -2 percentiles for a braced firearm (including on a bipod), or by -1 percentile for a mounted firearm (including on a tripod or vehicle), to a minimum of 05%. Bonuses for improving the hit chance, for example due to a muzzle compensator or tracer ammo (p. 189) are added *after* this reduction. Add a bonus against automobiles, aircraft, large creatures, etc., as per “Big Targets” (*Call of Cthulhu*, p. 63). Apply modifiers for Point-Blank Range or shots past Base Range *before* calculating the Attack roll.
- ▲ Roll against the modified Attack roll, but note the unmodified hit chance. If the investigator made the unmodified Attack roll, but missed the modified one, he hits with exactly one shot, regardless of burst length. For each 5 percentiles by which the attacker made the modified Attack roll (round down), he hits with one additional shot, up to the number of shots in the burst. Use the unmodified hit chance to calculate the odds of an Impale.
- ▲ Shooters *must* fire bursts at least equal to half ROF (round up) unless they have increased the relevant **firearms skill** by at least 5 skill points over the Base Chance. Untrained shooters typically fire wild volleys,



while experienced machine gunners shoot short, controlled bursts. It is also easier to control a weapon with low ROF than a faster-running gun. This is one of the reasons why some firearms have a built-in burst-limiter that mechanically restricts each burst to two or three shots. Shooters can fire as many limited bursts as they could fire single shots, each limited burst requiring squeezing the trigger (p. 50).

- ▲ The shooter can attack multiple targets in a 60° arc, dividing the shots in the burst as he sees fit. Moving from one target to the next wastes one shot per metre between the targets. The gunner has to roll individually for each target, but the attack chance is calculated for the *entire* burst.
- ▲ For each shot in a burst after the first, reduce the defender's **Dodge** roll by -1 percentile. The more lead there is in the air, the more difficult it is to avoid getting hit.
- ▲ A defender who comes under fire has to make a **Resistance Table** roll with the number of shots in the burst as the active characteristic and his POW as the passive characteristic. If several attackers shoot at the same defender during the same combat round, add the number of shots together. If the defender fails this roll, he is considered suppressed for 1D3 combat rounds, meaning that he dived for cover and cannot return fire – use the rules for “Stun” (*Call of Cthulhu*, p. 54). Target suppression can also be achieved using two handguns (p. 15) or unaimed panic fire (p. 49). Suppressive fire is especially effective when combined with proper “Tactics” (p. 20).

EXAMPLES: Karl Knight has **Rifle** 55% and fires a 3-round burst from his Colt M4A1 at a cultist past Base Range. His unmodified Attack chance is $55\% / 2 = 27.5$, rounded to 28%, and the chance for an Impale is $28\% / 5 = 5.6$, rounded to 6%. His modified Attack chance is $28\% - (2 \times 3 \text{ percentiles} = 6 \text{ percentiles}) = 22\%$. The cultist has **Dodge** 20%. The cultist's Defence chance is $20\% - (2 \times 1 \text{ percentile}) = 18\%$. Karl rolls a 20, succeeding with his Attack, and the defender rolls a 37, failing his Dodge roll. Since Karl's modified Attack chance is 22% and he rolled a 16, he made it by $22 - 16 = 6$, and thus he hit with $6 / 5 = 1.2$, or one additional shot, for a total of two out of three.

The defender also has to make a **Resistance Table** roll to avoid being suppressed, with 3 as the active characteristic against the cultist's POW 8, for a 25% chance that he is incapable of attacking for 1D3 combat rounds.

Against a SIZ 50 car (+10 percentiles, for a modified Attack chance of 32%), Karl would have made his attack by $32 - 16 = 16$, and hit with $16 / 5 = 3.2$, or all three shots.

If Karl fires a 10-round burst at a group of three cultists within Base Range, each 2 m apart, he can divide $10 - 4 = 6$ shots among them. He opts for 3, 2, and 1 shots. His modified Attack chance against each of them is $55\% - (9 \times 3 \text{ percentiles} = 27 \text{ percentiles}) = 28\%$. Only the first target can be attacked with the unmodified Attack chance.

Karl's friend Serena Simmons has **Machine Gun** 15%, the **Base Chance**, which means she always has to fire bursts at half ROF or more. Using a FN MINIMI with ROF 25, she has to fire at least a 13-round burst. Firing from the bipod, her modified Attack chance is $15\% - (12 \times 2 \text{ percentiles} = 24 \text{ percentiles}) = -09\%$, raised to the minimum of 05%. She rolls a 14. Since Serena's modified Attack chance is 05%, but her unmodified Attack chance is 15%, she hits with (only) one shot out of 13. The defender has to make a **Resistance Table** roll to avoid being suppressed, with 13 as the active characteristic.

These rules make automatic fire less useful for *unskilled* users unless they just want to keep the heads of their opponents down, while highly skilled shooters will still be dangerous. This is realistic, but may not suit the Keeper's style. Achieving the necessary skill level for effective use can be difficult (p. 11).

See “Burst Fire” (*Delta Green: Targets of Opportunity*, p. 290) for a different approach to the problem of automatic weapons that keeps the increase of the Attack chance. An alternate take at “Suppressing Fire” (*Delta Green: Targets of Opportunity*, pp. 291-292) is limited to hits or close misses. “Suppression Fire” (*World War Cthulhu: The Darkest Hour*, pp. 112-113) suggests the elegant solution to pay with SAN points to leave cover if under fire.

CLOSE-QUARTER SHOOTING

I added the Mozambique drill to the modern doctrine after hearing of an experience of a student of mine up in Mozambique ... [who] ... planted two satisfactory hits, one on each side of the wishbone. He expected his adversary to drop, but nothing happened, and the man continued to close the range. At this point, our boy quite sensibly opted to go for the head ... Upon analysis, it seemed to me that the **pistolero** should be accustomed to the idea of placing two shots amidships as fast as he can and then being prepared to change his point of aim if this achieves no results ... The problem for the shooter is to change his pace, going just as fast as he can with his first pair, then, pausing to observe results or lack thereof, he must slow down and shoot precisely.

– Jeff Cooper, *Commentaries* (1993)

The closer the shooter is to his opponent, the more important it is to take down the adversary before he is able to close to melee range, negating many of the advantages of the gun and making the shooter vulnerable to a variety of unpleasant attacks. Unlike in cinema, most firearms will not *reliably* incapacitate a human opponent with a single hit, especially handguns, and therefore several techniques have been developed to ensure this.

Close-Quarters Battle (CQB) Range

... most police engagements take place under [6 m] range ...

– Chris McNab, *Deadly Force* (2009)

Police statistics show that more than 80% of all non-military shootings occur under a distance of 15 m – and 60% take place at 2 m or closer! The primary reasons for this are the social nature and the urban settings of most contemporary gunfights. This emphasizes the importance of dealing decisively with adversaries at close range. One answer to this problem is the Tueller Drill, a training sequence which prepares the shooter to draw and fire his handgun in under 1.5 seconds, the time it takes the average assailant to sprint 6 m and attack with a melee weapon like a knife. Compare “Quick Draw” (p. 13).

Most of the following methods are only feasible at close-quarters, from touching distance to about a dozen metres. This is defined as the *Close-Quarters Battle (CQB) Range*, which is equal to the shooter’s DEX in metres.

Double-Tap

The Modern Technique of the Pistol promotes the “standard defensive response” to an attack – two quick shots to the chest.

– Gabriel Suarez, *The Tactical Pistol* (1996)

A *double-tap* is a controlled pair of *aimed* shots in quick succession at the same target. The intention is to incapacitate the opponent, especially when using a relatively low-powered weapon like the average handgun. The double-tap technique is standard to many law enforcement agencies and militaries, as well as some civilian shooting matches. Anyone can attempt a double-tap.

Realistically, a double-tap can easily be done in a 3-second combat round – most trained shooters shoot splits of 0.1-0.5 seconds between the two shots. This is difficult to simulate using the official rules, although an “expert” with a **firearms skill** of 75% can fire at least twice per combat round with most modern weapons (p. 49). However, it differs from shooting several aimed shots in succession at different DEX ranks, as *both* shots of a double-tap are fired at the shooter’s DEX rank. If the shooter’s ROF is 2, then he cannot fire any more shots during that combat round. If he has ROF 3, he can fire another shot, using the normal DEX cycle progression; if he has ROF 4, he can even fire two double-taps, one at his DEX rank, the second one at half DEX! Both shots of



a double-tap *must* be fired at the same target. If the rules for “Hit Locations” (*1990s Handbook*, p. 53) are used, the same hit location will be hit – normally the chest (*1990s Handbook*, p. 54). The maximum range for a double-tap is the shooter’s CQB Range.

EXAMPLE: *Serena Simmons has DEX 10, Handgun 50%, and a Glock 23 pistol with ROF 2(3). She wants to engage a cultist at a distance of 7 m, which is outside of her Point-Blank Range of 3 m, but still shorter than her CQB Range of 10 m. At her DEX rank of 10, Serena fires a double-tap. The player rolls twice against Serena’s Attack chance of 50%, succeeding twice, and scores two hits in the cultist’s chest. Unless the Keeper is using any optional ROF rules, Serena cannot attack again until the next combat round.*

TO SEE this in action, watch *Ronin* (set in 1997), in which mercenary Sam double-taps with a Colt M1991A1; *Blood Diamond* (set in 1999), in which treasure hunter Danny Archer double-taps with an Izhmash AK; *Tears of the Sun* (set in 2002), in which US Navy SEALs double-tap with Colt M4A1s; *Street Kings* (set in 2007), in which LAPD detective Tom Ludlow double-taps with a S&W Model 4506; and *The Veteran* (set in 2010), in which free agent Robert Miller double-taps with a Colt M4A1.

Mozambique Drill

Members of clearing teams should concentrate on achieving solid, well-placed shots (controlled pairs) to the upper chest, then to the head ... This shot placement increases the first round hit probability and allows for a second round incapacitating shot ... This engagement technique is more reliable than attempting head-shots only and is easy for soldiers to learn, having been taught previously to aim at center of mass.

– US Army Headquarters, *FM 3-06.11 Combined Arms Operations in Urban Terrain* (2002)

Also known as the “2+1” or “Drugs & Armour” drill, the *Mozambique Drill* consists of a double-tap to the chest and a third, more difficult, but better-aimed shot to the head. The technique is intended as an escalating response to targets who are on drugs or wearing body armour, the shooter shifting his aim to the head to hit the brain, which is virtually the only location in the human body that guarantees immediate incapacitation. This technique is taught by some militaries to their infantry and special forces, and is part of the curriculum of some private shooting schools. Since it requires a fairly high skill to pull off, it is not typically used by draft troops, police officers, or criminals, but anyone competent enough can try it.

The Mozambique Drill is performed in a single 3-second combat round – fast shooters fire all three shots in as little as 1 second, while even most ordinary trained shootists can do it in 1.5-2 seconds. This is impossible under official rules, as the large-calibre pistols for which the “Moz” was originally developed are limited to ROF 1(2)! The Keeper should consider using one of the optional rules presented under “Rate of Fire” (p. 49) to increase ROF without unrealistically resorting to “Unaimed Shots” (*Call of Cthulhu*, p. 63).

If the shooter has the required ROF 3, he can fire a double-tap at his DEX rank. Then all other actions take place, during which the shooter observes his target. If the target does not go down, he can take the third shot in the last part of the combat round, at half his DEX – he cannot shoot in the second DEX cycle! This shot is a “Called Shot” (p. 16) to the head at 1/5 Attack chance. If this succeeds, the hit is an “Impale” (*Call of Cthulhu*, p. 59), doing double damage, unless the Keeper is using the rules for “Hit Locations” (*1990s Handbook*, p. 53), in which case the result is a headshot – when a target’s head is reduced to 0 HP or fewer, he falls at least unconscious (*1990s Handbook*, p. 54). The maximum effective range for a Mozambique Drill using these rules is the shooter’s CQB Range. At Point-Blank Range, all Attack chances are doubled (*Call of Cthulhu*, p. 63), considerably improving the odds. A shooter who has announced that he will perform a Mozambique Drill cannot **Dodge** in that combat round, being occupied with shooting and observing.

EXAMPLE: Karl Knight has DEX 12, Handgun 75%, and a Springfield Professional pistol with ROF 1(2). The Keeper employs the optional rule allowing trained shooters to use the improved ROF listed in the Weapon Tables, and “expert” shooters to double the ROF: Karl has ROF $2 \times 2 = 4$. He wants to engage a cultist 7 m away – outside his Point-Blank Range of 4 m, but still within his CQB Range of 12 m. At his DEX rank of 12, Karl fires a double-tap. The player rolls twice against his Attack chance of 75%, both times succeeding, meaning both shots hit the cultist in the chest. However, these fail to penetrate the cultist’s armour vest, and he continues to close in. Karl therefore opts to fire a third shot at half his DEX, or 6,

at the cultist’s head. His Attack chance would be 75% / 5 = 15% – however, by that time, the cultist has already advanced into Karl’s Point-Blank Range, thus doubling his Attack chance to 30%. The player rolls a 21, and Karl shoots the cultist in the head.

TO SEE the Mozambique Drill in action, watch *Miami Vice #1.4* (set in 1984), in which the technique is executed with a Colt M1911A1 by hit man Ludovici Armstrong; *Heat* (set in 1994), in which it is performed with a SIG-Sauer P220 by bank robber Neil McCauley; *Ghost Dog* (set in 1998), in which it is done with a Ruger MK II by hit man “Ghost Dog”; *Blood Diamond* (set in 1999), in which it is executed with an H&K USP Compact by treasure hunter Danny Archer; *Collateral* (set in 2003), in which it is taken with an H&K USP by hit man Vincent; and *Street Kings* (set in 2007), in which it is performed with a S&W Model 4506 by LAPD detective Tom Ludlow.

DODGING

Although you certainly cannot dodge bullets, you can dodge the direction of a weapon’s presentation and the subsequent line of fire.

– Gabriel Suarez, *The Tactical Shotgun* (1996)

The **Dodge** skill allows an investigator to try to evade the first shot fired at him every combat round (*Call of Cthulhu*, p. 67). This does not mean that he literally dodges a bullet, as in *The Matrix*. Realistically, it means he keeps his head down – often by simply hitting the deck. He might also take up the so-called “combat crouch,” a slightly bent stance that reduces the silhouette. He might move “tactically” by keeping close to cover, or by weaving left and right, or a combination. Even a small step to the dominant side of an attacker can give the investigator that tiny advantage needed to avoid being hit.

The dodging investigator has to be aware of the shooter. For example, a sniper shot from ambush cannot be dodged – compare “Surprise” (*Call of Cthulhu*, p. 59). Depending on circumstances, the Keeper can allow a quartered Luck or halved Spot Hidden roll to check if the investigator spots the glint off a sniper scope, notices a protruding muzzle, or sees the dot from a targeting laser (p. 197), so that a Dodge roll is possible. (A competent sniper uses Conceal to prevent that.) Furthermore, if the investigator is mentally occupied by something else, such as concentrating on “Called Shots” (p. 16) or reciting from a musty tome, then he cannot **Dodge**.

Only one shot per combat round can be dodged. However, “Dodge” (*Keeper’s Companion*, p. 185) allows two Dodge rolls per combat turn if the investigator has raised the skill to at least 75%. The “Dodge Option” (*Call of Cthulhu*, p. 140) permits everyone up to three Dodge rolls per combat round. The latter probably leads to less realistic results, but also to increased investigator survival rates (p. 8).

ENCUMBRANCE

Call of Cthulhu lacks rules for encumbrance. Most militaries suggest an ideal maximum basic load of between 30% and 40% of body weight. However, soldiers routinely have to carry more than this. Large burdens should result in a reduction of MOV (*Call of Cthulhu*, p. 51) as well as penalties to activity skills such as **Dodge**, **Jump**, **Swim**, etc. Use the following suggestions:

- ▲ **No Load:** If the investigator carries up to $(\text{STR}+\text{SIZ}/2) \times 1.5$ in kilograms, he is considered unencumbered.
- ▲ **Light Load:** Between $(\text{STR}+\text{SIZ}/2) \times 1.5$ and $(\text{STR}+\text{SIZ}/2) \times 3$ in kilograms, reduce MOV by -1 and subtract -5 percentiles from activity skills.
- ▲ **Medium Load:** Between $(\text{STR}+\text{SIZ}/2) \times 3$ and $(\text{STR}+\text{SIZ}/2) \times 4.5$ in kilograms, reduce MOV by -2 and subtract -10 percentiles from activity skills.

2.4 kg	Crye Combat Pants (integral knee pads) and Crye Combat Shirt (flame-resistant)
0.1 kg	Rigger belt
0.3 kg	Underwear (drawers, T-shirt, socks)
1.4 kg	Asolo Fugitive GTX hiking boots
0.1 kg	Mechanix tactical gloves (p. 192)
0.05 kg	Oakley SI M-Frame ballistic glasses (p. 191)
1.1 kg	Crye AirFrame Level IIIA ballistic helmet (p. 199)
0.65 kg	ITT AN/PVS-23 image-intensifying Generation 3 night vision goggles (p. 197) and battery pack (on helmet)
9.4 kg	Crye Jumpable Plate Carrier chest rig with Level IV front, back, and side ceramic plates (p. 199)
0.6 kg	Crye Low Profile equipment belt
4.2 kg	H&K HK416D10RS assault carbine (p. 109) with EOTech552 reflex

sight (p. 196), Insight AN/PEQ-15 APTIAL improved IR laser/light (p. 198), SureFire M600 LED weapon light (p. 198), and loaded with 30-round Magpul EMAG magazine
0.3 kg VTAC MK 2 two-point rifle sling (p. 193)
2.0 kg 30-round Magpul EMAG magazines (4) in chest rig
1.4 kg Springfield Professional pistol (p. 60) loaded with 8-round Wilson Combat magazine
1.0 kg 8-round Wilson Combat magazines (5) in magazine pouches on chest rig and belt
0.5 kg Safariland Model 6004 retention holster (p. 193)
0.05 kg Pistol lanyard (p. 193)
0.3 kg Magazine pouches (p. 193)
0.15 kg Maxpedition Rollypoly dump pouch (p. 193)

0.9 kg	Racal AN/PRC-148 MBITR radio with Type 1 encryption
0.5 kg	Peltor ComTac III ACH radio headset/active hearing protection (p. 191)
0.15 kg	SureFire 6PX tactical flashlight (p. 201)
0.2 kg	Cyalume light sticks (4)
0.05 kg	S&S Manta Strobe IR identify-friend-foe marker
0.5 kg	Def-Tec No.25 flash-bang stun grenade (p. 167)
0.1 kg	Sabre Red MK-3 pepper spray (p. 201)
1.9 kg	M45 gas mask with carrier
0.25 kg	Leatherman Wave multi-tool (p. 200)
0.3 kg	Peerless Model 700 handcuffs
0.1 kg	Flex cuffs (3)
1.5 kg	LBT Model 9022B medic blow-out pouch with improved first aid kit (p. 191)

32.45 kg Total weight

- ▲ **Heavy Load:** Between $(\text{STR}+\text{SIZ}/2) \times 4.5$ and $(\text{STR}+\text{SIZ}/2) \times 6$ in kilograms, halve MOV and subtract -20 percentiles from activity skills.
- ▲ **Extra-Heavy Load:** If the investigator carries over $(\text{STR}+\text{SIZ}/2) \times 6$ in kilograms, quarter MOV and prohibit other physical activities.

EXAMPLE: Karl Knight has STR 11 and SIZ 11. A load below 16.5 kg will not penalize him. Up to 33 kg is a light load, up to 49.5 kg is a medium load, and up to 66 kg is a heavy load. In an emergency, he can hoist even more than that, for example, an incapacitated colleague, but only for a relatively short time.

As an example for the typical loads carried by investigators, examine this basic load of an FBI HRT agent in 2013:

TACTICS

Stay away from corners ...

– Gabriel Suarez, *The Tactical Pistol* (1996)

Shooters operating as a team need to closely coordinate in order to work efficiently and safely – “friendly fire” is often the result of poor tactics. Team tactics require a lot of training and cannot be improvised. They are drilled into teams as standard operating procedures (SOP), and will typically be confined to military units and special law enforcement teams, although some basics can be expected from ordinary police officers as well. All US Federal agents, regardless of agency, are taught elementary tactics at the academy. Civilians might pick up basic principles playing paintball, but should not kid themselves that they can compete with shooters who

have received proper combat training with *real* bullets. The Keeper should assume that investigators can only perform most of the following manoeuvres if at least one team member makes a successful **Tactics** roll (p. 12).

Some of these manoeuvres have no direct game-mechanical effect, since *Call of Cthulhu* lacks rules for tactical movement, position, and posture, but they will help the Keeper and players to visualize what happens. Compare “Tango Tango!” (*The Black Seal* #3, p. 34).

Fire-and-Manoeuvre

When I fire three single shots, David and I start falling back. I'll move while David fires, and then I'll fire and David moves, and we keep alternating until I free three more shots and that means get the hell out.

– John Tynes, “The Corn King” (2001)

This is the most common type of tactical movement in a team – which can be as small as two shooters or as large as a platoon of several dozen. Half of the team moves while the other half covers them by giving suppressive fire to keep the heads of the opposition down (p. 17). Once the moving team members have found cover (p. 6), they start firing, allowing their team mates to move. In that fashion the entire team can leapfrog from cover to cover. The moving element is out in the open for only one or two combat rounds. This manoeuvre is so basic that even a team without **Tactics** skill can perform it.

TO SEE fire-and-manoeuvre tactics, watch US Army Rangers in *Black Hawk Down* (set in 1993); bank robbers in *Heat* (set in 1994); mercenaries in *The Mission* (set in 1998); thugs in *The Way of the Gun* (set in 1999); and US Recon Marines in *Generation Kill* (set in 2003).

Counterattack

Soldiers in the kill zone immediately return fire, take up covered positions, and throw fragmentation ... and smoke grenades. Immediately after the grenades detonate, soldiers in the kill zone assault through the ambush using fire and movement.

– Center for Army Lessons Learned, **Small Unit Night Fighter Manual** (1996)

This “contact drill” is employed as a standard operating procedure by small military units which have come under ambush. As soon as contact with the enemy is made, the ambushed team tries to overrun the ambushers to regain the initiative. Team members initiate their reaction by returning fire, usually at their full ROF, followed by explosive ordnance like hand grenades, grenade launcher rounds, or light anti-tank weapons. The team then advances *towards* the ambushers to get out of the “kill zone.” Running towards the attackers should require a **POW×5** roll – those who made their **Tactics** roll at the beginning of the fight can add +5 percentiles (p. 12). Those who fail stay behind unless a commanding officer or similar authority figure is present. Only suicidal ambushers will *not* duck behind cover in the face of the withering suppressive fire (p. 16) of those counterattacking, meaning they cannot return fire.

TO SEE a counterattack drill, watch mercenaries in *Predator^A* (set in 1986); bank robbers in *Heat* (set in 1994); and US Navy SEALs in *Tears of the Sun* (set in 2002).

Peeling

This technique is most effective while the team is in a file formation, the vegetation is dense, or during limited visibility... When contacted from the front, the first member fires a full magazine ... Every other member does the same, one at a time. Each member waits until the member in front of him is even with him or on his left or right before firing a weapon ... The last member throws a hand grenade ...

– US Army Headquarters, **FM 7-93 Long-Range Surveillance Unit Operations** (1995)

“Peeling,” also known as the “Australian Peel,” is a controlled retreat in the face of overwhelming opposition, when a counterattack is either not feasible or not advantageous. This standard operating procedure is primarily employed by small units of special forces that operate in enemy-controlled areas. As soon as contact is made, the man closest to the threat directs suppressive fire (p. 16) towards the opposition. An investigator without automatic weapon can use “Unaimed Shots” (*Call of Cthulhu*, p. 63) to double his ROF. After one combat round, he breaks contact and runs back past the nearest team mate, tapping or telling him that he is “peeling off.” In that instant, the second team member in line starts firing, only to peel off himself after another combat round, and so on. In that way, the team retreats while keeping up a steady stream of fire towards the threat, suppressing it and preventing it from following or engaging the team.

TO SEE a peeling drill, watch *Navy SEALs* (set in 1989) and *Tears of the Sun* (set in 2002), in both of which it is being performed by US Navy SEALs.

Room Entry

The team members will move to one side of the door as they approach. If the geography allows, the team members will position themselves on the side nearer to the door knob. The contact man and the cover man will cover the door area itself. The security man will cover the area of the hallway beyond the door. This configuration is called “stacking.” The contact man will initiate the movement across the door as he begins to conduct his angular search into the room from the outside. As he moves, the cover man moves with him, maintaining physical contact with him at all times.

– Gabriel Suarez, *The Tactical Advantage* (1998)

Entering a room is dangerous because the investigator cannot know what awaits him inside, while anyone inside knows that the investigator has to come through the “fatal funnel” of the doorway and can prepare accordingly. If someone is waiting to ambush an entering investigator, then the latter cannot **Dodge** while he steps through the doorway. He can still **Parry** or **Attack**, and as soon as he is through, he can act normally.

Prior to entering a room, team members “stack up” behind each other to one or both sides of the doorway, touching the shoulder of the man in front with the offhand, starting with the last man. This ensures that everybody knows where everybody else is, and tells the man in front that those behind him are ready. If the door is locked, the first man may need to resort to “Door Breaching” (p. 27), then steps aside to let the second man enter. Everyone in the stack knows which sector in the room he has to cover – he only looks for opponents in that sector, trusting his team mates to cover the others. The entry can be preceded by hand grenades to prevent ambush. Police officers use less-than-lethal flash-bang (p. 167) or tear gas grenades (p. 175), while military units also employ fragmentation grenades (p. 167).

TO SEE a realistic room entry, watch it being done by burglar Frank in *Thief* (set in 1980); by thugs in *The Way of the Gun* (set in 1999); by mercenaries in *Proof of Life* (set in 2000); by LAPD SWAT officers in *SWAT* (set in 2002); by US JSOC 1st SAG soldiers in *The Unit #1.3* (set in 2005); by FBI agents in *The Kingdom* (set in 2006); by US Navy SEALs in *Act of Valor* (set in 2011); and by Garda ERU officers in *Haywire* (set in 2011).

SHOOTING IN DARKNESS

The psychological effects of low light should not be underestimated. The childhood terror of monsters in the closet may no longer hold sway, but most people are affected by some degree of unease in the dark.

– Andy Stanford, *Fight at Night* (1999)

Shooting in poor light is difficult. While a man can be made out as far away as 250 m at full moon, starlight reduces this to only a few dozen metres. Realistically, the shift from light to complete darkness is gradual, but to keep it playable the Keeper should restrict it to three scenarios:

- ▲ Both target and weapon sights can be seen, if less clearly (twilight, moonlight). This halves firearms skill rolls. See “Dimness, Darkness, Invisibility” (*Call of Cthulhu*, p. 60).
- ▲ The target can be discerned in outline only and sights cannot be seen (starlight). This reduces firearms skill rolls to 1/5, making all shots essentially “Unaimed Shots” (*Call of Cthulhu*, p. 63).
- ▲ Both target and sights cannot be seen (complete darkness). This reduces firearms skill rolls to 01% (*Call of Cthulhu*, p. 60).

Lights

Probably the easiest item for any of us to get a hold of to increase our night fighting capability is the white light. The white light doesn't require any special permits or night vision goggles to achieve decent results.

– Kyle Lamb, *Green Eyes & Black Rifles* (2008)

A portable light negates all penalties for shots at targets that are illuminated by the device. Shots beyond the light beam’s reach are penalized as above.

- ▲ The simplest method is to hold a flashlight (p. 200) in one hand and the gun in the other. Only a handgun can be used in this fashion without penalty. With a long arm, a flashlight can be held parallel to the barrel alongside the handguard. This allows normal two-handed shooting (p. 15). Holding the handgun in one hand and the flashlight in the other as far out to the side as possible (to avoid giving the opponent an easy target by simply aiming at the light) was the preferred technique of the FBI between the 1930s and the 1980s. In a “Quick Draw” (p. 13), subtract -5 from DEX if the shooter has to draw a flashlight as well.



- ▲ Since the 1970s, instructors have come up with ways to assume a two-handed handgun shooting stance and simultaneously hold a flashlight. These are known after their inventors as the Ayoob, Chapman, Harries, or Rogers techniques, but all have in common that handgun *and* flashlight are aimed together in a two-handed hold (p. 15). This is the preferred method taught to modern police officers and armed citizens. In a “Quick Draw,” subtract -5 from DEX if the shooter has to draw a flashlight as well, on top of the penalty for two-handed shooting.
- ▲ Although weapon lights have been available since the early 20th century (*Investigator Weapons 1*, p. 61), they did not find widespread use until the 1990s. A high-powered, shock-proof flashlight is mounted on a firearm in parallel with the barrel (p. 197). These are easier to use than fumbling around with a separate flashlight, but make the gun more difficult to conceal, which is why they are mainly used by SWAT teams and military forces. In a “Quick Draw,” subtract -2 from DEX if the shooter has to activate a weapon light. Weapon lights have the advantage that they do not need to be put away for reloading, clearing a malfunction, opening a door, etc.
- ▲ Lights can be used to “dazzle” an opponent by keeping the light off and then suddenly shining the beam directly into his eyes. This requires a DEX×5 roll. An alert target can try to shield his eyes or turn his head with a successful Luck roll. If this fails or the target was surprised, he is blinded for 1D6 combat rounds, which means all vision-based skill rolls are at 01%. Subsequently, his vision is obscured by glare for 3D6 combat rounds, during which all vision-based skill rolls are halved. This only works with powerful “retina-searing” lights with an output of least 100 lumens. Ordinary flashlights cannot blind, only obscure vision, and that for only 1D6 combat rounds. Compare “Blinding Flash Guns” (*1990s Handbook*, p. 13).
- ▲ Lights make the user visible – others can home in on the light source. The shooter may also inadvertently backlight himself through improper technique, and can even “blind” himself by shining on a reflective surface like a mirror or white wall.

TO SEE the Harries technique in action, watch NYPD officer Amelia Donaghy in *The Bone Collector* (set in 1998); FBI agent Joey Gazelle in *Running Scared* (set in 2005); and big-game hunters Dean and Sam Winchester in *Supernatural #1.12^A* (set in 2005). In *Street Kings* (set in 2007), LAPD detective Tom Ludlow demonstrates how to “dazzle.”

Illuminated Sights

Mildly radioactive materials like tritium glow in the dark through radio-luminescence. Available for iron sights since the 1910s (*Investigator Weapons 1*, pp. 46, 58, 64, 69, 97), they have been common since the 1980s on both iron sights and to illuminate the reticles of various “Weapon Optics” (p. 195). In twilight or moonlight, illuminated sights reduce firearms skill rolls in the dark to 3/4, rather than halving them. In starlight, they only halve firearms skill rolls and allow aimed shots. They give no advantage in complete darkness.

Night Vision Devices

Focus PVS-7 [night vision goggles] to infinity ... Do NOT attempt to align head with sights or establish stock weld. Acquire target using PVS-7. Activate PEQ-2A [IR targeting laser] beam. Adjust PEQ-2A spot onto target. Pull trigger ...

– 5th Marines Regiment Headquarters, *Night Warrior Handbook* (2005)

Another effective method to shoot in the dark is to employ a night vision device. These come in several variations. See “Weapon Optics” (p. 195) and “Night Vision Goggles” (p. 197) for details. Many are expensive or even illegal for private use and thus outside the reach of civilians, but they are employed in the military and by affluent law enforcement agencies.

- ▲ A night vision sight or “starlight scope” electronically intensifies residual visible light as well as some infrared light, providing a monochrome black/green image. It only works if there is light to actually intensify – using a night vision sight negates penalties for shooting in twilight, moonlight, or starlight, but is useless in complete darkness such as in a cellar or cave, unless combined with an IR light source. Image-intensification can be ineffective on clouded nights and is typically defeated by precipitation or smoke. A night vision sight requires that the shooter actually looks through the sight, giving no benefits to “Unaimed Shots” (*Call of Cthulhu*, p. 63).
- ▲ A thermal-imaging sight visualizes temperature differences between objects by detecting the infrared radiation they emit, normally in a monochrome black/white or black/orange image. Using a thermal sight negates penalties for shooting in any kind of darkness, and even in heavy precipitation like fog or snowfall. It requires that the shooter actually looks through the sight, providing no benefits to “Unaimed Shots” (*Call of Cthulhu*, p. 63).

▲ Night vision goggles (NVGs) are not mounted on the weapon, but worn by the shooter. They work like night vision sights, but do not allow the shooter to use the weapon’s sights, be they iron sights or a scope. This means that the shooter cannot make “Called Shots” (p. 16) unless he has mounted a NVG-compatible reflex or collimated sight or a targeting laser on his weapon. NVGs reduce depth perception and peripheral vision, and require considerable training to use effectively. Recently, monocular NVGs have been introduced that cover just the non-dominant eye of the wearer, reducing the problems of conventional NVGs, and allowing the user to employ the iron sights on his weapon.

TO SEE the use of NVGs, watch *Silence of the Lambs* (set in 1990); *Patriot Games* (set in 1991); *Black Hawk Down* (set in 1993); *Generation Kill* (set in 2003); and *Harsh Times* (set in 2004).

SHOOTING IN THE COLD

Another problem the soldier faces in severe cold is a higher rate of breakage and malfunctions. This can be attributed primarily to the cold, although snow in weapons can also cause stoppages and malfunctions. The hardened metal parts of automatic weapons are more brittle than soft metal in cold temperatures. When the weapon is fired at sub-zero temperatures, parts can break within the first few rounds. Short bursts warm the gun to a normal firing temperature.

– US Army Headquarters, *FM 9-207 Operations and Maintenance of Ordnance Materiel in Cold Weather* (1998)

Sub-zero temperatures, snow, and ice encountered in the Arctic and Antarctic, but also in alpine regions and even during winter in temperate zones, have considerable impact on shooting.

- ▲ Extreme cold (-30°C and below) can result in the breakage of components like firing pins, bolts, springs, etc. This is mainly an issue with semi- or full-automatic weapons, and worsens their Malf by -3 percentiles.
- ▲ Firearms require special lubricants in extreme cold or they will gum up. This worsens Malf by -5 percentiles for simple guns like revolvers, bolt-action rifles, or double-barrelled shotguns, or by -10 percentiles for more complicated semi- or full-automatic weapons. See “Machinery Malfunctions” (*Beyond the Mountains of Madness*, p. 306). If a cold weather lubricant is not available, the weapon’s current lubricant should be removed using a solvent. This will not impact performance unless the gun is shot this way over a long period. Gumming up can also be avoided by keeping the gun warm. The latter is only practical with handguns carried close to the body. Avoiding this problem requires a halved combination roll of Know and the relevant firearms skill or Craft (Gunsmith) – or a Survival (Cold Weather) roll. Similar rules with more severe penalties are suggested in “Equipment” (*Walker in the Wastes*, pp. 29-30).

GUNSHOT WOUND TREATMENT

The basic treatment of gunshot wounds depends on the area(s) struck. Generally, gunshot wounds should be covered by a dry dressing or a clear transparent dressing if available. Manual pressure should be applied if the wound is bleeding ... Arm or leg gunshot wounds can bleed heavily if a blood vessel is struck ... Tourniquets ... may sometimes be needed. Large skin defects, from for example shotgun wounds, may require topical clotting agents to help control bleeding.

— Maurizio Miglietta, “Trauma and Gunshot Wounds” (2006)

If an investigator has been shot, it is imperative to treat him as soon as possible. Dressing the wound and stopping the bleeding can bring an injured investigator back into the game – a successful **First Aid** or **Medicine** roll restores 1D3 lost Hit Points. See “First Aid” (*Call of Cthulhu*, p. 54). If the Keeper uses more detailed rules like “Hit Locations” (*1990s Handbook*, pp. 53-54) or “Disabling Wounds” (*Delta Green: Targets of Opportunity*, p. 290), then a **First Aid** or doubled **Medicine** roll is required to stop a bleeding investigator from losing even more points.

Either skill requires suitable equipment – at least a basic first aid kit with bandages (*1990s Handbook*, p. 9). Soldiers usually carry a battlefield dressing, but increasingly receive an “Improved First Aid Kit” (p. 191). These often include adsorbent hemostatic agents like QuikClot, originally in powder form, nowadays integrated into a bandage, which is safer to apply (the original powder got so hot that it could cause severe burns on patients). Another important component is an improved tourniquet that can be applied one-handed. These materials double **First Aid** or **Medicine** rolls to stop bleeding, but not the roll to regain Hit Points. If intravenous (IV) fluids like blood plasma or lactated Ringer’s solution (*1990s Handbook*, p. 9) are available, then a special success (*Call of Cthulhu*, p. 143) restores the maximum 3 Hit Points instead of 1D3. The benefits from using better equipment are only applicable if the user has been trained

with it: establishing IV lines for fluid administration, for example, is not something everyone can do. If no first aid kit is available, an investigator can try to improvise, using a belt, torn clothing, etc. This halves **First Aid** or **Medicine** rolls.

After the first treatment, wounded investigators should receive proper medical care as soon as possible, in order to avoid long-term problems including death. In particular, many gunshot wounds include foreign matter from penetrated clothing, fragmented projectiles, etc., which require a **Medicine** roll and a surgery kit (*1990s Handbook*, p. 10) to remove in order to prevent infection.

Investigators might be forced to improvise for fear of alerting the “Civil Authority” (*Call of Cthulhu*, pp. 143-146), since gunshot wounds (and suspicious knife and burn injuries) have to be reported by medical staff to the police in most jurisdictions.

TO SEE the problems of heavy bleeding, watch *Black Hawk Down* (set in 1993) and *The Unit* #3.7 (set in 2007). See the effects of QuikClot powder and IV fluids in *Shooter* (set in 2006). Improvised tourniquets using belts are shown in both *Miami Vice* (set in 2005) and *Shooter*. Interesting, if not always entirely realistic, scenes showing improvised secondary care of wounds can be seen in *Ronin* (set in 1997), *Dog Soldiers*^A (set in 2001), *The Bourne Identity* (set in 2002), and *Shooter*.

- ▲ Bare metal is uncomfortable to the touch at 0°C. Touched at -10°C, it can result in some skin loss. See “Antarctic Advice and Relevant Facts” (*Beyond the Mountains of Madness*, p. 305). At -20°C, touching metal results in frostbite, the degree depending on the duration. At -40°C, even brief contact leads to fourth degree frostbite which can make amputation necessary. See “Frostbite” (*Beyond the Mountains of Madness*, p. 301). Thick gloves worn to protect against the cold make squeezing the trigger more difficult or even impossible, depending on the size of the trigger guard – and mittens do not allow the firing of most guns *at all*. Some modern weapons have fold-away trigger guards or winter triggers to allow shooting with gloves or mittens. Reloading a gun or magazine with individual cartridges while wearing gloves requires a DEX×5 roll. See “Machinery Malfunctions” (*Beyond the Mountains of Madness*, p. 306). Inserting or removing a detachable magazine is not affected.

TO SEE the effect of touching metal in extreme cold, watch *Whiteout* (set in 2009).

- ▲ Firearms should be protected from contact with snow and ice, as it might clog the barrel or action. This worsens Malf by -3 percentiles and can result in a burst barrel, destroying the weapon. If a malfunction occurs, a successful Luck roll prevents the destruction of the gun. To avoid this, a gun should be carried in a scabbard, closed holster, or gun case until the last moment when it is to be used. Long arms can be protected with a muzzle cover against entry of foreign matter. See “Firearm Accessories” (p. 193).
- ▲ Firearms brought from the cold into a warm shelter attract condensation, which will freeze the weapon shut when it is taken out again. This makes the gun unusable until it is thawed. Condensation can be prevented by storing guns at the ambient temperature, usually outside, or by cleaning it scrupulously after about one hour in the warmth to remove any condensation.

- ▲ Cold weather clothing makes many concealed carry options less useful. A shoulder or belt holster is inaccessible unless coat or jacket are open – which might be impossible due to the cold, or at least undesirable as an open coat in cold weather is a giveaway to the alert observer (p. 13). Ankle holsters are less useful since the wearer might prefer his trousers tucked into his boots, and the lower legs are bound to get wet in snow and rain, which can affect the weapon. One solution is to carry a handgun in a pocket holster, which can be slipped into a coat pocket.
- ▲ Batteries in TASER electrical control devices (p. 86), weapon lights (p. 197), flashlights (p. 200), and electronic aiming aids like night vision sights (p. 197) or targeting lasers (p. 197) suffer reduced runtimes; lower efficiency to 50% in sub-zero temperatures and to only 10% in extreme-cold conditions! At -45°C they will fail completely! See “Temperature Effects” (*Beyond the Mountains of Madness*, p. 305).
- ▲ Temperatures under 0°C lead to the depressurization of spray cans (p. 201), halving Base Range.

SHOOTING IN THE DESERT

The M203 [grenade launcher] was most affected by the desert environment. Sand and dirt migrated into the trigger housing and clogged or jammed the safety. This issue was compounded by excessive lubrication. The fine, powdery sand could not be prevented from entering the housing area without placing the weapon in a hermetically sealed bag. Additionally, the hand guards tended to slip off. It is believed that the extreme heat caused the glue to melt and the bonding properties to break down.

– Jim Smith, “Operation IRAQI FREEDOM: PEO Soldier Lessons Learned” (2004)

Desert sand and dust will quickly clog up the mechanism of any firearm, which worsens Malf by -5 percentiles for simple guns like revolvers, bolt-action rifles, or double-barrelled shotguns, or by -10 percentiles for more complicated semi- or full-automatic weapons. This can be prevented by frequently cleaning the weapon (at least once a day) and carrying it in a protective cover such as an anti-dust scabbard, closed holster, or gun case for as long as possible. The muzzle should also be covered. See “Firearm Accessories” (p. 193). In addition to dedicated muzzle covers, condoms or adhesive tape can be used for this; either can be shot through in an emergency. Ammunition feed devices should likewise be protected. Avoiding this problem requires a halved combination roll of Know and the relevant firearms skill or Craft (Gunsmith) – or a Survival (Desert) roll.



SHOOTING INTO AND UNDER WATER

I personally think there is no way I could have kept them off my boat without the shotgun, and the appearance of the gun was pivotally discouraging. Today I think anyone who sails these waters [in the Arafura Sea] without a gun – and a willingness to use it – is a fool.

– Paul Lutus, *Confessions of a Long-Distance Sailor* (1991)

Occasionally, investigators might want to shoot at something in the water. This is made exceedingly difficult by water’s high density compared to air. Even projectiles fired from powerful rifles lose all their velocity within about a metre of travelling through water, reducing the potential Damage to zero.

- ▲ Shooting into the water from above the surface quarters all firearms skill rolls due to reduced visibility and the deflection when the bullet enters the water. Only targets immediately below the surface (less than 1 m deep) can be attacked.
- ▲ Shooting underwater, with both shooter and target below the surface, halves all firearms skill rolls. Furthermore, no target beyond touching distance can be attacked as the bullets sink harmlessly down. Shooting underwater worsens Malf of semi- and full-automatic weapons by -10 percentiles, while revolvers and other manually-operated guns usually work flawlessly. Shotloads and hollow-point bullets (p. 188) worsen Malf by -50 percentiles, as they will typically expand while still in the barrel! If a malfunction occurs, only a successful Luck roll prevents a “Kaboom” (p. 51). For a similar treatment of shooting underwater, see “Underwater Action” (*Delta Green: Targets of Opportunity*, p. 12). Those rules also apply traumatic damage of 1D3-1 to the shooter, for every shot! While this is a possibility (the ears especially can suffer from overpressure), it is far from typical. The Keeper could restrict such damage to shooters who fail a Luck roll, or ignore it totally. The rules for “Underwater Combat” (*The Laundry*, p. 62) underestimate the effect that water has on bullet range and should be ignored.

TO SEE this in action, watch *Mindhunters* (set in 2004), in which a Taurus PT92SS is fired underwater by FBI agent Lucas Harper.

- ▲ Firearms like the Glock 17 with maritime modification (p. 63), H&K P11 (p. 70), or H&K HK416D10RS with the over-the-beach package (p. 109), are designed to be shot underwater and are exempt from some or all of the above rules, as per their descriptions. Supercavitating ammunition (p. 189) improves underwater range to 1/5 of Base Range.
- ▲ Ammunition can be ruined by long-term immersion in water (especially sea water) or even just extended exposure to high humidity (such as storage on a boat). Depending on the duration, the Keeper can worsen Malf by -1 percentile or more, the result always being a misfire (p. 51). Replacing the ammunition obviously removes this Malf penalty.
- ▲ A lanyard or rifle sling (p. 193) is useful for amphibious operations, as it can prevent permanent loss of the weapon.
- ▲ Explosions underwater are more effective than in air – the shock waves travel farther and can cause lethal injury to internal organs, especially the lungs and intestines. Triple the damage radius of explosives and ordnance primarily relying on concussion effects. Ordnance relying on fragmentation, such as fragmentation hand grenades, keep their damage radius, since the improved shock wave is off-set by the reduced effectiveness of the fragments. Compare “Explosions” (*Call of Cthulhu*, p. 57).

EXAMPLES: An M112 demolition charge with Damage 15D6/1 m gets Damage 15D6/3 m if detonated underwater, while an M67 grenade with Damage 9D6/2 m would use this both above and underwater.

SHOOTING FROM A MOUNT OR VEHICLE

The door gunner must understand the challenges of firing a machine gun from a helicopter in flight. These challenges include variable airspeeds, ranges, firing angles, and ballistics.

– US Army Headquarters, *FM 1-140 Helicopter Gunnery* (1996)

Shooting from a moving mount or vehicle is quite difficult. To keep matters simple, the Keeper should apply the rules under “Vehicle Range Track” (*Call of Cthulhu*, p. 284):



- ▲ **Range 1 (Side by Side):** If both riders or vehicles are moving side by side at comparable speed, allow unmodified firearms skill rolls.
- ▲ **Range 2 (Two Car Lengths):** If the distance is roughly two car lengths (about 10-20 m), halve all firearms skill rolls.
- ▲ **Range 3 (Close Range):** If the distance is fairly close (up to 100-200 m), quarter all firearms skill rolls.
- ▲ **Range 4 (In Sight):** If the two riders or vehicles are merely in sight (up to 1,000-2,000 m), allow 01% to hit. Slightly more realistically, divide all firearms skill rolls by 8, as per “Range Track” (*The Laundry: Agent’s Handbook*, p. 33).

A firearm mounted on a proper gun mount on a moving vehicle is easier to hold steady and thus, to hit with, than a gun held in hand. Treat the gunner as being one range band closer: Range 2 becomes Range 1, Range 3 becomes Range 2, and Range 4 becomes Range 3. Neither Range 1 (Side by Side) nor Range 5 (Out of Sight) can become better.

A gyro-stabilized mount such as found on many military vehicles is even better. Treat the gunner as being two range bands closer: Range 2 becomes Range 1, Range 3 becomes Range 1, and Range 4 becomes Range 2. Range 1 (Side by Side) and Range 5 (Out of Sight) stay the same.

A different approach is taken in “Auto Combat” (*1920s Investigator’s Companion*, p. 84), which halves firearms skill rolls for firing from a moving vehicle, and halves them again for firing at a moving target. Range penalties are calculated as for ordinary combat. The disadvantage of this rule is that the Keeper has to keep track of the distance at all times, but has no way to assess it. Furthermore, the low Base Chances in firearm combat presumably already account for the fact that targets generally do not stand still, so this unduly penalizes the shooters.

ARMOUR PENETRATION

Most modern cartridges will penetrate directly through these light wood and stucco structures ... if an adversary fires at you through a doorway, you can shoot him right through the wall.

– Gabriel Suarez, *The Tactical Advantage* (1998)

Bullets fired from firearms have amazing penetrating power. Even a soft lead bullet fired from a .22-calibre pistol can go through 10 cm of dry pine wood. The metal-jacketed bullet from a .45 ACP pistol penetrates some 13 cm of pine, while a similar projectile from a 9×19mm Parabellum submachine gun goes through 22 cm of pine! Rifles are even more powerful. The jacketed projectile from a 5.56×45mm assault rifle penetrates 70 cm of pine, 17 cm of sand, 2.8 cm of bullet-resistant glass, or 0.9 cm of mild steel, and an armour-piercing projectile from the same weapon pierces 1.2 cm of armour steel at 100 m. An armour-piercing round from a .50-calibre anti-materiel

rifle goes through 36 cm of sand, 20 cm of concrete, 9 cm of bullet-resistant glass, or 2.5 cm of armour steel at 200 m, and still 1.1 cm of steel at 1,000 m.

As an example for a modern armoured car, the LENCO BEARCAT – popular with police forces including the ATF, USMS, LAPD, and NYPD – has 1.3-cm thick armour steel plates and ballistic glass more than 6.3-cm thick.

As can be seen, the “Sample Armors” table (*Call of Cthulhu*, p. 59) is not reliable. Use the following instead, with the first figure for low-velocity weapons like most handguns, shotguns (firing either shot or slugs), and ordnance fragments, and the second figure for high-velocity weapons like rifles and machine guns, but also pistols or SMGs chambered for certain rounds. See the “Ammunition Tables” (p. 186), where all high-velocity (HV) calibres are noted so.

Many manufacturers use the US National Institute of Justice (NIJ) standards to classify the protection levels of their “Body Armour” (p. 198). The Armour Values of body armours listed in this book have been downgraded to reflect that no body armour can provide full coverage – people get regularly shot through the armpit or in a part of the vest not covered by the ballistic inserts. Thus, a NIJ IIIA vest rated against .44 Magnum rounds (Damage 1D10+1D4+2) gets Armour Value 14/7 rather than 16/8.

If a target is hit, but no damage penetrated his body armour, the Keeper could require a POW×5 roll to check whether the target is mentally stunned and cannot attack for 1D3 combat rounds. Add half of the target’s highest combat skill increase over Base Chance (round up) to the POW roll.

Individual shot pellets have limited penetration. The high Damage of shotguns assumes that several pellets hit at once (*Cthulhu Now*, p. 22). While this is realistic against unarmoured targets, it has the unreasonable result that shotguns can penetrate more Armour Value than they should. Instead of totalling the damage rolled, as per “Armor” (*Call of Cthulhu*, p. 59), the Keeper should consider matching each individual die result from a shotgun Attack against the target’s Armour Value, and total only those that penetrate. Add a bonus only once, to the first die.

EXAMPLE: *Serena Simmons fires her Remington Model 870P shotgun against a cultist wearing a NIJ II vest. Using 4D6+2, she rolls 3+2, 3, 4, and 6 = 18. Against low-velocity attacks, the vest has Armour Value 8. Using the original rules, the attack would do 18 - 8 = 10 damage points – even though the vest is designed to stop buckshot pellets! Matching each individual die against the Armour Value, none of the pellets penetrate. Serena should try “Called Shots” against the cultist’s unarmoured head or limbs.*

DOOR BREACHING

A 12-gauge shotgun loaded with buckshot or slugs can be used to breach most standard doors quickly ... When done properly, the shotgun breach requires only a few seconds ... the aim point is a spot halfway between the doorknob and the frame ... Weak locks may fly apart with the first shot, but the gunner should always fire twice. Some locks that appear to be blown apart have parts still connected that can delay entry ... Doors may not always open after firing. The gunner should be prepared to kick the door after firing to ensure opening of the entry point.

– US Army Headquarters, *FM 3-06.11 Combined Arms Operations in Urban Terrain* (2002)

Occasionally, an investigator might want to shoot open a door. However, door locks and hinges are more resistant than is commonly imagined – and even if they are destroyed completely, they can warp or bend so much from the impact that the door is jammed shut.

Standing directly in front of the door, hitting the lock (or hinge) is automatic, but the investigator must roll anyway to check if there is no weapon malfunction. If a malfunction occurs, the shooter must succeed with a **Luck** roll or get hit by a ricochet, for half the normal damage. If the **Luck** roll succeeds, an ordinary malfunction occurs.

Make a doubled **Locksmith** or unmodified **Idea** roll to determine whether the investigator has applied the shot to the best location. If this roll fails, the shot has no effect other than possibly alerting someone on the far side of the door – and the shot might penetrate the door’s Armour Value, possibly doing damage on the other side. If the roll succeeds, match the rolled damage against half the door lock’s STR (to be determined by the Keeper) on the **Resistance Table**. A success opens it. On a failure, additional shots can be placed (no second roll is required for finding the lock’s weak spot).

EXAMPLE: *Serena Simmons fires her Remington Model 870P shotgun loaded with frangible slugs against a door lock. She rolls against Malf 99 and avoids a malfunction. She has Locksmith 30%, which is doubled to 60%, and she makes the roll. Using 1D10+6, she rolls 6+6 = 12 damage points. This is matched against half the lock’s STR of 20 on the Resistance Table, for a 60% chance that the door opens.*

TO SEE door breaching, watch it being done with a Remington Model 870P by US Navy SEAL Lieutenant Dale Hawkins in *Navy SEALs* (set in 1989); and with a Mossberg Model 590SP and frangible slugs by LAPD detective Lou Casals in *Heat* (set in 1994).

ARMOUR TYPE	VALUE
Heavy Leather Jacket	1/1
Bullet-resistant Vest (NIJ I)	6/3
Bullet-resistant Vest (NIJ IIA)	8/4
Bullet-resistant Vest (NIJ II)	12/6
Bullet-resistant Vest (NIJ IIIA)	14/7
Bullet-resistant Vest (NIJ III)	24/12
Bullet-resistant Vest (NIJ IV)	40/20
Automobile Body	6/3
3 cm Soft Wood (Pine)	1/0.5
3 cm Hard Wood (Oak)	2/1
30 cm Sand Bag	30/15
1 cm Armour Steel Plate	32/16
5 cm Armour Steel Plate	160/80
1 cm Laminated Armour Glass	12/6
15 cm Concrete	40/20
20 cm Brick	46/23

DISARMING

Send your hand directly alongside the pistol. Rotate your palm, deflect the pistol sideways, and grab it, completing the body turn while shifting your weight forward. Grab the gun with your thumb down and fingers up, and straighten your elbow. Shift your weight diagonally forward, applying your weight to the pistol. As a result of the pressure, the gun is diverted and lowered. Burst forward and deliver a punch to the assailant's chin or throat.

– Imi Sde-Or and Eyal Yanilov, *Krav Maga* (2001)

Sometimes it is necessary to disarm an opponent – perhaps the investigator is unarmed himself, or the opponent is a friend who failed his SAN roll, or simply because shooting other people is not always the best solution. There are many opportunities to learn such techniques for civilians, law enforcement officers, and military personnel. Suitable martial arts encompass Aikido; Eskrima; Jiu-jitsu including modern developments like Nagasu Do; some Kung Fu styles like Jeet Kune Do or Wing Chun; as well as military systems like Krav Maga, MCMAP (Marine Corps Martial Arts Program), and SAMBO (compare *Delta Green: Targets of Opportunity*, p. 293). However, disarming a gunman is dangerous, only works at close range, and requires noticeable skill. US Marines are not considered proficient in disarming until they have achieved a brown belt in MCMAP.

Disarming an opponent requires two successful **Grapple** rolls, one to secure the weapon or arm holding it, one to wrest it away. See “The Parry” (*Call of Cthulhu*, p. 59) and “Grapple” (*Call of Cthulhu*, p. 68). This takes two combat rounds, one for each roll. This is unrealistic even if combat rounds are only 3 seconds long (p. 49), at least for the techniques employed by someone trained in how to disarm an opponent. Martial arts masters have been timed to do this in under 1 second!

Another approach to disarming has the attacker make only one **Grapple** roll; if successful, the attacker then has to win a **Resistance Table** roll in the next combat round of his STR+SIZ against the defender’s STR. See “Grapple Effects” (*Basic RolePlaying*, p. 61). This brute-strength rule fails to model the “scientific” leverage techniques employed by most martial arts, and still takes two combat rounds.

Instead, the Keeper should allow investigators to make both **Grapple** rolls in the same combat round, one to secure the weapon, the other to remove it. The second roll can only be made in the same round if the first roll is equal or less than his **Martial Arts** skill, and must itself be equal or less than **Martial Arts**. The weapon will normally fall to the ground; if the second **Grapple** roll is a special success (*Call of Cthulhu*, p. 141), then the attacker now holds it in his hand, but it is unready to use. If the first **Grapple** roll fails, the opponent can take a shot at the attacker, at half his **firearms** skill. If only the second **Grapple** roll fails, then the opponent cannot shoot, as the grappler is blocking the hammer, pushing the slide out of battery, or otherwise preventing the gun holder from firing.

TO SEE realistic disarming, watch mercenary Terry Thorne doing Jiu-jitsu in *Proof of Life* (set in 2000); former CIA hit man “Jason Bourne” doing Eskrima in *The Bourne Identity* (set in 2002) as well as the sequels; former JSOC CAG soldiers using Eskrima in *The Hunted* (set in 2001); hit man Vincent performing Nagasu Do in *Collateral* (set in 2003); former Recon Marine Gunnery Sergeant Bob Lee Swagger doing MCMAP in *Shooter* (set in 2006); former CIA spy Bryan Mills employing Nagasu Do in *Taken* (set in 2007); and mercenary Mallory Kane using Muay Thai/Mixed Martial Arts in *Haywire* (set in 2011).

CONVERTING TO CALL OF CTHULHU, SEVENTH EDITION

Marty Hart: Holy shit. You visit a lot of gun shows?

Rust Cohle: Ah, it's just some stuff I kept in case work came back to me.

— **True Detective #1.4** (set in 1995)

Investigator Weapons 2 has been written for *Call of Cthulhu, Sixth Edition* (p. 5). Only minor adjustments need to be made if the Keeper is instead using *Call of Cthulhu, Seventh Edition*. In general, halved skill rolls become Hard, quartered or 1/5 rolls Extreme. Also see "Converting to 7th Edition Rules" (*Call of Cthulhu, Seventh Edition*, pp. 390-395).

Confusion

Use the "Striking the First Blow (Surprise Attacks)" rules (*Call of Cthulhu, Seventh Edition*, pp. 106-108) instead of the Resistance Table mechanic (p. 6).

Taking cover (p. 6) is discussed under "Cover and Concealment" (*Call of Cthulhu, Seventh Edition*, p. 113), "Complete Concealment" (*Call of Cthulhu, Seventh Edition*, p. 127), and "Shooting at a Target through Cover" (*Call of Cthulhu, Seventh Edition*, p. 127), rules which adequately deal with the problem. Also see "Diving for Cover" (*Call of Cthulhu, Seventh Edition*, p. 113) and "Prone" (*Call of Cthulhu, Seventh Edition*, p. 128).

Death and Injury

The rules for getting stunned by a slight wound (p. 8) can be used unmodified in *Call of Cthulhu, Seventh Edition*. Use **POW** instead of **POW×5**.

Gunfight Survival

The "Optional Hit Locations" (*Call of Cthulhu, Seventh Edition*, p. 127) are especially useful for realistic but increased survival chances of investigators (p. 8).

Skills

Firearms (Rifle/Shotgun) combines **Rifle** and **Shotgun**, and both are used with the same Base Chance (*Call of Cthulhu, Seventh Edition*, p. 65). This does not accurately portray that shotguns are much easier to hit with (p. 134). **Firearms (Rifle/Shotgun)** should get a bonus die when the gun is used with a shotload, but not a shotgun slug (p. 188). This simplifies the effect of chokes and barrel configurations, but works.

Automatic fire is exclusively governed by **Firearms (Machine Gun)** and **Firearms (Submachine Gun)** (*Call of Cthulhu, Seventh Edition*, pp. 64-65). Requiring two skills for the same gun depending on the selected fire mode means automatic fire has a much lower Base Chance, even though the difficulty to hit with automatic fire is already a mechanic of the "Automatic Fire" rules (*Call of Cthulhu, Seventh Edition*,

pp. 114, 116). It makes more sense to use **Firearms (Rifle/Shotgun)** for stocked handguns and machine pistols, rifles, shotguns, assault rifles, submachine guns, and shoulder-fired or bipod-mounted light machine guns in all fire modes, and to reserve **Firearms (Machine Gun)** for tripod- or vehicle-mounted medium and heavy machine guns. **Firearms (Submachine Gun)** should then be dispensed with.

Firearms (Heavy Weapons) is used both for grenade launchers and rocket launchers (*Call of Cthulhu, Seventh Edition*, p. 65). This is simplistic; the Keeper might opt for **Firearms (Grenade Launcher)** and **Firearms (Light Anti-tank Weapon)** instead.

Art and Craft (Gunsmith), **Off-Hand Shooting**, **Science (Forensics)**, **Tactics**, and **Tradecraft** can be used as described (p. 12).

Concealed Weapons

Concealing a weapon (p. 13) is an opposed roll between **Sleight of Hand** and the opponent's **Spot Hidden** (*Call of Cthulhu, Seventh Edition*, p. 76); **Tradecraft** can be substituted for either skill. Concealing a very small weapon provides a bonus die. Concealing a small weapon is a Regular roll, a medium weapon is Hard, and a large weapon is Extreme. Lack of a holster or other suitable carrying device results in a penalty die.

Quick Draw

A shooter fires at DEX+50 with a readied gun and at DEX with an unready gun (*Call of Cthulhu, Seventh Edition*, p. 112).

If skill is to make a difference when a shooter tries to ready an unready gun (p. 13), use DEX+**Firearms (Handgun)** or DEX+**Firearms (Rifle/Shotgun)**/2 for the Order of Attack. Subtract -5 when drawing from a quick-draw holster, -10 from an open belt or pocket holster, -15 from a shoulder holster or flap holster, or -20 from an ankle holster or tucked in a sock or boot. If drawing the handgun from a clothing pocket, the penalty is -15 for a hammerless gun and -20 for an ordinary gun with hammer spur. Anyone attempting to ready a slung long arm is penalized by -15; by -10 if he is using a one-point sling.

Reloading and Speedloading

To attempt a speedload (p. 14), make a Hard **Firearms** roll. If successful, the shooter can fire in the next combat round at DEX, instead of spending the entire combat round reloading.

continued overleaf

CONVERTING TO CALL OF CTHULHU, SEVENTH EDITION (CONTINUED)

Shooting Stances

Using both hands to shoot a handgun (p. 15) is worth a bonus die even though the modifier is below 20% (*Call of Cthulhu, Seventh Edition*, p. 394). Shooting braced (p. 15) gives a bonus die (*Call of Cthulhu, Seventh Edition*, p. 127); shooting prone gives the same advantage (*Call of Cthulhu, Seventh Edition*, p. 128).

Shooting a long arm without detached or folded stock (p. 48) gives a penalty die and halves Base Range.

Shooting a handgun with stock (p. 48) doubles Base Range and increases the Base Chance by requiring **Firearms (Rifle/Shotgun)**.

Shooting a long arm with only one hand (p. 15) is a Hard roll.

Shooting with the off-hand (p. 15) is Hard.

Shooting two handguns simultaneously (p. 15) is Extreme.

Called Shots

If the shooter aims for a specific hit location (p. 16), assign a suitable penalty. An Extreme roll is required to achieve Extreme Damage, such as for a bullet in the head. "Aiming" gives a bonus die but allows only one shot per combat round (*Call of Cthulhu, Seventh Edition*, p. 113).

Automatic Fire

The Keeper might prefer the "Automatic Fire" rules (p. 16) over the "Automatic Fire" rules (*Call of Cthulhu, Seventh Edition*, pp. 114, 116). The latter's lack of defined ROF means that weapons with very large ammunition supplies can fire an unrealistically large number of shots per combat round.

Firearms with a setting for limited bursts (*Call of Cthulhu, Seventh Edition*, p. 114) can fire as many bursts as they could fire single shots (p. 49), not just one.

At the Keeper's discretion, firearms with a muzzle compensator might gain a bonus die.

The Keeper might prefer the suppressive fire rules (p. 17) over the "Suppressing Fire" rules (*Call of Cthulhu, Seventh Edition*, p. 126).

Close-Quarter Shooting

A Double-Tap means two shots fired in a combat round (p. 18), both rolled with a penalty die (*Call of Cthulhu, Seventh Edition*, pp. 113, 114).

The Mozambique Drill means three shots fired in a combat round (p. 18), all three with a penalty die (*Call of Cthulhu, Seventh Edition*, pp. 113, 114). The third shot to the head is an Extreme roll. If successful, it results in Extreme Damage.

In addition to handguns (*Call of Cthulhu, Seventh Edition*, p. 113), the Keeper should allow these options for semiautomatic rifles, shotguns, assault rifles, and submachine guns as well (*Call of Cthulhu, Seventh Edition*, p. 114), provided they have the required Uses per Round. Most of these weapons do in *Investigator Weapons* (see ROF).

Shooting in Darkness

Shooting in darkness is more difficult (p. 22); in twilight it is a Hard roll, in starlight it is Extreme, and in complete darkness it is Critical.

At the Keeper's discretion, illuminated sights (p. 23) might give a bonus die in twilight and starlight.

For dazzling with a light (p. 22), use **DEX** instead of **DEXx5**.

Shooting in the Cold

For reloading in the cold (p. 23), use **DEX** instead of **DEXx5**.

Shooting into and under Water

Shooting into water (p. 25) requires an Extreme roll. Shooting underwater (p. 25) is Hard.

Shooting from a Mount or Vehicle

Shooting from a moving mount or vehicle (p. 26) gives one penalty die (*Call of Cthulhu, Seventh Edition*, p. 142). This is negated if a proper weapon mount is used. A stabilized mount gives no further advantage.

Armour Penetration

The "Armour Penetration" rules (p. 26) can be used unmodified, as *Call of Cthulhu, Seventh Edition*, has made no changes to the Armour Values found in *Call of Cthulhu, Sixth Edition*.

"Armor Revisited" (*Call of Cthulhu, Seventh Edition*, p. 126) actually adapts the *Investigator Weapons* rule for matching the dice from shotgun Damage rolls individually against the Armour Value rather than the total of the Damage roll (p. 26)!

Door Breaching

The rules for "Door Breaching" (p. 27) cannot be directly used in *Call of Cthulhu, Seventh Edition*, as it lacks the Resistance Table. Use an opposed roll between **Damagex5** and the lock's **Hit Points** instead.

CONVERTING TO CALL OF CTHULHU, SEVENTH EDITION (CONTINUED)

Disarming

Call of Cthulhu, Seventh Edition, assumes that investigators with a **Fighting (Brawl)** skill of 50% or better are trained martial artists (*Call of Cthulhu, Seventh Edition*, p. 64), and subsumes all special effects formerly provided by **Martial Arts**, such as increased damage or better success with disarming, under the better chance of success resulting from a higher skill. Disarming is a basic “Fighting Maneuver” (*Call of Cthulhu, Seventh Edition*, p. 106) that can be performed in one combat round, making the “Disarming” mechanics (p. 28) unnecessary.

Weapon Game Stats

All weapon game stats in *Investigator Weapons 2* (p. 47) can be used with *Call of Cthulhu, Seventh Edition*, without conversion, although the latter uses “Name” instead of “Make/Model,” “Uses per Round” instead of “Rate of Fire (ROF),” “Bullets in Gun (Magazine)” instead of “Capacity,” and “Cost” instead of “Price” (*Call of Cthulhu, Seventh Edition*, pp. 405–406).

Call of Cthulhu, Seventh Edition, has lowered the Damage (p. 49) of several guns, especially rifle-calibre weapons. This is not realistic, as rifles are generally more powerful than most other firearms (p. 93) and are already somewhat underpowered in *Call of Cthulhu, Sixth Edition*. It is preferable to use the Damage stats found in *Investigator Weapons*, as they are better balanced among each other.

Shotguns cannot Impale (*Call of Cthulhu, Seventh Edition*, p. 406). This change should be ignored if used with *Investigator Weapons* (p. 48) – especially if the optional “Armor Revisited” rules (*Call of Cthulhu, Seventh Edition*, p. 126) are employed.

TASERS

“Tasers” (*Call of Cthulhu, Seventh Edition*, p. 406) offers the same simple rules as found in *Call of Cthulhu, Sixth Edition*, which means the detailed rules for the TASER X26 (p. 86) might be worthwhile. Instead of Resistance Table rolls, use opposed rolls between **Damagex5** and **CON**.

Sound Suppressors

Sound suppressors (p. 193) make **Listen** rolls Hard or Extreme.

Weapon Optics

Telescopic sights (p. 49) with 2x magnification double the Base Range (*Call of Cthulhu, Seventh Edition*, p. 126); 4x magnification triples Base Range; 8x magnification quadruples Base Range, etc. Shots from readied guns with telescopic sights come at DEX rather than DEX+50, unless the last combat round has been spent “Aiming.”

Collimating and reflex sights (p. 196) provide a bonus die, including in twilight and starlight. They increase DEX by +5 to determine the Order of Attack.

Targeting Lasers

Targeting lasers (p. 198) provide a bonus die, including in twilight and starlight. They increase DEX by +5 to determine the Order of Attack.



WEAPONS AND THE LAW

McRay emptied his pistol into the thing, laughing and screaming as explosions of gore rippled through it. McRay leapt for the far side of his bed when the action indicated the magazine was empty, only vaguely aware of the forms locked in combat on the other side of the room ... Despite the gunshot-dullness of all sounds, McRay somehow heard sirens in the distance. McRay reloaded and leapt up. What he saw there froze him in his tracks.

– Dennis Detwiller, *Delta Green: Through a Glass, Darkly* (2011)

MANY INVESTIGATORS WILL WANT TO BE ARMED WHEN THEY confront the Unknown. However, virtually all states regulate the ownership, carry, and/or use of weapons in some way. Violence will eventually alert the “Civil Authority” (*Call of Cthulhu*, pp. 143-146) to those that use it, with potentially dire results.

WEAPON PERMITS

A license holder commits an offense if the license holder carries a handgun on or about the license holder's person ..., and intentionally fails to conceal the handgun.

– *Texas Penal Code Section 46.035* (2009)

Firearms and other weapons can be legal to own and carry in a particular country and jurisdiction, but specific details vary widely. Most jurisdictions not only regulate powerful military armaments, but also handguns and knives. The toughest restrictions are normally placed on the ability to *carry* a weapon in public. In case the necessary permit cannot be secured, an investigator might try to fake the licence. This takes a **Craft (Forgery)** roll (*Delta Green*, p. 281).

Violating weapon laws in most of the more restrictive jurisdictions is typically a felony, punishable by a prison sentence. Convicted investigators will be out of the game for a long time, although suspended sentences are common for first-time offenders. The illegal possession

of a loaded handgun carries a *minimum* term of 18 months in Massachusetts, 3.5 years in New York, 3 years in China, 6 months in Germany, 1 year in Japan, 2 years in Mexico, and 5 years in the UK; in all cases, maximum terms are much longer! In less restrictive jurisdictions, weapons law violations can be less drastic. In California, possession of a concealed weapon without permit is only a misdemeanour and will result in probation or a fine of up to \$1,000.

Weapons are usually contraband, and thus subject to seizure and forfeiture simply on basis of unlicensed possession. Using a weapon always aggravates the sentence for other crimes committed, typically resulting in a mandatory prison sentence of a substantial duration.

Investigators should not be allowed to light-heartedly ignore restrictions on weapon ownership or carry. Legislations are changed frequently; investigators must make Law rolls to be aware of the specific requirements. (This also means that regulations detailed in this book may already be outdated; Keepers *and* players beware!) See “Criminal Investigations” (p. 44) on how to avoid getting caught.

See “Bribes” (*Call of Cthulhu*, p. 144) for one approach to wriggle out of such a situation. Successful bribing requires a **Fast Talk** roll (*King of Chicago*, p. 61). Once an investigator has been charged, basic bribery is not enough – serious money is required for a charge to go away, either in legal fees or for criminal conspiracy schemes.

USA

It is important to stress that up until this point I have been talking about unregistered, contraband NFA weapons. I would now like to turn to the manner in which we [the ATF] regulate legally registered NFA weapons. These weapons are held by collectors and others; only rarely do they figure in violent crime.

– Stephen Higgins, testimony before Congress (1984)

In the United States, firearms are legislated at Federal, state, and county or city level. Probably the most important Federal law is an amendment to the *Firearms Owners Protection Act (FOPA)* of 1986, which rules that certain conditions prevent legal firearms ownership. These include having been convicted of a felony with a prison term exceeding 1 year; having been convicted of a misdemeanour crime of domestic violence or having been court-ordered to prevent stalking; having been “adjudicated as a mental defective” or “committed to any mental institution” (both potential problems for investigators ...); being an unlawful user of controlled substances (drug addict); having been dishonourably discharged from US military service; or being an illegal alien. The FBI keeps track of this data for background checks. The FOPA includes a safe passage provision allowing licensed owners to travel *through* states in which they are not licensed, provided the investigator is licensed both at his departure point and at his destination, and the weapon(s) are unloaded and in a locked container (a car boot counts, a glove compartment does not).

The *National Firearms Act (NFA)*, which dates to 1934 (*Investigator Weapons 1*, pp. 18-19), but has been amended several times since, is primarily concerned with special-interest weapons. The NFA restricts arms considered too dangerous to allow their unregulated spread, such as guns capable of full-automatic or burst fire (“machine guns”); rifles with a barrel length of less than 41 cm or an overall length of less than 66 cm (“short-barrelled rifles”), including handguns fitted with a shoulder stock; shotguns with a barrel length of less than 46 cm or an overall length of less than 66 cm (“short-barrelled shotguns”); guns with a calibre over 12.7-mm that are not sporting guns (“destructive devices”), including grenade launchers, but not flare guns; explosive and incendiary ordnance such as hand grenades or Molotov cocktails (likewise counted as “destructive devices”); sound suppressors; as well as smoothbore handguns, disguised firearms such as pen guns or cane guns, handguns with a foregrip, or shotguns that come with a pistol grip from the factory (“any other weapon”).

Items falling under the NFA must be registered with the Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) and require payment of a \$200 tax – except for those deemed to be “any other weapon,” which cost only \$5. As the tax has not changed since 1934, it is no longer an effective deterrent, but the registration process discourages many prospective owners from purchasing

such items. Permission from the ATF must be obtained to own a restricted device. This is granted if an FBI background check is passed, which requires submitting photographs and fingerprints (\$30). Applicants must be at least 21 years of age. The ATF permission takes 6 weeks to 3 months to clear. Further requirements include registering the device (submitting the serial number), paying the tax, and obtaining a signature from the applicant’s local chief of police. The latter is sometimes denied even if the other requirements can be met. The investigator should make a **Credit Rating** roll. Compare “Obtaining Fully Automatic Weapons” (*1990s Handbook*, p. 22). Ordinary citizens can only register full-automatic guns produced prior to 1986, which means that many legal weapons of this kind are “Obsolete Guns” (p. 46). Registered “machine guns” are almost never used for criminal acts; since 1934, only two such incidents are on record. Similarly, no legally owned sound suppressor has ever been used for a crime.

Another Federal law concerns the use of shotguns for hunting. These cannot hold more than three shots; those with an internal magazine must have it plugged to prevent more than two cartridges from being loaded. The plug can be removed whenever the user is not actually on a hunting trip!

Under Federal legislation, long arm ammunition cannot be sold to minors under the age of 18, and handgun ammo to anyone under 21. If long arm ammunition can also be used in a handgun (such as the .22 LR), the dealer normally cannot sell it to someone under 21. Ammo cannot be acquired or possessed by those who could not pass an FBI background check. In practice, this cannot prevent acquisition except by illegal aliens who have no proof of identification, since ammunition sales do not require a background check. Armour-piercing (AP) rounds for handguns have been illegal for commercial sale to civilians since 1986, but can be possessed and also remain legal for rifles unless banned by state law.

Since 2003, a *Federal Explosives Permit (FEP)* is required to buy, possess, and use explosives – all states further regulate this, but will usually grant a local licence if a Federal permit is held. An applicant needs to be 21 years old, submit fingerprints and two photographs, pass an FBI background check, has to be running a business that requires the use of explosives (construction, demolition, quarry, mining, etc.), submit to an ATF inspection of his business premises to guarantee safe storage, and pay a \$100 fee. The FEP is valid for 3 years. There is also a limited permit that allows only purchase and use in the applicant’s resident state, and costs \$25. The limited permit is valid for one year and allows only six purchases.

The above laws apply in *all* US states, only few of which have not enacted further legislation. Some states have outlawed possession of full-automatic weapons entirely, including Delaware, District of Columbia, Hawaii, Illinois, Iowa, Kansas, New York, Rhode Island, and Washington.

All states with the exception of Alaska, Arizona, Vermont, and Wyoming, restrict the concealed carrying of handguns (usually defined as any firearm with a barrel shorter than 30 cm) by requiring a concealed carry permit. Forty US states currently have “shall issue” legislations that ensure that every applicant who meets the requirements *has* to be issued a permit. Today, more than 8 million citizens are licensed to carry concealed. Most states specifically only restrict *concealed* carry, allowing civilians to walk around with handguns carried openly on their belts, or indeed with a long arm. See also “Concealed Weapons” (*1990s Handbook*, pp. 22-23).

Many states require buyers to wait for a few days before they can take possession of their newly purchased and licensed weapon. Dealers are usually required to submit records of the buyer, noting name, address, as well as the gun’s serial number, to the local police. Any investigator trying to avoid that kind of attention should try to acquire a gun from a private seller or even on the black market (p. 40).

In *Alaska*, any citizen over the age of 18 can buy a firearm, and any citizen over 21 can carry a concealed handgun. No licence is required for either. There is no firearms registration except as required by Federal law. See also “Gun Laws in Alaska” (*Delta Green: Targets of Opportunity*, pp. 14-15).

California requires that all firearms purchases must be made through a licensed dealer. No private sales are allowed, and there is a 10-day waiting period for any purchase. Handgun purchases require proof of residency and a *Handgun Safety Certificate (HSC)*. Applicants for the HSC need to be 21 years of age, show proof of identity, pay a \$25 fee, and pass written and safe-handling tests. The tests are basic and do not require skill points in **Handgun**. Handguns must be registered. Californians cannot buy more than one handgun within any 30-day period. Investigators intending to carry a handgun need a *License to Carry Concealed (LCC)*. Applicants must be 21 years of age, be of good moral character (this includes a state police background check), demonstrate a legitimate need (e.g., fear for life or property), submit fingerprints and photos, pay a \$200 fee, and complete a 16-hour Concealed Carry Training course (investigators must have invested at least 5 skill points in **Handgun**). Demonstrating good moral character requires a **Credit Rating** roll. Demonstrating legitimate need requires a **Persuade** roll, modified depending on local custom – double the roll in areas such as San Bernardino or Orange County; use unmodified in others like Los Angeles or San Diego; and halve it in San Francisco or Monterey (*1990s Handbook*, p. 23). The licence is valid for 2 years. Out-of-state licences are not recognized. In rural areas, citizens are allowed to carry a handgun *openly* without a licence. California prohibits firearms concealed in everyday objects such as cane guns; sound suppressors; night vision scopes; AP, explosive, incendiary, and flechette ammunition; TASERs; brass knuckles; blackjack and sap gloves; nunchakus, shuriken, and other “ninja” weapons; and “dangerous” blades including switchblades, pen knives, and sword canes. Magazines holding more than 10 rounds can only be possessed with an LTC Class A. Full-automatic weapons require a special collector’s permit. Since 1998, many firearms are restricted by specific model. See the “Weapon Descriptions.”

gloves; nunchakus, shuriken, and other “ninja” weapons; and “dangerous” blades including switchblades, pen knives, and sword canes. Magazines holding more than 10 rounds are prohibited to sell or import, but not to possess. Since 1989, many firearms are restricted by specific model, especially military-style semiautomatic rifles. Since 2005, this also applies to .50-calibre rifles. See the “Weapon Descriptions” for examples of restricted guns. These, as well as full-automatic weapons and other NFA weapons, require a *Dangerous Weapon Permit (DWP)*, which has similar requirements as the LCC, but also requires three references and a \$320 fee for the first gun, plus \$22 for each additional one. It is almost only granted to film industry professionals for use with movie props.

In *Massachusetts*, investigators intending to carry a handgun need a *License to Carry (LTC) Class A*. This allows one to buy, possess, and carry large-capacity (more than 10 rounds) handguns, long arms, and magazines, plus self-defence spray. Applicants need to be 21 years of age, be of good character (this includes a state police background check), submit fingerprints and photos (\$30), take a 4-hour firearms safety course (\$100), and pay a \$100 fee. Demonstrating to be a suitable person requires a **Credit Rating** roll. Depending on local custom, a legitimate need (e.g., fear for life or property) will also be required, which then requires a **Persuade** roll. The *License to Carry (LTC) Class B* allows one to buy, possess, and carry (but not carry concealed) low-capacity (less than 11 rounds) handguns, long arms, and magazines, as well as self-defence spray. This is similar to the Class A license, but easier to get. A *Firearms Identification Card (FID)* is required to buy, possess, or transport a low-capacity long arm or even just a self-defence spray. All licences are valid for 6 years. Out-of-state licences are not accepted. Massachusetts bans firearms concealed in everyday objects such as cane guns; sound suppressors; night vision scopes; AP, explosive, incendiary, and flechette ammunition; TASERs; brass knuckles; blackjack and sap gloves; nunchakus, shuriken, and other “ninja” weapons; and “dangerous” blades including switchblades, pen knives, and sword canes. Magazines holding more than 10 rounds can only be possessed with an LTC Class A. Full-automatic weapons require a special collector’s permit. Since 1998, many firearms are restricted by specific model. See the “Weapon Descriptions.”

The state of *New York* requires a *Pistol License* from investigators to carry a handgun. Applicants need to be 21 years of age, be of good character (this includes a Federal and state police background check and references from friends and colleagues), demonstrate a legitimate need (e.g., fear for life or property), submit fingerprints and photos (\$30), and pay a \$10 fee (\$340 in New York City). Demonstrating good character requires a **Credit Rating** roll. Demonstrating legitimate need to the investigator’s local police chief requires a **Persuade** roll. Make an unmodified roll in upstate New York, but halve the roll in cities with stricter policies,

such as Albany, Buffalo, or New York City. New York City calls the Pistol License an *Unrestricted Concealed Carry License*, which is impossible to get for ordinary citizens, but common for celebrities and retired cops. A *Restricted Business Carry License* can be issued to security guards or people handling valuables, but is only valid while actually conducting the business. The *Restricted Target License* allows possession of a handgun for sport shooting, but the weapon can only be transported to and from designated ranges, locked in a box. The *Restricted Premises-only License* means that the gun can only be held for domestic self-defence and cannot be moved from the investigator's home at all; these are most common in NYC. Such a license requires no demonstration of legitimate need. All licences are valid for life in most counties, except for NYC, where they have to be renewed every 3 years. A New York licence is valid in the entire state, except in NYC. Out-of-state permits are not valid. In order to buy a handgun, the investigator needs a Pistol License and a previously-acquired purchase document, which states the specific make, model, calibre, and serial number of the gun. This means that the buyer needs to know which gun he wants to buy well in advance. Investigators even need a license to examine and handle a handgun at a store! All handguns are registered. Long arms are unregistered and can be bought by anyone over 16 years, except in NYC, where they have to be registered and require a *Rifle License*. New York prohibits full-automatic weapons; firearms concealed in everyday objects such as cane guns; sound suppressors; night vision scopes; AP, explosive, incendiary, and flechette ammunition; TASERs; brass knuckles; blackjacks and sap gloves; nunchakus ("chuka sticks"), shuriken, and other "ninja" weapons; and "dangerous" blades including switchblades, pen knives, and sword canes. It is illegal to possess "assault weapons" and large-capacity magazines (more than 10 rounds) unless these were lawfully possessed prior to 1994. This includes most military-style rifles and shotguns, even if semiautomatic-only, as well as so-called "assault pistols." See the "Weapon Descriptions" for examples.

UNRESTRICTED		
C _____	STATE OF NEW YORK	
Date _____	County of ORANGE	
LICENSE TO CARRY PISTOL IS HEREBY GRANTED		
To _____		
Address _____		
Occupation _____		
Employed by _____		
Nationality _____		
Age _____	Height _____	Weight _____
Judge _____	Orange	County Court

Form P-4 Williamson Law Book Co., Rochester, N.Y. 14609

Canada

Today, some 1.9 million Canadians are licensed to own firearms, holding more than 7.6 million guns, 500,000 of them restricted. Legally acquiring a firearm requires a *Possession and Acquisition Licence (PAL)*. Applicants need to be 18 years of age; submit proof of identity, photos, and three references; have a clean police record; ensure safe storage; and pay a CDN\$60 fee (CDN\$80 for a restricted gun). The Keeper should require a *Credit Rating* roll for the references. They also need to take a 1-day firearms safety course, which costs CDN\$75; those seeking to acquire a restricted gun also need the 1-day restricted firearms safety course, which is another CDN\$75. The licence is valid up to 5 years. Foreigners can apply as well, but need a letter of good conduct from the police.

In order to carry a handgun, Canadian investigators need an *Authorization to Carry (ATC)*. Concealed carry (ATC-3) is possible, but practically never allowed. A permit for open carry (ATC-2) is granted to persons who can prove good reason for carrying a handgun (rather than a long arm) in wilderness areas (5 km outside of city limits) for protection against dangerous wildlife such as bears. This requires a *Persuade* roll.

Restricted guns can be licensed to own, but can only be fired on certain ranges. These include semiautomatic long arms with a barrel length of less than 47 cm and long arms with an overall length of less than 66 cm. *Prohibited* weapons cannot be licensed. These include full-automatic guns; handguns with barrel lengths of 10 cm or less; handguns of .25- or .32-calibre; long arms with the barrel sawn-off to less than 46 cm or altered to an overall length of less than 66 cm; detachable handgun magazines holding more than 10 rounds; detachable long arm magazines holding more than 5 rounds; sound suppressors; AP, explosive, incendiary, and flechette ammunition; TASERs; concealable stun devices; tear gas sprays; brass knuckles; nunchakus, shuriken, and similar "ninja" weapons; and "dangerous" blades including push daggers and spring-activated knives. Since 1995, many firearms are prohibited by model, irrespective of displaying any of the above features, especially semiautomatic rifles. See the "Weapon Descriptions."

See also "Gun Control in Canada" (*Delta Green: Countdown*, p. 323).

Germany

Although weapons are highly regulated in Germany, it is estimated that some 2 million German citizens or foreigners with permanent residency legally own 5.5 million firearms between them – more than three times that number are believed to be held illegally. Possession of guns is prohibited unless one has a *Waffenschein* ("weapon certificate"), *Jagdschein* ("hunting certificate"), or *Waffenbesitzkarte* ("weapon ownership card"). Only the first two allow the owner to carry a firearm ready

for use outside of the owner's home, while various types of weapon ownership cards exist for sport shooters, collectors, and heirs (these at best allow unloaded transport from the owner's home to a shooting range and back). Target shooters make up the majority of gun owners, followed by hunters.

Acquiring a weapon certificate is extremely difficult and requires the demonstration of a legitimate need to carry a gun for self-defence (concealed or open). Usually only members of parliament, judges, state solicitors, and the filthy rich can claim such a high threat-level. Bodyguard or security guard companies can apply for a weapon certificate, but most other professions, including private eyes or storekeepers, cannot. The Keeper could require a halved **Credit Rating** roll, but the legitimate need really has to be evident from the investigator's "Deep Background" (*Call of Cthulhu*, p. 50). Only around 600 German civilians (not counting state employees and security companies) have a concealed carry permit. The applicant needs to be 18 years of age, have a clean police record, be of sound body and mind, take a legal and safety test (€100), purchase expensive liability insurance, and pay a €150 fee. The certificate is valid for 1 year and can be extended twice, before the need has to be demonstrated all over again. It allows possession and carrying of up to three handguns.

The most numerous type of weapon ownership card is a target shooter's licence. Acquiring this is time-consuming, but comparatively easy despite numerous bureaucratic hoops. The applicant has to have been a member of a state-certified shooting association for at least 1 year and has to have trained regularly. He further needs to be 25 years of age, have a clean police record, be of sound body and mind, take a legal and safety test (€100), and pay a €75 fee. The Keeper should require a **Credit Rating** roll. The membership in the shooting association and the training establishes his requirement for owning a gun. Only guns used in target shooting can be bought, and every acquisition has to be approved by the administration in advance (this takes about a month). Two guns can be bought every 6 months. Target shooters can apply for two handguns, three semiautomatic rifles or shotguns, and an unlimited number of single-shot and bolt-, lever-, or pump-action weapons (additional guns can be approved if the shooter is an active competitor).

Most useful for an investigator is a hunting licence. A hunter can buy two handguns (for protection against poachers and for delivering the *coup de grâce*) and an unlimited number of rifles and shotguns of any type (including short-barrelled weapons that cannot be bought by sport shooters). He can also buy when and what he wants and does not need prior approval. The applicant for a hunting licence needs to be 25 years old, have a clean police record, be of sound body and mind, take an extensive hunting course (takes at least two full weeks and costs €1,500), and pay a €75 fee. Passing the hunting course requires investment of at least 5 skill

points into both **Natural History** and **Rifle or Shotgun**. A hunting licence is valid for 1 year, but is extended annually as long as the fee is paid. Hunters are allowed to carry guns (including a handgun) ready for use on hunting grounds only.

Heirs can keep inherited firearms, but cannot own or acquire ammunition for them, and cannot shoot them unless they have one of the shooter licences above.

The high minimum age requirements, in place since 2002, are the result of several school shootings. Younger applicants can get a restricted licence: 18-year-olds can normally only get .22-calibre guns or non-repeating shotguns, while 21-year-olds can get any weapon provided they pass a test by a psychologist.

Also since 2002, all owners of firearms are required to store their firearms in a gun safe, separated from the ammunition, which has to be stored in a locker.

Prohibited for civilians without expensive special collector or technical licences (both very difficult to get) are not only *Kriegswaffen* ("war weapons" – including military small arms, flamethrowers, etc.), but also full-automatic guns that are not war weapons; pump-action shotguns with a pistol grip only and/or a barrel length of less than 45 cm; firearms concealed in everyday objects, such as cane guns; sound suppressors; weapon lights and targeting lasers; night vision scopes; handguns made after 1970 which are chambered for the .25 ACP, 5.45×18mm, or 5.7×28mm cartridges; AP, explosive, incendiary, and flechette ammunition; TASERs; concealable stun devices; brass knuckles; blackjacks; nunchakus, shuriken, and similar "ninja" weapons; "dangerous" blades like push daggers, spring-activated knives, and sword canes; and Molotov cocktails. See the "Weapon Descriptions."

Other prohibitions hinge on the type of licence. Hunters cannot use long arm magazines holding more than two rounds while hunting, while sports shooters cannot use long arm magazines holding more than 10 shots. In either case, possession of large-capacity magazines is entirely legal ... Target shooters cannot own handguns with a barrel length of less than 7.5 cm; semiautomatic military-style rifles with a barrel length of less than 42 cm or an overall length of less than 60 cm; military-style weapons in "bullpup" configuration; or most military-style long arms chambered for handgun ammunition. Folding blades are legal to own, but illegal to carry without legitimate need.

Japan

There are virtually no legal handguns in Japan at all, except those used by military and police. Only a few dozen civilians – all sportsmen – have permits to own [these] arms.

– Alec Dubro and David Kaplan, *Yakuza* (2003)

Acquiring weapons in Japan is difficult. The *Jūhō Tōken Rui Shōji tō Torishimarihō* (1958) or "weapons control law" says that "No-one shall possess a firearm or firearms

or a sword or swords." While some long arms can be legally held, handguns are practically impossible to get. There are some 170,000 legal gun owners in Japan, most of them possessing shotguns. However, there are an estimated 200,000 illegal firearms in Japan, mostly handguns smuggled into the country by the Yakuza. These do not constitute a black market, *per se* – they are mostly for the use of the Yakuza themselves, and the gangsters seldom give these to commoners – or even use them against anyone who is not a rival gangster.

Japanese citizens can apply for a weapons licence – normally for a shotgun. This requires taking a 1-day safety test, a basic mental test (which will only register the most obvious mental illnesses), and a medical test to prove that the applicant is not addicted to drugs and does not suffer from a physical condition that would preclude ownership of a gun. Applicants must be 20 years of age, submit photographs and fingerprints, and pay a ¥15,000 fee. Previous criminal or dubious political activities will lead to the denial of the licence – including those activities that have been perpetrated by the applicant's relatives! The police have complete authority over this process, which usually takes several months. Applicants should make a halved **Credit Rating** roll. Any potential purchase has to be separately approved again, which takes another month. A licence holder must store his weapon(s) and ammunition in separate safes, and provide the police with a map showing the exact location of the safes in his home. The police inspect these arrangements and the gun(s) and ammunition (every cartridge has to be accounted for) regularly. Only 800 rounds of ammunition can be stored at home. The licence is valid for 3 years.

Most rifle licences cover .22-calibre target rifles. These require membership in the national rifle association of Japan and regular target shooting. A hunter who has held a shotgun licence for more than 10 years can subsequently apply for a licence to own a hunting rifle.

Handguns are banned. Excellent target shooters competing at international level can get a licence, but only 50 handgun licences are issued at any one time, and the requirements are so high that typically less than three dozen are in circulation. Applicants need **Handgun 90%** or better. All handguns have to be stored at the local police station!

Swords and dangerous knives – anything with a blade over 5.5 cm – are illegal to own and carry, but traditional weapons can be licensed for possession if they are family heirlooms or are used in martial arts training.

See also "Legal Weapons (*Gōhōteki na buki*)" (*Secrets of Japan*, pp. 84-85).

Mexico

In all of Mexico, there is only one gun store. The shop, known officially as the Directorate of Arms and Munitions Sales, is operated by the Mexican military ... The only gun store in Mexico is not very busy ... it is common knowledge that the easiest way for the average citizen to buy a gun is to ask a friendly local police officer.

– William Booth, "In Mexico, only one Gun Store but no Dearth of Violence" (2010)

The Mexican constitution stipulates the right of all Mexican citizens above 18 years of age to keep arms in their homes for self-defence. In practice, most guns, especially those effective for defensive purposes, are illegal according to the *Ley Federal de Armas de Fuego y Explosivos* ("federal law on firearms and explosives"). Illegal weapons that cannot be held by civilians include handguns chambered for any cartridge more powerful than the .380 ACP or .38 Special (including 9×19mm Parabellum, .38 Super Auto, .357 Magnum, .45 ACP, etc.); rifles chambered for "military" cartridges (such as 5.56×45mm NATO, 7×57mm Mauser, 7.62×39mm M-43, 7.62×51mm NATO, and .30-06 Springfield); shotguns with a barrel length of less than 64 cm; shotguns with a bore larger than 12-gauge (including 10-gauge); full-automatic guns; AP, explosive, incendiary, and tracer ammunition; any explosive ordnance; and military blades including bayonets, sabres, and lances. See the "Weapon Descriptions" for examples.

Both privately-owned and police-issued firearms are registered with the Mexican military, which also controls the only official outlet for guns.

Permits are issued per gun, cost 39 pesos, and are valid for 1 year; up to 10 permits can be acquired. Accepted uses include home defence, hunting, or shooting at a club or national competition. Permits are easy to obtain, requiring a doubled **Credit Rating** roll. There are no public shooting ranges.

Collector permits can even allow the possession of military firearms. They require a **Credit Rating** roll, but have high requirements regarding the owner's storage facilities, which are regularly inspected by the military.

Even those weapons for which possession is allowed cannot be taken out of the owner's home unless a carry licence (*Licencia para la Portación de Arma*) is acquired. Acquisition of a carry licence requires that the applicant pays a fee of 95 pesos, leads an "honest life," has completed the obligatory 1-year-long military service, and suffers no physical or mental disabilities which would preclude his safely operating a firearm. Most importantly, it effectively requires political connections. A halved **Credit Rating** roll is required. Since 2002, such a permit also only allows carrying a pistol in one of the above-listed relatively low-powered calibres. Even foreigners can apply for a carry licence, as long as they are permanent residents (*Inmigrados*).



United Kingdom

By the end of the 20th century very few people in Britain could legally own a handgun, and even fewer shoot them ... Whether the results of the ban would justify the enormous cost was open to serious doubt. Criminal use of firearms has shown no sign of decreasing and in fact has greatly increased. Illegal firearms are by all accounts easily and cheaply obtainable and will not doubt continue to be so.

— Frederick Wilson, *Those Entrusted with Arms* (2002)

Firearms and other weapons were once relatively easily available in Great Britain, but are now tightly controlled. The *Firearms Act* was last amended in 1997 and effectively bans handguns and many other arms for civilians. Some 2 million firearms are currently held legally by about 600,000 civilians in England, Scotland, and Wales, the majority of them shotguns. Estimates put the number of illegal guns at over 3 million — many of them handguns. There are two main types of weapon permits for civilians:

The *Section 2 Shotgun Certificate (SGC)* allows possession and acquisition of an indefinite number of shotguns capable of taking at most three shots (two in the magazine and one in the chamber) and with a minimum barrel length of 61 cm and a minimum overall length of 102 cm. It allows purchase of shotgun ammunition (birdshot and buckshot only). Applicants need to be 18 years old (there was no minimum age until 2010), submit four photographs, have a clean police record (even motoring offences can lead to denial), be of sound body and mind (reasons for denial include alcohol or drug addition, epilepsy, clinical depression, etc.), ensure safe storage, and pay a £50 fee. A **Credit Rating** roll is required. The certificate is valid for 5 years.

A *Section 1 Firearm Certificate (FAC)* allows possession and acquisition of bolt-action or lever-action centrefire rifles, .22-calibre rimfire rifles of any type, or shotguns with a magazine capacity greater than two shots, but with the same minimum lengths as above. The types of guns and calibres have to be stated upon application

— as many as five different guns can be applied for. If the licence holder wants to purchase more or different guns, he has to reapply. The FAC allows purchase of ammunition for the types of guns specified in the document, including shotgun slugs. It states how much ammo can be bought and stored at a time — typically 500 rounds of a specific calibre to buy and 600 to hold. Active shooters can negotiate larger amounts. The FAC has the same requirements as a SGC, but also requires two references who have known the applicant for at least 2 years, as well as “good reason.” Only two reasons are generally accepted: the applicant has shooting rights over land (that is, is allowed to hunt), or he is member of a target shooting club. The fee is £50, with another £26 for every variation (later addition) to the document.

Either certificate is also available on a temporary basis for visiting foreigners.

A much rarer *Section 5 FAC* for a handgun can be approved for an animal welfare inspector, hunt kennelman, or veterinary surgeon (the latter occupation being particularly suited for an investigator). Members of these professions can own and carry a handgun for the humane killing of animals. This is the required “good reason” and the application will be seldom refused if the other conditions for a FAC are met. Section 5 FACs for handguns, machine guns, and other prohibited weapons are available for film armourers or private collectors. These have very high requirements, especially regarding the arrangements for safe storage, and/or require the applicant to be the owner of a business related to the application.

Prohibited for civilians without a Section 5 FAC are firearms with a barrel of less than 30 cm or an overall length of less than 60 cm (handguns, sawn-off long arms); full-automatic guns; pump-action and semiautomatic centrefire rifles; firearms concealed in everyday objects, such as cane guns; AP, explosive, hollow-point, and incendiary ammunition (hollow-point ammunition is legal for deer hunting or the humane killing of animals); explosive ordnance; TASERs; concealable stun devices; pepper spray; and Molotov cocktails. See the “Weapon Descriptions” for examples.

Other “offensive weapons” are also banned: spring-activated knives, butterfly knives, push daggers, brass knuckles, sword canes, shuriken and similar “ninja” weapons, ordinary and telescopic batons, as well as swords with a curved blade over 50 cm, including sabres and katanas, but not swords with a straight blade. Swords with curved blades can be held if dating prior to 1954, or if they are used for religious ceremonies or sport activities. Most other “offensive” melee weapons except for spring-activated knives can be held if they are older than 100 years.

In Northern Ireland, handguns are legal, and can be acquired by holders of a *Firearm Certificate (FAC)*, which has similar requirements as in Great Britain. Notably, “good reason” can include self-defence, provided the investigator can prove a “verifiable specific threat” to

the police. This requires a halved **Persuade** roll. Some 10,000 citizens, most of them former police officers or other government employees, are licensed to carry a concealed "personal protection weapon" (maximum calibre 9×19mm or .38 Special).

See also "The Current UK Gun Laws" (*Delta Green: Countdown*, p. 400) and "Current UK Firearm Laws" (*The Black Seal* #1, p. 59).

Other Legislatures

Most legislatures are similar to those above, allowing the possession and carrying of civilian weapons, often further restricted to hunting and sports weapons, after a permit has been acquired from the authorities. This includes all European countries, but also most countries in Asia, South America, and even Africa. Compare "Entry to Belize" (*A Resection of Time*, p. 29).

However, in many foreign locales, the applicable laws are not always rigidly enforced. Investigators might need to (or be able to) bribe officials, which requires a **Fast Talk** roll (*King of Chicago*, p. 61). According to international transparency research, anything goes for the right price in much of Africa, Asia, and Latin America, but also in Eastern Europe and in countries like Greece or Italy.

HOW TO GET A GUN

A 65-year-old Spokane man has been ordered held in custody on federal charges of illegally possessing automatic weapons and illegally storing explosives in a Bellevue commercial storage shed ... agents seized 37 machine guns, 12 silencers, two grenade launchers, more than 60 high-explosive grenades, several pounds of military-grade C-4 plastic explosives and thousands of rounds of ammunition ... Law-enforcement sources ... used the term "Armageddon" to describe what [he] was apparently awaiting in stockpiling the weapons.

— Mike Carter, "Grenade Launchers, Machine Guns, C-4, Weapons Cache Stuns Agents" (2009)

Buying a gun is as straightforward as buying a car, once a licence to buy has been procured – where that is necessary. Most states in the USA do not require a licence to buy ordinary guns, just proof of identity and/or proof of age. Depending on jurisdiction, the seller is required to do a background check to ensure that the buyer is not prohibited from gun ownership. This is mandatory in the United States for dealers, while in countries like Germany or the UK, the background check is part of acquiring the licence to buy. In some jurisdictions, the buyer has to wait a "cooling-off" period of a few days until he can take possession of the gun (including in California, District of Columbia, Hawaii, Illinois, New Jersey, and Rhode Island), while in others, he can leave with the weapon immediately (as in most US states and in Germany). Depending on local law, only one or two



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firearms can be bought at a time, but often there is no limit. See "Weapon Permits" (p. 32) for details on licences and background checks.

In most Western countries, licensed gun dealers can be found in medium-sized towns and even in rural communities, ranging from small businesses operating out of their living room or garage through medium-sized gun stores with gunsmith services to large sporting goods chains. In the USA, even discount department stores with 24-hour opening times like Walmart sell guns, although the latter mainly stocks long arms and ammunition for hunting purposes, and most of the chain outlets that carry guns are located in rural areas – not in metropolises such as Los Angeles or New York. Finally, there are many dealers who sell over the internet – these still need to see a licence, if required, and will only ship firearms using certified courier services.

For civilians, legally "Obtaining Fully Automatic Weapons" (*1990s Handbook*, p. 22) is a highly involved process both in the USA and in most other countries that allow it, such as Argentina, Belgium, Colombia, the Czech Republic, Pakistan, the Philippines, Slovenia, or Switzerland. For most investigators (and criminals), this process is too time-consuming, too expensive, and involves too much paperwork. Considering the limited practical advantage that a full-auto weapon provides over a similar semiautomatic weapon (compare "Automatic Fire," p. 16), a smart investigator will often stick to the latter. If a "machine gun" is really required for the job and the investigator either has figured out how to avoid the inevitable investigation or does not care about the outcome, then a black-market purchase is quicker, cheaper, and entirely paperless. Such weapons are scarce even in the USA. Illegal full-automatic guns make up for much less than 1% of all guns seized by American police; legal ones virtually never appear.

As the licence is a key requirement in many areas, a prospective buyer might want to submit a forgery (p. 32), either because he cannot acquire the real thing or because he wants to avoid the paper trail. Few dealers are trained to spot a fake licence. A more important issue might be showing one's face to the clerk and the store surveillance system ... The background check usually cannot be forged (in the USA, the dealer has to contact the FBI and submit all details to be compared to their databases), although this might be circumvented by using the identity of someone else – which then requires either forged identification documents or real credentials and a likeness to the person being impersonated. The latter can be overcome with a halved **Disguise** roll (*Call of Cthulhu*, p. 67).

Black-Market Guns

C'est pas parce-que on veut acheter des flingues on n'est pas armé. ("Just because we want to buy guns, doesn't mean we aren't armed.")

– Spence, Ronin (set in 1997)

A buyer who suspects that he will fail a background check or lacks a licence can try to find a licensed dealer who will sell illegally. Another option is to buy from someone who does not need to see a licence or to make a background check. In most countries, this means a black-market seller.

In the USA, private citizens can sell guns without a background check, unless forbidden by Federal law, typically concerning "machine guns" and similar restricted weapons. Background checks for sales of ordinary guns are required in California, Colorado, Connecticut, Illinois, New York, Oregon, and Rhode Island – Hawaii, Maryland, New Jersey, and Pennsylvania only require a check for handguns.

One avenue for private sales is "gun shows." Investigators making a **Tradecraft** or **Idea** roll avoid these because gun shows are often supervised by police and may be targeted by law enforcement sting operations. More discreet, but still legal private sales can be effectively conducted by buying from a friend, co-worker, neighbour, etc.

Game mechanics for establishing whether the investigator already knows someone who might sell include "Contacts" (*1920s Investigator's Companion*, pp. 18-19), "Friendlies" (*Delta Green*, p. 44), and even "Relationships" (*Delta Green: Targets of Opportunity*, p. 302). Convincing a friend or acquaintance to sell requires a **Persuade** roll, especially if the potential seller is risking legal action or worse.

It is more complicated if the investigator has to start from scratch, since criminals do not peddle guns to anyone they meet. Knowing in which location to look for a seller requires a **Tradecraft** or halved **Idea** roll. Typical places include biker bars, border towns, train stations,

etc. This often takes several days. See "Obtaining Illegal Weapons" (*1990s Handbook*, p. 23) and "Lock, Stock, and Two Smoking Barrels" (*The Black Seal* #1, pp. 16-18). If the search fails to turn up a suitable location or contact, the Keeper could allow a halved Luck roll. Approaching the right person requires a **Tradecraft** or **Psychology** roll. Making the right impression on the potential seller requires a **Tradecraft** or halved **Credit Rating** roll. Depending on the situation, the player can request a combination roll with **SIZ×5** (to impress a biker gang) or **APP×5** (to talk to an upscale "Lord of War"). Settling on the price requires a **Bargain** roll (*Call of Cthulhu*, pp. 62, 66). Buying a gun on the black market is always dangerous, as armed criminal sellers may or may not honour the deal, and the buyer has no way of knowing where the "piece" came from and whether it actually works. Compare "Relying on Possessions" (*Call of Cthulhu*, p. 137) and "Notes on Crime: Complications" (*King of Chicago*, p. 60). Black-market deals are even more a problem in a foreign country and in an **Other Language**.

Probably the best option for illegally acquiring a firearm is to employ a cut-out buyer without criminal record who buys a gun and then passes it on. These straw purchases are the most popular method among American criminals. The ATF estimates that up to 50% of the guns in criminal hands are obtained this way, as opposed to 20% sold by crooked, licensed dealers, 10% bought at a gun show, and 10% for guns stolen from legitimate owners. Straw purchases are mainly a problem in the USA; jurisdictions that document legal purchases make this more difficult, since the straw man has to "lose" the weapon, and most legal owners will not do this for fear of the inevitable investigation and the high risk that they will forfeit their licence. Straw purchases are inconspicuous if there is no connection between the proxy and the ultimate possessor, although in practice many straw purchasers are girlfriends or easily manipulated drug addicts. Small purchases of guns and ammunition are least suspicious; larger orders should be spread out among different dealers. Straw purchases are not restricted to handguns for inner-city thugs and semiautomatic rifles for smuggling to Mexico.

In 2005, a mercenary company based in North Carolina had a friendly sheriff order 17 Bushmaster BCWA3F14 M4A3 assault carbines and 17 Cugir AKM (Md.63) assault rifles, most of which ended up in the company's armoury – Federal investigators became suspicious when they realized the sheriff had only a dozen deputies and that the AKM is not exactly a precision police tool. In 2010, an FBI agent was found guilty of several straw purchases, including that of a Barrett Model 82A1 which ended up in the hands of Mexican gangsters.

A major source for illegal weaponry is the military. Handguns, machine guns, and explosives are regularly stolen from armouries. These are often inside jobs, where a crooked colonel or cash-strapped recruit smuggles the weapons out himself or tips off interested parties, who

can steal the materiel without great risk – many depots are either not very secure in the first place (*Arkham Now*, p. 35), or there are loopholes, such as when guns are delivered to an off-base location for repair.

Arms theft is a particular problem in Eastern Europe and Third World countries, where troops are paid poorly and allegiances are dubious (*Utatti Asfet*, p. 93). In 2000, disguised members of the *al-Ma'unah* cult raided two Malaysian army reserve camps under pretence of inspecting them, departing with 97 Colt M16A1 assault rifles, two Steyr AUG A1 assault rifles, six H&K HK11A1 light machine guns, four FN MAG machine guns, five Colt M203 grenade launchers, and thousands of rounds of ammunition. In 2011, it was revealed that a Thai army sergeant major had siphoned off 10 Colt M1911A1 pistols, 117 Colt M16A2 assault rifles, four FN M249 light machine guns, four Saco M60 machine guns, five Colt M79 grenade launchers, 10 Bazalt RPG-7V anti-tank rocket launchers, a Watervliet M19 60-mm mortar, and assorted ammunition from his unit's armoury.

However, weapons have always been stolen from supposedly better-organized Western militaries as well. In 1994, a motorbike gang burgled an unguarded Swedish army depot near Malmö for a dozen Bofors AT4 light anti-tank weapons; several rockets were subsequently fired during the “Scandinavian Biker War.” In 2007/2008, American mercenaries operating in Afghanistan illegally obtained more than 200 S&W Sigma SW9VE pistols, 300 FÉG AMD-65 assault carbines, and 20 Remington Model 870P shotguns from a Kabul police depot run by friendly US military advisors.

Soldiers returning from deployment are constantly bringing back illegal weapons, mostly handguns, but also assault rifles and explosive ordnance. These items are smuggled in personal luggage or concealed in large equipment including vehicles. While troops are usually inspected on return, searches are sometimes only cursory. For contraband concealed in luggage, the smuggler needs to succeed at a **Resistance Table** roll of his **Conceal** skill against the searcher's **Spot Hidden** skill (both skills divided by five). Halve or quarter the **Spot Hidden** skill depending on circumstances, for example if hundreds of troops arrive simultaneously, or if vehicles return in freight containers.

Some smugglers keep these as “war trophies” or for potential personal use at a later time, but many sell them in their home countries. In 2011, a US Navy SEAL was convicted of trying to sell 13 Ruger KP95D pistols, one H&K MP5A3 submachine gun, and dozens of AKM assault rifles (including two Cugir Md.63s, six Izhmash AKMs, three Zastava M70AB2s, and five Zastava M92s) which he had smuggled back from Iraq, made possible because the SEAL unit's cargo was not checked, unlike that of ordinary troops. Although bringing home a full-automatic “war trophy” has been illegal in the USA since 1945, older “bring-backs” could be legalized by registering them with the ATF (p. 33) during an

amnesty in 1968. While some 16,000 such guns were legalized then, experts estimate that this was only a minority of the illegal full-automatics held at the time.

A less obvious source for illegal guns is a crooked copper or police employee. While the internal theft of service arms is unusual, it is not unheard of – even the FBI “lost” 66 guns over a recent 10-year period, mostly to agents who took them into retirement. The misplacement of confiscated guns also occurs. These are either not reported in the first place, get stolen from the evidence locker, or are reported as having been “destroyed.” Such guns are a primary source for a “drop gun,” an unregistered weapon carried by an officer in case of a shooting, but which cannot be linked to him. Thieves also lift police arms from vehicles, either by stealing a car and taking the guns as a bonus, or by purposefully targeting law enforcement vehicles. Many agencies including the FBI allow off-duty officers to keep weaponry in their unmarked cars. A number of SWAT-issue submachine guns and assault rifles have gone missing this way ...

A law enforcement officer might order restricted weapons with false documents on behalf of his agency – this involves stealing stationary with the official letterhead and forging the signature of the department chief. The weapons will be delivered to the department, but officers in appropriate positions can easily deal with that. An **Accounting** roll is required if the items are paid from department funds, but scammers often use their own money, which is less conspicuous.

In 1999/2000, a Missouri dealer employed fraudulent letters including from NASA, but mostly from bribed sheriffs, to import hundreds of AK assault rifles – the ATF stepped in before he could receive five KBP YakB-12.7 helicopter gunship miniguns! Between 2008 and 2010, officers of the Lake County Sheriff's Department in Indiana wangled 12 H&K HK53A3 assault carbines, 53 H&K HK416D10RS assault carbines, nine H&K MP5K submachine guns, and 92 restricted IR targeting lasers, which they subsequently sold. In 2011, the small police department of Greenwood, Indiana, was shipped six Glock 18C machine pistols – the perpetrator of the unauthorized deal was not found.

Since 2011, illegal guns can be bought on encrypted online marketplaces. To access such a secure site requires an anonymizing browser, which can be downloaded and installed by anyone. Ordering and paying is straightforward, although prices are steep. Shipping is by mail, which can lead to problems. The biggest concern is fraudulent dealers, who may simply take the buyer's money and not deliver.

A different issue is buying ammunition – guns are useless without them. Most jurisdictions that require a licence to buy a gun also require a licence to buy ammo. However, in the USA, buying ammunition has no requirements other than proof of age (and sometimes proof of residence) – an easily circumvented obstacle

ARMS CACHES

Cell T was setting up a Green Box. This was Delta Green's term for a private-storage area used for storing useful supplies. Ideally, each major city had a Green Box where departing agents could drop off valuable resources, which future teams would access as needed.

– John Tynes, *Delta Green: The Rules of Engagement* (2000)

Clandestinely operating individuals or organizations, including criminals, revolutionaries, and survivalists, employ secret stashes of arms and equipment (*Delta Green: Eyes Only*, p. 136, and *The Laundry*, p. 119). Make a **Conceal** or **Tradecraft** roll for a good hiding place (*Call of Cthulhu*, p. 66, and *Delta Green: Countdown*, p. 247).

Hiding a gun in a home is not as easy as it sounds. Typical hiding places such as in the toilet cistern, in the freezer, or under the sink are well-known to ATF agents or burglars on the lookout for guns. A simple, efficient hiding place is behind a plastered-over drywall, which can be torn down in an emergency by kicking it in.

A common method of hiding guns is to bury them. A plastic plumbing pipe 20cm in diameter and 150cm long, fitted with airtight end caps, can hold half a dozen long arms and as many handguns. The unloaded guns are covered in weapon grease and individually packed in plastic bags. Properly conserved, firearms can be stored for decades. Burying the pipe vertically using a soil auger reduces its chance to be detected with a metal detector, although the best protection is to bury it in a place where no-one will look – for example, a cemetery or junk yard. Such a cache requires considerable time to bury or unearth; unpacking and degreasing a gun to allow it to be actually used can take several hours.

For short-term caching, a (loaded) gun can be sheathed together with desiccating silica gel in a couple of vacuum-

sealed plastic bags using a household appliance and buried in a flower bed or other location with uncovered ground, making moved earth less conspicuous. This requires only a small shovel (p. 200) or even just hands to unearth.

Since filling magazines with individual cartridges takes surprisingly long (*Call of Cthulhu*, p. 63), it is good practice to store loaded magazines along with the guns. Despite popular myth, magazines can be left loaded for decades, without fear of damaging the magazine springs. It is physically impossible for springs to wear out from being permanently compressed.

Long-term storage lockers can be used for caches (*Delta Green: Eyes Only*, p. 136). They have the advantage of easy access in urban areas. The guns and other equipment can be stored ready to use in a dry, clean place. Renting a commercial storage space leaves a paper trail, and many locations feature video surveillance. A better option is a private lock-up garage or even a sub-let flat, rented from the owner and paid for in cash or from an account of a supporter or “Friendly” to avoid the paper trail. This technique has long been used by terrorists in Europe.

A parked or garaged car can make a good short-term cache. Depending on location, it could be safe for months or even years. The vehicle should be non-descript to avoid attention by police or car thieves.

using a fake driver’s licence. Ammo can be bought at a discounter, over the internet, or at a gun store. Buying from private citizens or on the black market might lower the buyer’s exposure.

A final, often overlooked obstacle in acquiring an illegal gun is that the new owner needs to at least check it for function; he might also need to familiarize himself with an unknown model, shoot in the sights, brush up his rusty skills, or even learn how to shoot to begin with (compare “Skill Competency,” p. 11). Civilian shooting ranges can be rented for this purpose, but are usually supervised and may require proof of identification. They may even want to see a licence, and often feature video surveillance. Shooting in the wilds may be more convenient for the owner of an illegal SMG, but this has other disadvantages. In tightly-settled countries like much of Europe and a number of US states, hikers or rangers are often within earshot even in remote regions, making undisturbed target practice unlikely. Consequently, well-off illegal gun owners like the Japanese Yakuza travel abroad to practise shooting

with guns they rent or store locally. In many US states, but also in some foreign jurisdictions, land owners with several hectares of property can shoot unregulated provided they prevent bullets from leaving their land. Another solution is a secret firing range. Converted wine cellars are popular for this ...

HAVE GUN, WILL TRAVEL

Recent [Transportation Security Administration] testing found that screeners at ... the nation's largest airports routinely failed to detect fake weapons (guns, dynamite, or bombs) in almost a quarter of the undercover tests at screening checkpoints.

– Jennifer Zellan, *Aviation Security* (2003)

Travelling armed across the USA or much of Europe is not a problem, especially by inconspicuous private car or public transport. The likelihood of a car or a train passenger being randomly searched is extremely small. Since 1995, crossing the nation borders between members of the European *Schengen Area* is as easy

as crossing an American state line, without passport inspection or any other controls. Most members of the European Union (excluding Ireland and the UK) as well as Iceland, Norway, and Switzerland are party to the Schengen agreement.

Whether travelling armed is *legal* is something else entirely. The 50 US states have widely differing standpoints on acknowledging permits from other states. The European Firearms Pass (€40) is valid throughout the European Union, but is still subject to local law – in other words, a German with a German licence and an EFP might be allowed to bring a shotgun to the UK if invited for a hunt, but not a handgun.

Crossing the borders to other countries is typically more difficult, although the details vary widely. For example, the US-Mexican border is patrolled heavily, while the US-Canadian border much less so. The Keeper can require a Luck roll to establish whether an investigator, his baggage, or his vehicle is searched upon crossing a border. Professional smugglers use **Conceal** or **Tradecraft** to hide weaponry in fuel tanks, hollowed-out car doors, etc.

On international flights, no passenger is allowed to take a weapon into the cabin. Many nations place armed sky marshals on selected flights, but these make up only a tiny percentage of all flights. Firearms can be transported as luggage, but need to be declared when checking in and will be examined by security staff to make sure that they are not loaded. Firearms are always carried in the cargo hold, never the cabin. Ammunition can also be taken along, but must be in a separate container. Luggage containing firearms is often tagged as such, which makes it an easy target for dishonest baggage handlers ...

Since the *Law Enforcement Officers Safety Act* (2004), all US law enforcement officers, whether from a Federal, state, or local agency, are allowed to travel armed across the USA. This blanket permit is restricted to concealed handguns, and specifically does *not* cover kit like automatic weapons or sound suppressors. The Act even applies to retired officers, provided they served for at least 15 years.

Active law enforcement agents can go armed on national flights if they have attended a 2-hour lecture by the Federal Air Marshals Service (FAMS). On boarding the plane, Federal agents need only to show their credentials and proof of identification, meaning that they can fly armed even when off-duty. Other law enforcement officers can also fly armed, but to do so, need to be on duty and must carry a signed letter from their agency to explain why they need to be armed. Pilots will be informed of all armed passengers; since 2003, thousands of commercial US pilots have completed the Federal Flight Deck Officer (FFDO) programme to become deputized and to carry a pistol, themselves.

OFFICIAL USERS

Fewer than two dozen of the seventy-eight Delta Green agents do not carry a badge and a gun as part of their day-to-day work.

– Dennis Detwiller, A. Scott Glancy, and John Tynes,
Delta Green (1997)

Armed professionals are *required* to carry their issued weapon(s) while on duty. Depending on the agency, they may even be required to be armed off-duty – most US Federal agents must be armed *at all times*. Depending on agency regulations, they are allowed to carry a different, personally-owned weapon rather than their service gun when off-duty. Many American state and local police departments have similar policies. In most other countries, officers are not typically armed off-duty, even if they are allowed to take their service weapon home. Military personnel generally do not get to keep their arms when off-duty.

Cinema often shows police officers and even military troops using fancy, non-standard firearms. In reality, members of such organizations are issued a standard service weapon and expected to use that and nothing else. There are numerous budgetary, legal, logistical, and practical reasons arguing against allowing each copper or trooper to bring his own favourite gun. In fact, using privately-owned weapons is *illegal* in almost all modern militaries. American soldiers violating such regulations are subject to disciplinary action under the Uniform Code of Military Justice.

Many law enforcement agencies offer a small selection of service weapons to choose from, mainly in response to the increased hiring of women, who may not be comfortable with a particular model due to small hands, limited upper-body strength, etc. Other agencies allow any personally-owned weapon to be used provided it is found on the agency's approved list.

The descriptions in this book list many law enforcement agencies and military units that issue specific models of guns today. This allows arming a member of one of these organizations with an appropriate service arm (*Delta Green*, p. 237). Operational details, investigator templates, as well as sample characters can be found in the *1990s Handbook* (1995), *Delta Green* (1997), *Delta Green: Countdown* (1999), *The Laundry* (2010), as well as in *The Black Seal* #1 (2001) and *The Black Seal* #2 (2003). See "Alphabet Agencies" (p. 216) for abbreviations, acronyms, and foreign agencies.



Investigators might smuggle weapons onto a plane, both on national and international flights. This can impose certain limits on the size and weight of guns and ammunition, but many firearms can be disassembled into fairly small components. Smuggling weapons on commercial flights is difficult since luggage is routinely screened with X-ray machines, metal detectors, and physical examinations. It is not impossible, as firearms and bombs get frequently missed by security personnel. For concealed contraband, the investigator needs to succeed at a **Resistance Table** roll of his **Conceal** skill against the custom agent's doubled **Spot Hidden** skill (both skills divided by five). Apply the same process when trying to mail smuggled weapons.

Instead of travelling with weapons, it might be more inconspicuous to procure on site. See "How to Get a Gun" (p. 39).

CRIMINAL INVESTIGATIONS

Swap your rounds out. We don't want the coroner digging department-issue ammo out of those assholes. Use the gloves.

— Tom Ludlow, **Street Kings** (set in 2007)

Fingerprint analysis is commonplace. Since firearms, cartridge cases, and even bullets can retain fingerprints, it is advisable to use gloves when perpetrating a crime with a gun – including when one is loading the weapon! Fingerprints can be wiped off, but it is easy to miss one.

Fingerprint analysis requires **Forensics** skill. See also "Fingerprint Analysis" (*Keeper's Companion*, p. 143) and "Modern Forensics" (*1990s Handbook*, p. 44).

A firearm can be contaminated with the user's DNA by just holding it, and hands get easily cut on rough edges, depositing blood on the weapon. As even the smallest amount of DNA can be traced, investigators are advised to use gloves at all times. Bleach or oven cleaner can be used to destroy DNA evidence. DNA analysis requires a **Forensics** or **Biology** roll. See also "DNA" (*Keeper's Companion*, p. 142), "DNA Analysis" (*1990s Handbook*, p. 45), and "Forensic DNA Analysis" (*Delta Green: Targets of Opportunity*, pp. 309-311).

Forensic ballistics experts can link bullets fired from a rifled firearm (anything but a shotgun) to the weapon that was used. Spent cartridge cases can likewise be traced to the firearm that they were fired from by comparing firing pin impressions and extractor marks. Recently, controversy has flared up as to whether firearms identification is as certain as it was once believed to be. Studies have found the probability of matching a bullet to a specific firearm as low as 20%, the rifling marks being far less distinctive than required for scientifically objective comparison. Some bullets are less easily traced than others, including the ubiquitous .22 LR, whose bullets often cannot be positively matched to a firearm. Similarly, the bullet marks from the polygonal rifling in Glock and H&K barrels are easy to identify, but difficult to link to a specific gun. Firearms identification has therefore been termed unreliable in a number of court decisions. Forensic ballistics investigations require **Forensics** skill. See also "Firearms Comparison" (*Keeper's Companion*, pp. 140-141) and "Modern Forensics" (*1990s Handbook*, pp. 44-45).

Gunshot residue from the shooter's hand(s) or clothing can be detected by particle analysis with a scanning electron microscope. This requires a **Forensics** or **Chemistry** roll. Gunshot residue can be lifted off the shooter for several hours after firing; it can be avoided by wearing gloves and getting rid of clothes after a shooting, and is easily washed off with soap. Gunshot residue is not a strong forensic indicator, but a contributing factor. See also "Modern Forensics" (*1990s Handbook*, p. 44).

Examination of gunshot injuries and the scene of the shooting can tell forensic experts a great deal, such as the positions of shooter and target, the distance and angle between them, and the timeframe of the shot, etc. This requires a **Forensics** roll. See also "Gunshot Wounds" (*Keeper's Companion*, pp. 129-130).

Investigators are well advised to use only firearms that cannot be traced to them in shootouts with cultists or even more sinister opponents. Knowledge about the state of the art of police science in order to avoid it requires a **Forensics** or **Tradecraft** roll, or a halved **Law** roll.

Investigators engaging in "illegal" shootings should at least remove the serial number of the weapon with a **Craft (Gunsmith)** or **Mechanical Repair** roll. Often

botched, even complete obliteration of the number might not be enough. Scratched-out serial numbers can often be revealed by acid treatment. This takes a **Forensics** or **Chemistry** roll. However, firearms lacking serial numbers are sure indicators that foul play is intended, and are certain to pique the interest of investigating authorities.

A better solution is to employ guns acquired on the black market or through cut-out buyers. A law enforcement agent or private eye who does not want to use his registered service weapon should employ a “drop gun,” a firearm which has no connection to himself. Illegally imported guns, including military firearms brought back as battlefield souvenirs, are not registered with the authorities. See “How to Get a Gun” (p. 39). The investigators should never hang onto a firearm used in a crime (or something that looks like a crime). The best advice is to get rid of it permanently.

Amateur criminals often think that they can foil the law by using a rare gun. Relevant authorities have huge databases, including thousands of samples for comparison. Using fancy limited-production weapons like the MPS AA-12 or SITES Spectre M4 will only bring the law more quickly onto their heels. When covert gunplay is required, investigators should resort to the most commonplace weaponry available that will get the job done. See also “Forensic Pathology: The Modern Era” (*Cthulhu Now*, p. 29).

Another counter to forensic ballistics is to use a weapon that does not leave identifiable bullets or cartridge cases on the scene. The former can really only be achieved by using shotguns. For the latter, investigators can employ a revolver or double-barrelled shotgun and hope that they do not need to reload, or fire a semi- or full-automatic weapon with a brass catcher attached so that the ejected cases are collected. A sturdy plastic pouch such as those used for military rations can be taped to the weapon as an expedient brass catcher.

PRACTICAL HINTS FOR ARMING THE MODERN INVESTIGATOR

Joe Camp checked the big black pistol at his hip. His blunt, arthritic hands fumbled with the action and cocked it ... Over the past fifty-eight years it had fired at men and it had fired at monsters. In a way, it was his oldest and most loyal friend. He always wore his pistol; that was part of his ritual, too.

— Dennis Detwiller, *Delta Green: Through a Glass, Darkly* (2011)

Assuming that you have decided to arm yourself and are either licensed to carry a gun or do not care about the legal implications if you are not (p. 32), there are several practical issues to consider.

▲ Bring a gun – with the emphasis on bringing it. Always have it on you. The most powerful weapon is useless if you do not have it with you in your moment of need. The downside to that everyday availability is that it will probably be a concealable handgun, and as such, less powerful than you might prefer. A huge Magnum revolver or a small SMG is already too large and too heavy to carry concealed all day. Furthermore, you cannot practically carry a gun wherever you like. Airports, court houses, casinos (*Lost in the Lights*, p. 45), and other places with metal detectors are no-go areas while armed. Concert halls and music clubs often also ban entry – a bouncer finding a pistol at a *God's Lost Children* or *Charnel Dreams* show can result in quite a scene. If you cannot carry a weapon, try to keep one as close to hand as possible, for example in the car. See also “Concealed Weapons” (p. 13) and “Have Gun, Will Travel” (p. 42). For an urban investigator, “gun” will usually mean handgun. In rural areas, a long arm like a rifle makes more sense, as concealability is not an issue and shooting distances will be longer. A rifle offers more power, more accuracy, more range, and often also more firepower than a handgun.

▲ Bring ammunition. Once the shooting starts, you will quickly deplete the capacity of your gun. Participants in gunfights generally underestimate the number of shots they have fired, and lose track of how many shots they still have. Compare “Confusion” (p. 5) and “Reloading and Speedloading” (p. 14). To avoid standing there with an empty gun, bring at least one spare load. Semiautomatic or full-auto weapons can be fired faster, and are therefore emptied faster as well. Think about how and where to carry spare ammunition – loose cartridges are inconvenient to stow and retrieve; speedloaders are bulky; SMG and rifle magazines are large and heavy. There is only so much real estate on a belt for magazine pouches or cartridge loops, especially after allowing for a holster and kit like pepper spray, flashlight, handcuffs, etc. Police officers or soldiers in uniform are less restricted, but usually are weighted down with other mission-critical equipment.

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- ▲ Bring a backup weapon. Firearms have a way of ceasing to work at the most inopportune moment, be it as the result of a malfunction or an empty magazine. You should then smoothly transition to your backup. Transitioning, that is letting the primary gun hang by its sling or even dropping it to the ground, followed by drawing another weapon, is often faster than fixing a jam. Compare “Malfunction” (p. 50) and “Quick Draw” (p. 13). If armed with a long arm, draw a handgun. If armed with a handgun, reach for a smaller handgun or a knife. The backup should be light enough to carry it conveniently all-day in addition to the primary weapon. In plain clothes, the backup weapon should conceal well in a less-than-convenient location, such as in an ankle holster or trouser pocket. Finally, it makes sense to choose a gun that uses the same ammunition and possibly interchangeable magazines.

EXAMPLE: FBI agents are issued a Glock 22 pistol, which they carry in a retention holster high on the belt on their strong side, with two spare magazines on the off side. Many agents buy an authorized Glock 27 backup that they carry in an ankle holster. The smaller pistol fires the service ammunition of the issue gun and can use the magazines of the larger weapon.

- ▲ Guns are deadly (see “Death and Injury,” p. 8). Consider a less-than-lethal option if the situation allows. Force options range from a hands-on approach (see “Disarming,” p. 28) and batons (p. 200) to pepper spray (p. 201), TASERs (p. 86), or less-than-lethal ammunition like beanbag rounds (p. 187) or tear gas grenades (p. 175).
- ▲ Wear body armour (p. 198). Although relatively uncomfortable, Kevlar can literally be a lifesaver (p. 9).
- ▲ Wear appropriate clothing. Some clothes are better suited to conceal that you are armed and armoured. A loose-fitting shirt, jacket, or coat might cover a vest and a holstered handgun, but must be worn open in order to allow drawing the weapon, and requires a revealing motion with the free hand to clear the garment. A handgun carried in a pocket will cause the jacket to sag suspiciously to one side, unless the other side is counterweighted, for example with spare magazines. The popular multi-pocketed photographer’s vests or military-style “tactical” trousers are more likely to draw attention than a summer jacket and ordinary jeans. A dark or chequered shirt can prevent “printing” – visibly outlining a concealed handgun from its shape against the cloth. Clothing tailored to hide a handgun and its ammunition, including jeans, shirts, and jackets, is available from a number of makers (p. 192).

OBSOLETE GUNS



Sam: You know, I actually favor the old 1911.

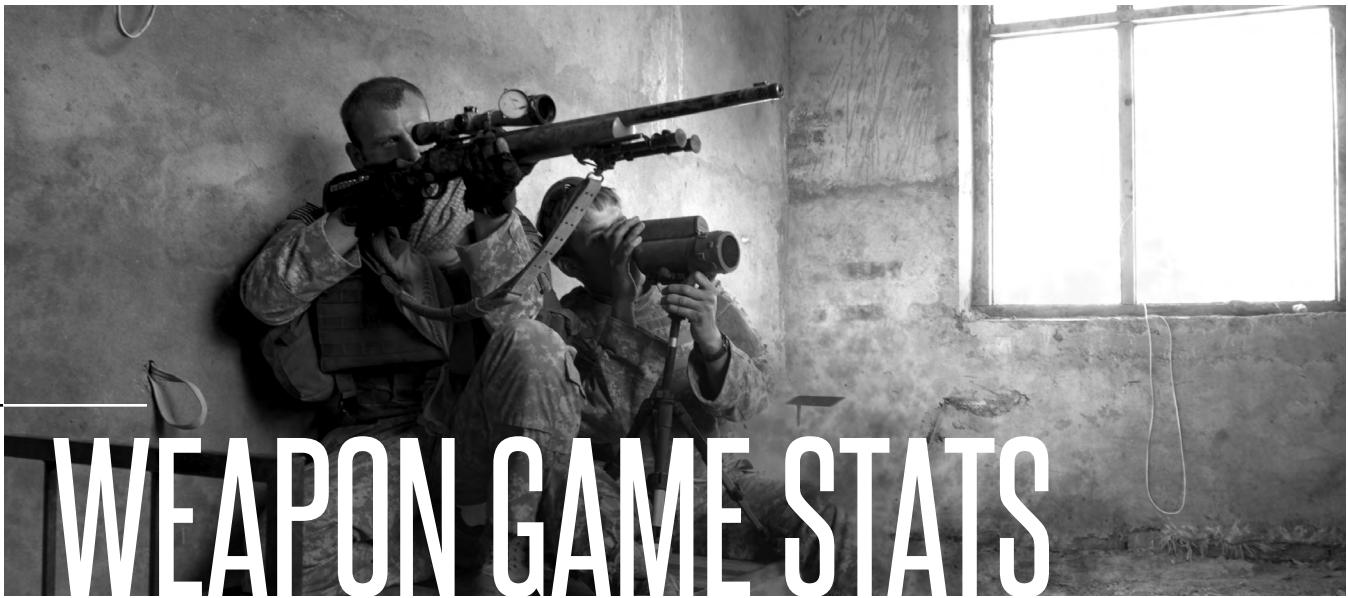
Spence: .45. Old gun.

Sam: It served my country well. A long time.

— **Ronin** (set in 1997)

A gun is a gun. An investigator might not have access to the latest and greatest in tactical equipment. Older arms are usually easier to acquire, particularly of the military kind. Obsolete guns continue to be used by second-line military troops and law enforcement agencies for a long time, often decades after they have been removed from service by their original users. Obsolete guns that can be easily found include the Colt M1911A1 (p. 58) and M1 Garand (p. 126), but also the Luger P08 (*Investigator Weapons 1*, pp. 45-46), Enfield SMLE No.1 Mk III (*Investigator Weapons 1*, pp. 65-66), or a Mauser rifle (*Investigator Weapons 1*, pp. 67-69).

Obsolete full-auto weapons like the Auto-Ordnance Model 1928AC Thompson (*Investigator Weapons 1*, pp. 87-89), Guide Lamp M3 (p. 153), or Grossfuss MG42 (p. 171), while certainly rarer than ordinary small arms, are usually still easier to obtain than more modern “machine guns,” and can be used just as effectively. The FBI issued the Model 1928AC until 1970 and then briefly used the Guide Lamp M3. The Texas Rangers and many American prisons and sheriff departments employed Thompsons well into the 1980s; some departments held on to them into the 2010s, stored way back in the armoury. The scattered arsenal of the US Park Police still included 20 M1 Garand rifles and four Tommy guns in 2013! Thousands of military M1928A1 and M1A1 Thompsons were supplied to countries like Greece and Iran during the 1950s and 1960s, and many of these are still held in reserve.



WEAPON GAME STATS

This is an M11/9 machine pistol, manufactured by SW Daniels [sic] in the States. In case you hadn't figured it out, it's a gun. Chambered to take 9mm and converted to accept a sten [sic] magazine, it has a very high cyclic rate of 1600 [sic] rounds per minute, muzzle velocity 350 metres per second, magazine capacity thirty [sic] rounds.

— Charles Stross, *The Atrocity Archives* (2004)

WEAPONS LISTED IN THIS BOOK USE A SLIGHTLY EXPANDED STAT line that offers more information than the one in *Call of Cthulhu, Sixth Edition*.

Make/Model

The short version of the manufacturer's name and the weapon's model designation. Alternate official military designations may be given in parenthesis. Avoid misspellings and incomplete designations, which suggest sloppy research and make correct identification unnecessarily complicated – such as "Barretta" instead of Beretta, "Bellini" instead of Benelli, "Sig-Saur" instead of SIG-Sauer, or "M1911A" instead of M1911A1. Neither the US Army nor many other organizations use hyphenated ordnance nomenclature ("M-4" or "MG-42").

Calibre

... select a caliber/cartridge that has been proven to succeed most of the time on human beings ... Carry the biggest gun that you can control.

— Gabriel Suarez, *The Tactical Pistol* (1996)

The most common designation for the cartridge fired from the weapon. See "Ammunition Tables" (p. 186) for a list of inch and metric designations. Most firearms can only fire *exactly* the specified cartridge type and none other, but some guns can fire multiple cartridges, as per their description. Shotguns can fire all cartridges of same

gauge and a cartridge length equal or shorter than for that they are chambered – a 12-gauge 3" gun can also fire 12-gauge 2.75" shells, but not 12-gauge 3.5" or 20-gauge 3" cartridges. See also "Caliber" (*Delta Green*, p. 283).

Year

Year indicates the *first* year in which the weapon is actually available (rather than the year of its invention or adoption) as well as the *final* year it is produced. After the second date, new firearms might still be available for some time as stocks are sold off; used guns can often be found for many decades.

Price

*Ordell Robbie: See, what did I tell you? Man in New York wants a 9-mm Smith and Wesson Model 5946. Why does he want it? It's the gun that nigga on **New York Undercover** uses. Because of that nigga, I can sell it to this nigga for twelve-fifty.*

Louis Gara: What's your cost?

Ordell Robbie: As low as two.

— *Jackie Brown* (set in 1996)

Price is given in US dollars (\$), based on manufacturer's suggested retail prices in 2014. Consult an online currency converter for foreign currencies. The price includes *one* empty magazine (of the smallest capacity sold, except where indicated in the description), if the weapon is designed to use detachable feed devices. The prices charged by large mail order companies or

Beretta Mod 93R 9×19mm machine pistol (1978-1993) — \$1,350, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	10%†	1D10	15	2(3)B	15/20/32+1	8	98

internet distributors are usually lower by around 10%, excluding shipping. Government agencies will almost always get a discount, reducing price by 20-30% or more if large numbers are acquired. Second-hand or surplus guns are typically sold for 10-50% of the original price, unless demand is high. At the Keeper's discretion, used guns can be less reliable (worsen Malf by -1 percentile or more), but a well-maintained second-hand weapon works just as well as a new one.

Availability (Avail)

Availability (Avail) is a rough guide to gauge how difficult it is for a civilian investigator in the USA to find a specific model. Availability is typically at least one category worse abroad, although the details vary widely.

Many of the more desirable weapons, from the investigators' point of view, are rare or even very rare. Investigators who know (at least vaguely) what they are up against should not be faulted for trying to arm themselves in the best way they see fit – just like many of Lovecraft's characters, who stocked up on ammunition or even flamethrowers! The difficult acquisition of special hardware could be played out for all its worth (see "How to Get a Gun," p. 39). The Keeper could even require a **Library Use** roll from an investigator trying to keep up with the latest inventions via the internet or books and periodicals (see "Select Bibliography," p. 207).

- ▲ **Very Common (VC):** This firearm can be bought in almost any gun store in the USA and can frequently be obtained from private sellers. It will be regularly encountered in the hands of allies or opponents, or found in wardrobes, desk drawers, or gun safes.
- ▲ **Common (C):** This firearm is still easily found.
- ▲ **Scarce (S):** Finding this firearm may be more difficult outside of a large gun store in a major city.
- ▲ **Rare (R):** Such a gun is difficult to locate (*Call of Cthulhu*, p. 65). Buying one new will usually entail ordering it from the manufacturer, delivery of which can take days or weeks depending on location – even many months, such as for expensive custom guns that are made to order only.
- ▲ **Very Rare (VR):** Such a gun practically cannot be found unless specific circumstances apply. This is typical for arms that are only in use with certain military services. See the specific "Weapon Descriptions."
- ▲ **Special Licence (SL):** Legally acquiring this weapon requires a special licence in the USA (and most other countries). See "Weapon Permits" (p. 32).

Skill

Understand that equipment, when compared to the people who use it, is at the low end of the equation ... Well-trained and motivated people will do better with mediocre equipment [than] mediocre people will do with the best gear in the world.

– Patrick Rogers, "Strong Men Armed" (2000)

Skill denotes the skill that is required for employing the weapon in combat. See also "Additional Skills" (p. 12). In some cases, alternate use leads to a change in the skill needed:

- ▲ Pistols fitted with a shoulder stock handle and perform more like carbines and thus use **Rifle** rather than **Handgun** skill. See "Handguns" (*1920s Investigator's Companion*, p. 103) and "Shoulder Stocks" (*Delta Green*, p. 294).
- ▲ Machine pistols fitted with a shoulder stock use **Submachine Gun** rather than **Handgun** skill when fired full-automatic.
- ▲ Shotguns firing full-bore slugs (p. 188) are robbed of the improved hit chances of the spreading shotload and therefore require **Rifle** rather than **Shotgun** skill. See "Shotgun" (*Call of Cthulhu*, p. 74).
- ▲ An asterisk (*) after the skill means that attacks with this weapon can Impale. Shotguns can Impale when firing either shot or solid slugs. See "Impales" (*Call of Cthulhu*, p. 59) and "Weapons Table" (*Call of Cthulhu*, pp. 64-65). The unrealistic rule that shotguns firing shotloads cannot Impale was last found in *Call of Cthulhu, Fourth Edition*.

Base Chance

You would put 5 or 6 rounds through, but as you know only 1 or 2 rounds will hit where you're aiming and the rest will go elsewhere.

They teach you that the best possible rate of fire is 2 to 3 rounds ...

– Marko Vorobiev, "Humping a Ruck Across Sunny Afghanistan, Summer of 1986" (2003)

Base Chance is the chance to score a hit with a specific gun for an untrained or indifferent user. The basic firearms skills are **Handgun** 20%, **Rifle** 25%, **Shotgun** 30%, **Submachine Gun** 15%, and **Machine Gun** 15%. Specific models that are difficult to use on account of severe recoil or other detrimental handling characteristics can have a lower Base Chance. See "Using Firearms" (*Call of Cthulhu*, p. 61). A long arm fired without shoulder stock (\$) is more difficult to aim and control, reducing the Attack roll by -5 percentiles – permanently, if the weapon lacks any stock at all.

Damage

The amount of energy deposited in the body by a bullet is approximately equivalent to being hit with a baseball ... Physiologically, no [handgun] caliber or bullet is certain to incapacitate any individual unless the brain is hit ... The much discussed "shock" of bullet impact is a fable and "knock down" power is a myth.

— Urey Patrick, *Handgun Wounding Factors and Effectiveness* (1989)

Damage is the damage inflicted by a *single* shot. This can be varied by employing "Special Ammunition" (p. 187). A few cartridges have been assigned different Damage than in previous rules. For example, the .380 ACP (9×17mm), despite of the same bore size, is less powerful than the 9×19mm Parabellum (0.28 kJ vs. 0.52 kJ), and thus has been reduced from Damage 1D10 to 1D8+1.

Firing full-bore slugs from a shotgun changes the Damage. See "Weapons Table" (*Call of Cthulhu*, p. 61) as well as an expanded list under "Shotgun Damage and Base Range" (*1920s Investigator's Companion*, p. 112) and "Shotgun Damage Table" (*Delta Green*, p. 293).

Base Range

Men kill with projectiles to keep death at a distance.

— William Cassidy, *Quick or Dead* (1978)

Base Range means the distance in metres (*The Laundry*, p. 56) — or yards, if the Keeper prefers — to which the firearm can be used *effectively* before skill is reduced. Unhindered, bullets travel much farther than that. Many handgun bullets reach 1,500 m, while rifle projectiles can go three times as far — and they are lethal for much of that distance! Buckshot pellets fly as far as 800 m. The kinetic energy of the bullet and thus its Damage diminishes with range, but the more important consideration is usually the difficulty in actually hitting something. Hit chances are much reduced with range, as the smallest error of the shooter results in considerable deviation at the target's end.

- ▲ Firing a gun braced on a solid rest, such as a window sill, crossed ski poles, or on a weapon mount such as a bipod or tripod, steadies the gun, decreasing shooting error and thereby increasing effective range. The same effect can be achieved by firing from the prone position. Double Base Range when a gun is braced. See "Rifles" (*1920s Investigator's Companion*, p. 108), but note that this advantage applies to all firearms.
- ▲ Using a pistol or machine pistol with a shoulder stock improves control and thus effective range. Double Base Range for any handgun so fitted. See "Handguns" (*1920s Investigator's Companion*, p. 103), but ignore "Shoulder Stocks" (*Delta Green*, p. 294). Removing the shoulder stock from a long arm in turn reduces control. Halve Base Range for any handheld rifle, shotgun, SMG, or machine gun so modified. This also applies to weapons fired with their stock folded or retracted.

- ▲ The hit chance and thus the effective range can be improved by employing a telescopic sight. Increase Base Range depending on the scope's magnification — double for 2×, triple for 4×, quadruple for 8×, etc. See "Weapon Optics" (p. 195). Scopes are mainly used with long arms such as rifles.
- ▲ Targeting lasers (p. 197) do *not* improve long-range shooting, and thus do not increase Base Range. Ignore "Telescopic Sights & Lasers" (*Call of Cthulhu*, p. 62).
- ▲ Multiply *all* applicable Base Range modifiers, but do not apply these to the range multiples past that. See "Telescopic Sights & Lasers" (*Call of Cthulhu*, p. 62). In order to profit from the Base Range increase of a scope, the attacker can fire only once per combat round. See "Precision Aim" (*Call of Cthulhu*, p. 63).
- ▲ Attacks with shotguns past their Base Range are treated the same way as for other firearms, except that Damage is reduced to 1D2. Firing full-bore slugs (p. 188) from a shotgun changes Base Range. See "Shotgun Damage and Base Range" (*1920s Investigator's Companion*, p. 112) and "Shotgun" (*Cthulhu Now*, p. 22).

EXAMPLES: Karl Knight is using a Colt M4A1 assault carbine with 4× scope, which triples Base Range from 90 to 270. If he braces it on his rucksack, this doubles Base Range to 540. The next range multiples are 650 (half skill) and 740 (quarter skill), not 1,080 and 1,620.

Serena Simmons' Remington Model 870P shotgun has a Base Range of 50; beyond that, skill is halved between 50 and 100 and quartered between 100 and 150.

Rate of Fire (ROF)

Let the sights dictate the cadence of fire. Sight alignment is your speedometer — it shows you how fast you can or can't go. If the sights are acceptably aligned, fire the shot. If the sights aren't acceptably aligned, don't fire the shot until they are — whether it takes a quarter-second, half-second, or two seconds.

— J. Michael Plaxco, *Shooting from Within* (1991)

Rate of Fire (ROF) gives the maximum number of aimed shots that a shooter can fire each combat round. Experienced shooters can increase ROF to the figure listed in parenthesis. This requires an "expert" firearms skill of 75% or more. See "Skills Revisited" (*Keeper's Companion*, pp. 189-201).

Simply pointing a gun at a target and squeezing the trigger as fast as possible doubles ROF, but makes hitting anything unlikely. Reduce firearms skill to 1/5. See "Unaimed Shots" (*Call of Cthulhu*, p. 63). Such a volley can suppress a target. Use the number of shots fired for calculating the odds. See "Automatic Fire" (p. 16).

Per "The Combat Round" (*Call of Cthulhu*, p. 56), the length of the combat round is unspecified and in fact flexible. "The Round" (*The Laundry*, p. 52) defines it as being an almost endless 12 seconds, while "Rate of Fire"

(*Delta Green*, p. 283) assumes a length of 3 seconds – which matches older editions of *Call of Cthulhu* that give the combat round's length as “a few seconds.” To reconcile the ROF and reloading times with what can realistically be done, a 3-second combat round is preferred here. This is possibly still too long, as skilled shooters can shoot *and* hit much faster than what even the increased ROF allows – most trained shooters can fire two aimed shots from a large-calibre semiautomatic pistol in a single second, many can shoot four. The average *total length* of gunfights involving American coppers is just 3 seconds! Instead of requiring an “expert” firearms skill of 75%, the Keeper might reduce this to a “professional” firearms skill of 50%, since the former is probably unattainable for many investigators. He could even allow the ROF figures in parenthesis as standard for all trained shooters who have invested at least 10 points into the skill without stretching credulity, and allow double that ROF for “experts” with a firearms skill of 75% or more. Considering the length of the combat round, this is neither unrealistic nor unbalanced – often it just means that a shooter runs out of ammunition faster.

The ROF for full-automatic weapons is always 20 according to “Rate of Fire” (*1920s Investigator’s Companion*, p. 112) – although “Dexterity and the Order of the Attack” (*Call of Cthulhu*, p. 58) gives 30 as the maximum, and the ROF 33 listed for the GE M134 minigun (*Call of Cthulhu*, p. 65) suggests that faster-firing guns are possible. Assuming a 3-second combat round, ROF 20 means less than 7 shots per second, but allows for target acquisition.

In this book, ROF 20 is assigned to guns with a cyclic rate of 8-12 shots per second (480-720 shots per minute), as is typical for most machine guns. Slower- or faster-firing guns get a different ROF (doubled cyclic rate per second, rounded in steps of 5). Thus, the Izhmash AK with its cyclic rate of fire of 600 shots per minute has ROF 20, while the MAC-Ingram M10, with its cyclic rate of 1,200 shots per minute, has ROF 40. The GE M134, with its selectable cyclic rate of 2,000 or 4,000 shots per minute, gets ROF 65/130. The ROF of full-automatic weapons is a mechanical limit which cannot be increased by skill or by firing “Unaimed Shots.”

Weapons with a burst setting – indicated by a *B* for 3-shot bursts or a *b* for 2-shot bursts – feature a mechanical counter that prevents a burst from being longer than either three or two shots. See “Automatic Fire” (p. 16) for how these limited bursts perform. If the magazine holds less than that number, the gun only fires those that are available. Shooters can fire as many limited bursts as they could fire single shots, each limited burst requiring the trigger to be squeezed. Thus, a Colt M4 with ROF 2(3)B could give off two 3-shot bursts per combat round, or three in case of an “expert” shooter.

Capacity

In a sustained firefight, a shotgunner spends too much time reloading and not enough time shooting ...

– John Plaster, *SOG* (2000)

Capacity gives the number of cartridges that a firearm can hold. For a revolver, this is the number of chambers in the cylinder, for a semiautomatic pistol the number of rounds that the magazine will take, etc. Many magazine firearms can be loaded with an additional round in the chamber (“one in the spout”). This is indicated by “+1” under Capacity. See also “Firearms” (*1990s Handbook*, p. 14) and “Magazine Capacity” (*Delta Green*, p. 283).

Hit Points (HP)

Some authorities advocate using the pistol as a contact weapon to club the adversary. Such activities are not recommended unless you've shot your pistol empty, lost your spare magazines, lost your back-up pistol, lost your knife, and are too physically feeble or wounded to hit him with your hands.

– Gabriel Suarez, *The Tactical Pistol* (1996)

Hit Points (HP) reflects the sturdiness of the weapon. Most guns are made of steel and plastic and can take considerable punishment, but abuse can still destroy them. See “The Parry” (*Call of Cthulhu*, p. 59). Since most firearms are not designed to be used as clubs, any fumble (*Call of Cthulhu*, p. 140) on an Attack roll damages the weapon or at least prevents its immediate further use as a gun by knocking the sights out of alignment, putting the slide out of battery and inducing a jam, etc.

Malfunction (Malf)

Immediate action involves quickly applying a possible correction to reduce a stoppage without performing troubleshooting procedures to determine the actual cause ... To apply immediate action, the soldier:

Slaps gently upward on the magazine to ensure it is fully seated, and the magazine follower is not jammed.

Pulls the charging handle fully to the rear.

Observes for the ejection of a live round or expended cartridge ...

Releases the charging handle ...

Taps the forward assist assembly to ensure bolt closure.

Squeezes the trigger and tries to fire the rifle.

– US Army Headquarters, *FM 3-22.9 Rifle Marksmanship* (2003)

Malfunction (Malf) gives the chance that something goes wrong during shooting. See “Malfunction Numbers, Jams” (*Call of Cthulhu*, p. 63). The more complicated the weapon, the more likely it is that something can go awry. There are several typical results. An Attack roll of 00 usually indicates a misfire or user error, while other results depend on the type of action. The lower the user's skill, the more likely that the malfunction is due to user

error. The reliability of a firearm also depends on the gun's actual condition. A dirty or neglected weapon will malfunction more often than a gun that has been taken proper care of. External influences such as pocket lint, saltwater spray, desert sand, or arctic cold can also impact Malf. See "Malfunction Table" (*1920s Investigator's Companion*, p. 112) or "Malfunction" (*Delta Green*, p. 285). The Keeper decides which exact malfunction occurs. For more variation, see "Malfunctions" (*Keeper's Companion* 2, pp. 99-101).

- ▲ **Failure to Eject:** This kind of "jam" means that a cartridge case will not properly eject from the chamber of the weapon *after* being fired, being stuck in the chamber or the ejection port (a "stovepipe"). It can occur in all firearms, but in a revolver or single- or double-barrelled rifle or shotgun is first noticed when the gun is to be unloaded. It is most common in semiautomatic or full-automatic weapons. To remedy a failure to eject, open up the action by racking the slide or bolt handle to the rear, pry or shake out the stuck case, and close the action again to chamber a new cartridge and cock the hammer. This requires a **firearms skill**, doubled **Craft (Gunsmith)**, or **Mechanical Repair** roll and 1D6 combat rounds.
- ▲ **Failure to Feed:** This kind of "jam" means that a cartridge is not properly fed into the chamber, jamming the feed way or chamber *before* being fired. It is most common in semiautomatic or full-automatic weapons with large magazines, especially drums, or machine gun belts. To remedy a failure to feed, remove the feed device, open the action and extract any jammed cartridges, check the feed device or retrieve a fresh one, reinsert, and rack the slide or bolt handle to chamber a new cartridge and cock the action. This requires a **firearms skill**, doubled **Craft (Gunsmith)**, or **Mechanical Repair** roll and 1D4+2 combat rounds.
- ▲ **Kaboom:** This is a catastrophic malfunction resulting in an exploded chamber. It is almost always the result of a cartridge that exceeds its rated chamber pressure. Factory ammunition is seldom overloaded, but cartridges that have been handloaded using **Craft (Gunsmith)** sometimes are - many shooters experiment with high-pressure rounds to eke out extra performance, or reload spent cartridge cases to save money. During this process, an excess of propellant can be accidentally loaded, which can blow up the gun. This ruins the weapon and does 1D3-1 damage to the shooter. A blown-up chamber is an uncommon occurrence; the Keeper should reserve this result for shooters using handloaded ammunition.
- ▲ **Misfire:** This means that the cartridge does not go off. It is usually a problem with cheap or neglected ammunition (a "dud"), but can also be the result of a weak hammer spring or misaligned firing pin. A misfire is the most likely result when using rimfire cartridges like the .22 LR, which are less reliable

than centrefire cartridges. To remedy a misfire, fire the next round. In a double-action revolver, simply squeeze the trigger again to rotate the cylinder and fire the next cartridge. In a double-barrelled shotgun with two triggers, squeeze the second trigger. This takes no time. In a single-action revolver or single-shot rifle or shotgun with hammer, cock the hammer again. This means that you lose this combat round's attack, but can attack normally again next round. In a hammerless double-barrelled rifle or shotgun with one trigger, break open and eject the misfired cartridge, then close the action to re-cock the weapon and try to shoot the second cartridge. You lose this and the next combat round, but can attack normally the round after that. In a bolt-action or lever-action weapon, operate the action to eject the misfired cartridge. This usually means that you cannot shoot again until the next combat round or even the one after that (for ROF 1/2 weapons). In any semiautomatic or full-automatic weapon, rack the slide or bolt handle to eject the faulty cartridge. You lose all of this combat round's attacks, but can attack normally next round.

- ▲ **User Error:** This kind of malfunction is the result of the user doing something wrong. It is typical for clumsy or unpractised operators, but even highly skilled shooters sometimes make mistakes of this kind. Examples include:

Bad Reload: The magazine has not been properly inserted, if the gun has one. Usually the magazine drops to the ground and no shot can be fired. Reload to fix.

Limp-Wristering: Some semiautomatic firearms require a certain resistance from the shooter to act against when cycling. If the shooter does not hold the weapon with a proper grip (usually with a twisted rather than a "limp" wrist) to provide that resistance, then a jam will result *after* firing a shot. This is fairly common with lightweight polymer-frame pistols, especially for users whose shooting instruction amounts to watching rap videos or biker soaps, and who as a result prefer ridiculous sideways or overhead stances ... See "Failure to Eject" for how to fix.

Safety On: The user has forgotten to take off the manual safety, if the weapon has one. No shot can be fired. Requires one combat round to note and fix.

Short-Stroking: With a pump-action weapon, the handguard has not been moved far enough backwards to eject the empty case *after* firing a shot, resulting in a failure to eject. See "Failure to Eject" for how to fix.

INVESTIGATOR WEAPONS

Pistols are trade-offs. You trade power, range, and accuracy for portability and concealability.

— Eric Haney, *Inside Delta Force* (2002)

All the descriptions of individual weapons in this book mention typical users, but as an easy reference point, many of the occupations found in *Call of Cthulhu*, the *1990s Handbook*, and *Delta Green* are listed below with their typical armaments.

Attorney/Dentist/Dilettante/Lawyer/Physician: Members of these and similar “white collar” occupations might carry a concealable quality handgun like the Beretta Mod 950BS (p. 57), S&W Model 60 (p. 83), or Walther PPK (p. 89) for protection. Some might have pepper spray (p. 201) or a TASER X26C (p. 86). They might own a Ruger MK III (p. 75) or IMI Desert Eagle (p. 73) for target-shooting, and/or a Beretta DT10 (p. 139) for clay-shooting or fowl-hunting.

Aviator: USAF pilots are issued a Beretta M9 pistol (p. 55), while US Army and Navy pilots get the SIG-Sauer M11 (p. 77).

British Army Air Corps and RAF pilots carry the SIG-Sauer L117A2 pistol (p. 78).

American commercial pilots who have completed FFDO training are deputized by the FAMS and issued an H&K USP Compact pistol (p. 71).

Bank Robber/Gangster: Bank robbers and gangsters arm themselves with powerful handguns like the Beretta Mod 92FS (p. 55), FN Five-seveN (p. 60), Glock 19 (p. 63), or Ruger P85 (p. 76), and “assault weapons” like the Izhmash AKMS assault rifle (p. 115) or Ruger Mini-14 rifle (p. 122). Robbers taking down armoured cars often use light anti-tank weapons like the Bazalt RPG-7V (p. 183).

Big-Game Hunter: A professional hunter has a battery of guns in different calibres for different game, usually bolt-action rifles like the Remington Model 700 (p. 120) or Winchester Model 70 (p. 131). Some prefer semiautomatics like the H&K HK91A2 (p. 104) or Springfield M1A (p. 128).

Farmer: Farmers typically own an affordable hunting weapon like the Ruger Model 10/22 rifle (p. 123), Winchester Model 94 rifle (p. 132), Mossberg Model 500A shotgun (p. 142), or a double-barrelled shotgun similar to the Baikal IZH-43 (p. 135).

Federal Agent: FBI agents are issued a Glock 22 pistol (p. 63), Remington Model 870P entry gun (p. 145), and a Colt CAR-15A3 R6920 carbine (p. 99) or H&K MP5/10A2 submachine gun (p. 157). Many add a Glock 27 backup pistol (p. 64). SWAT-qualified agents are issued a Springfield Professional pistol (p. 60) and Colt M4A1 assault carbine (p. 98) or H&K MP5/10A3 submachine gun (p. 157).

ATF agents are issued a Glock 22 pistol and Glock 27 backup pistol, as well as a Colt CAR-15A3 R6920 carbine, H&K MP5SFA2 carbine (p. 155), or Remington Model 870P entry gun.

DEA agents are issued a Glock 22 pistol and RRA LAR-15 DEA carbine (p. 99), Remington Model 870P entry gun, or H&K UMP submachine gun (p. 160). Many add a Glock 27 backup pistol.

EPA agents are issued a SIG-Sauer P229 pistol (p. 78) and SGT TR-870 Model 90121 riot gun (p. 146).

IRS CI agents are issued a Glock 22 pistol and Remington Model 870P entry gun.

USMS deputies are issued a Glock 22 pistol and H&K HK416D10RS assault carbine (p. 109), Remington Model 870P entry gun, or H&K UMP submachine gun.

Canadian RCMP investigators are issued an S&W Model 5946 pistol (p. 85).

German BKA agents are issued a SIG-Sauer P229 pistol.

Marine: US Marines are issued the Beretta M9A1 pistol (p. 55), Colt M16A4 assault rifle with Ontario Knife OKC3S bayonet (p. 200), H&K M27 automatic rifle (p. 109), FN M249 light machine gun (p. 169), Colt M203 underbarrel grenade launcher (p. 178), and AMC M67 hand grenade (p. 167). The Colt M4A1 assault carbine, PWS M40A5 sniper rifle (p. 120), Barrett M82A3 anti-materiel rifle (p. 96), Benelli M1014 shotgun (p. 137), and Colt SMG R0635 submachine gun (p. 149) are also used.

British Royal Marine Commandos are issued the same weapons as British Army soldiers (below).

Mercenary: A Western or Western-supplied mercenary will have a sidearm like the Glock 19 and an assault rifle like the Izhmash AKM (p. 115) or possibly the Colt M4A1 or H&K G36KV (p. 107). A team might also have support weaponry such as the FN MINIMI light machine gun (p. 169) or Bazalt RPG-7V rocket launcher.

CIA SAD “contract employees” are currently issued the Glock 17 pistol (p. 63) and H&K HK416D10RS carbine.

Military Officer: In most militaries, ranking officers are issued the standard sidearm of their service, and may also carry a carbine or submachine gun.

Police Detective: American and Canadian police detectives are usually issued compact pistols such as the Glock 23, Glock 27, SIG-Sauer P229, or S&W M&P40C (p. 80). Detectives may also have access to long arms such as the Ruger KMini-14GB rifle (p. 122) or Remington Model 870P riot shotgun.

British police detectives are typically unarmed; some members of the London Metropolitan Police Flying Squad carry the Glock 17 pistol.

German police detectives are issued pistols like the H&K P7 (p. 68), H&K P10 (p. 71), or SIG-Sauer P6 (p. 77).

INVESTIGATOR WEAPONS [CONTINUED]

Private Eye/Agency Detective/Bounty Hunter: (American) private eyes and other non-governmental agents often carry an expandable baton (p. 200) and pepper spray in addition to a compact handgun such as the Colt Combat Commander (p. 58), Glock 19, or S&W Model 60. A pump-action shotgun like the Mossberg Model 500ATP6 (p. 142) or Remington Model 870P usually rides in the car boot.

Radical: Anarchists, religious fanatics, Neonazis, and similar troublemakers typically carry clubs, knives, or Molotov cocktails (p. 206), but might also have a handgun such as the Glock 19 or Izhmekh PM (p. 74). On the attack, they might use Izhmash AKMS rifles (p. 115), hand grenades (p. 167), pipe bombs (p. 206), or even Bazalt RPG-7V rocket launchers.

Sailor: US Navy sailors are issued the Beretta M9 pistol, Colt M16A3 assault rifle (p. 102), Mossberg Model 500A MIL-S riot gun (p. 143), Colt M203 grenade launcher, and AMC M67 hand grenade.

US Coast Guard sailors are issued the SIG-Sauer P229 pistol, Colt M4 assault carbine (p. 98), Colt MK 18 MOD 0 assault carbine (p. 98), NWSC MK 14 MOD 0 rifle (p. 128), and Remington Model 870P riot gun. The Barrett M107 anti-materiel rifle (p. 96) is available for special duty.

Shopkeeper: An (American) shopkeeper might have a handgun like the Ruger P89 (p. 76) or S&W Model 10 handy, or possibly a shotgun like the Mossberg Model 500ATP6C (p. 142).

Soldier: US Army soldiers are issued the Beretta M9 pistol, Colt M4 assault carbine with Phrobis M9 bayonet, FN M249 light machine gun, and AMC M67 hand grenade. The RIA M14 rifle (p. 128), Remington M24 sniper rifle (p. 120), Barrett M107 anti-materiel rifle (p. 96), and Mossberg Model 500A MIL-S shotgun are available as well.

British Army soldiers are issued the Glock 17 pistol, H&K-Enfield L85A2 assault rifle (p. 111), H&K-Enfield L86A2 automatic rifle (p. 111), FN L110A2 light machine gun (p. 169), and SM L109A1 hand grenade (p. 167). The AI L115A3 sniper rifle (p. 94), Benelli L128A1 shotgun (p. 138), and H&K L104A1 baton gun (p. 180) are also available.

Special Forces: US JSOC ACE operators use the Colt M1911A1 pistol (p. 58), Glock 22 pistol, and H&K HK416D10RS assault carbine, among other arms.

US Navy SEALs are issued the SIG-Sauer MK 25 MOD 0 pistol (p. 77), Colt M4A1 assault carbine, Colt MK 18 MOD 0 assault carbine, NWSC MK 14 MOD 0 rifle, H&K MP5SD-N submachine gun (p. 157), FN MK 46 MOD 1 light machine gun (p. 169), FN MK 48 MOD 0 light machine gun (p. 169), Colt M203A2 underbarrel grenade launcher (p. 178), AMC M67 hand grenade, Rheinmetall MK 13 MOD 0 stun grenade (p. 167), and Talley M72A7 LAW (p. 184). SEALs in DEVGRU also use the H&K MK 24 MOD 0 pistol (p. 66), H&K MP7A1 personal defence weapon (p. 159), and H&K HK416D10RS assault carbine.

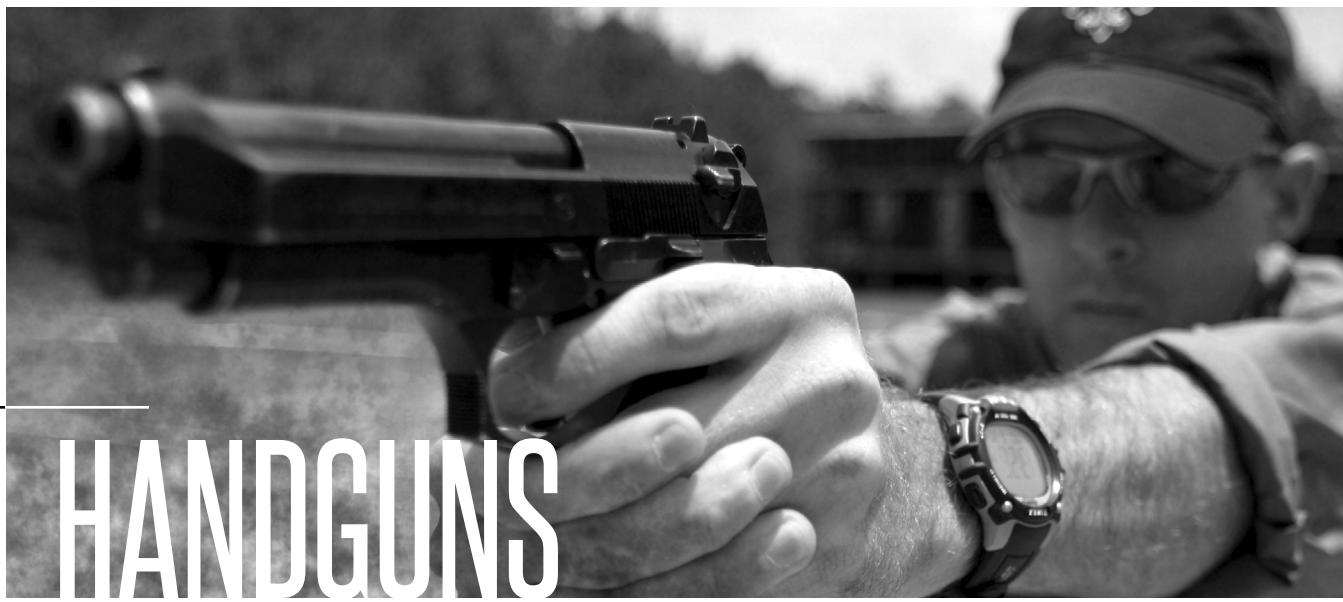
British Army SAS troopers use the SIG-Sauer L105A2 pistol (p. 77), DIEMACO L119A1 assault carbine (p. 99), H&K HK417D12RS automatic carbine (p. 109), Remington L74A1 breacher gun (p. 147), H&K L91A2 submachine gun (p. 157), H&K L92A2 submachine gun (p. 155), FN L110A2 light machine gun, and SM L109A1 hand grenade.

Thug: This type of violent inner-city criminal is usually armed with a knife (p. 200) or brass knuckles (p. 200) as well as a cheap concealable handgun like the Glock 17, Ruger P89, or S&W Model 10. A sawn-off shotgun like the Mossberg Model 500A is also typical. A thug might even have a converted NORINCO MAK-90 rifle (p. 116), ČZ vz.61 Škorpión submachine gun (p. 150), or "MAC-10" submachine gun (p. 165).

Uniformed Police Officer: Most American and Canadian patrol officers are armed with a tonfa (p. 201), pepper spray (p. 201), and TASER X26 (p. 86) in addition to a pistol like the Glock 22, SIG-Sauer P226 (p. 77), S&W M&P40 (p. 80), or S&W Model 4006 (p. 85). Many officers add a backup gun like the Glock 27, S&W Model 60, or Walther PPK/S (p. 89). The patrol car usually holds a long arm like the Remington Model 870P riot gun and/or Bushmaster BCWA3F16 M4A4 carbine (p. 99).

British police officers carry an expandable baton, pepper spray, and sometimes a TASER X26. Armed response officers typically have a 9x19mm pistol like the Glock 17 and an H&K MP5SFA3 carbine (p. 155) or H&K G36CSF carbine (p. 107).

German and many other European police officers carry an expandable baton or tonfa, pepper spray, and a 9x19mm pistol like the H&K P30 (p. 66) or Walther P99 (p. 91). The typical long arm is the H&K MP5A3 submachine gun (p. 155).



HANDGUNS

The reader should understand that pistols in general are under-powered, unreliable, inaccurate, and difficult to shoot. This situation encourages gun buffs to indulge in endless arguments about which gun is "best" for defense. There really isn't a "best" pistol for defense. If you want the "best," you get a rifle. A pistol is a self-defense first-aid kit which you carry when you want to be armed but it isn't convenient to carry your rifle ... The pistol also serves as a second line of defense in case the rifle jams or runs out of ammunition. It is not a primary weapon – but it is indispensable.

– Bruce Clayton, *Life After Doomsday* (1980)

THE MOST COMMON HANDGUN TODAY IS THE SEMIAUTOMATIC PISTOL. Numerous makes, models, and calibres exist. The smaller calibres are carried by people who seldom need to resort to their weapon and therefore want a cheap, light, and controllable gun. Those shooters who expect to have to use their pistol in a life-and-death situation and who know what they are doing typically choose a heavier calibre. Most modern handguns fire double-action or double-action-only, meaning that squeezing the trigger simultaneously cocks the hammer. A double-action handgun is always ready to fire and typically quicker to shoot than a single-action gun (see "Quick Draw," p. 13).

Many semiautomatic pistols are chambered for relatively powerful cartridges. Such arms are issued by all militaries and almost all law enforcement agencies; only few police organizations still stick to revolvers, typically in jurisdictions with little violent public crime, such as China, Japan, or Singapore, or in countries that have not yet been able to afford replacing them all, such as Brazil or India. Pistols can be loaded with more cartridges than revolvers, are much quicker to reload, and can be shot faster. Revolvers are usually more reliable than semiautomatic pistols, particularly with hollow-point bullets (p. 188), but the difference in reliability between the two types has become negligible. Many modern semiautomatics are exceedingly reliable, with tested "mean rounds between stoppages" figures in the thousands.

Professional shootists carry their handgun in a holster (p. 193), typically on the belt, sometimes under

the arm in a shoulder rig or on the lower leg in an ankle holster. Soldiers and SWAT officers increasingly wear their holster openly on the breastplate of their body armour, which allows more equipment to be carried on the belt and is more convenient if much time is spent sitting in a vehicle. Holsters are designed to be either closed or open. Closed holsters have a flap to protect the weapon against the elements, but are slower on the draw. Open holsters give quicker access, but the Keeper can penalize the investigator by worsening Malf. Compare "Malfunction Table" (*1920s Investigator's Companion*, p. 112).

Casual gun users will often just put their handgun in a convenient trouser or coat pocket. Criminals show more ingenuity, carrying their illegal guns in boots, socks, or even the hoods of their sweaters. This can become uncomfortable if carried for any length of time, as most large-calibre handguns weigh more than a kilogram. Drawing a handgun from a pocket can also be problematic, as the gun's barrel, sights, or hammer can get caught in the lining of the pocket. Lint, keys, or other pocket contents can also negatively impact the weapon's Malf. Carrying a handgun without holster makes it easier to spot (p. 13).

The same goes for spare ammunition. Professional shooters carry spare magazines in magazine pouches. Loose cartridges are best carried in a cartridge pouch or in cartridge loops on the belt. Casual gun owners are likely to carry ammo loose in pocket, which doubles the reloading time. In the military and police, those issued a handgun carry at least one or two spare loads for it.

Beretta Mod 92FS (M9)

The Beretta 92 series has always struck me as the Ferrari of autopistols. The popular self-loader strikes the ideal balance of racey good looks and rock solid, dependable performance.

– Mike Boyle, “Beretta’s New Big Bore” (1992)

The flagship handgun of Fabbrica d’Armi Pietro Beretta of Gardone, Italy, is a large-capacity, double-action pistol with spurless hammer – the *Modelo 92FS*. Millions have been made both in Italy and in Accokeek, Maryland, and as licensed or unlicensed copies in Brazil, Egypt, South Africa, Taiwan, and Turkey. While the original *Mod 92* of 1976 had only limited success, the improved *Mod 92SB* was adopted on a large scale by Italian agencies like the *Polizia di Stato* (“state police”) and *Carabinieri* (“carabineers”). In 1985, the further modified *Mod 92F* was adopted as the *M9* by the US military, which would become the largest user of the weapon. This was quickly superseded by the improved, but basically identical *Mod 92FS*. It has a 13-cm barrel, is 22 cm long, and weighs 1.15 kg loaded (doubled **Conceal** roll). The gun is also available in stainless.

Hundreds of thousands have been acquired by the American military services alone. The *Mod 92FS* is a standard weapon with the Argentine gendarmerie, Belize army, Colombian military and police (including the AFEAU), El Salvadorian army, Italian military and police, Mexican federal police, South African Police Service (SAPS), Spanish *Guardia Civil* (“civil guard”), Turkish military and police, Yemenite coast guard, etc. The *Mod 92FS* used to be the issue sidearm of the LAPD (1988-2005) and Los Angeles County Sheriff’s Department (1988-2010), and continues to be authorized by both agencies, as well as other American services.

In 2005, it became available as the *Mod 92A1* with an underbarrel accessory rail. This has been acquired by the US Marines as the *M9A1*, which often mounts the Insight AN/PEQ-14 targeting laser/light (p. 198).

The *Mod 92G* variant has a decocker instead of a manual safety. Produced under licence in France as the *PA MAS G1*, this was the sidearm of the *Gendarmerie Nationale* (“national gendarmerie”) and *Police Nationale* (“national police”) between 1989 and 2003. It is still issued by the French army, air force, and foreign legion.

The *Mod 93R* (from *Raffica*, “burst”), developed from the *Mod 92*, is a single-action machine pistol with muzzle compensator (add +5 percentiles to the modified Attack chance when firing bursts), folding foregrip, and optional shoulder stock. It can fire 3-round limited bursts. The *Mod 93R* is 24 cm long and weighs 1.6 kg loaded with a 20-round magazine. With the stock attached, it is 61 cm long, weighs 1.9 kg, and requires the **Submachine Gun** skill (unmodified **Conceal** roll). Barely 2,700 were made, and only two dozen were imported into the USA – none for civilian sale.



The *Mod 96D Brigadier* is a double-action-only variant in .40 S&W. It was issued by many American law enforcement agencies during the 1990s and 2000s, including the US Border Patrol (1996-2006), the state police forces of Maryland, Minnesota, Pennsylvania, Rhode Island, and Washington, and the police departments of El Paso, Providence, and San Francisco. Most of these agencies have since replaced it.

Forjas Taurus of Porto Alegre, Brazil, builds various spin-offs of the Beretta design. In addition to the basic *PT92*, which is similar to Beretta’s *Mod 92SB*, there is the *PT92SS*, a stainless steel variant. The *PT99AF* features adjustable sights. The stainless *PT100SS* is chambered for the .40 S&W. All are widely exported and popular due to their slightly lower prices.

For an investigator, the Beretta *Mod 92FS* or any of its variants is a good choice. The pistol is accurate and reliable, although larger and heavier than comparable designs. Many military and law enforcement organizations employ it, so that any current or former members of these would be familiar with the gun or even have it issued to them.

The iconic *Mod 93R* machine pistol is rare outside of movie armories, being mainly used by bodyguard details and special police units including the Algerian gendarmerie DSI and Italian *Carabinieri* GIS. It does appear in unfriendly hands; two were used in 2007 by ‘Ndrangheta gangsters to assassinate six Italians in Duisburg, Germany, and a third was later recovered with one of the suspects in Amsterdam, the Netherlands. All apparently came from *Carabinieri* armories ...

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the external hammer. This takes one combat round. The pistol is now ready to fire. The safety lever on the slide can be used to put it on safe. The typical malfunction is a failure to eject.

Most law enforcement agencies issue hollow-point ammunition, whilst the military only employs standard full-metal jacket rounds. See “Special Ammunition” (p. 187).

Beretta Mod 92SB 9×19mm pistol (1980-1991) — **\$650, scarce.**
Beretta Mod 92F (M9) 9×19mm pistol (1984-1989) — **\$650, very common.**
Beretta Mod 92FS (M9) 9×19mm pistol (1989-) — **\$650, very common.**
Beretta Mod 92A1 (M9A1) 9×19mm pistol (2005-) — **\$700, scarce.**
Beretta Mod 92G (PA MAS G1) 9×19mm pistol (1989-) — **\$650, scarce.**
Taurus PT92 9×19mm pistol (1983-) — **\$590, very common.**
Taurus PT92SS 9×19mm pistol (1992-) — **\$590, very common.**
Taurus PT99AF 9×19mm pistol (1985-) — **\$620, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	15+1	8	98

Beretta Mod 93R 9×19mm machine pistol (1978-1993) — **\$1,350, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	10%†	1D10	15	2(3)B	15/20/32+1	8	98

Beretta Mod 93R 9×19mm machine pistol (1978-1993) — **\$1,350, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%†§	1D10	30	2(3)B	15/20/32+1	8	98

Beretta Mod 96D Brigadier .40 S&W pistol (1992-2006) — **\$650, very common.**

Taurus PT100SS .40 S&W pistol (1992-) — **\$590, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	11+1	8	98

† Compensator increases hit chances, see description.

B The shooter can fire as many 3-round limited bursts as he can fire single shots.

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

The Mod 92FS comes with two 15-round magazines (\$35 empty, 0.3 kg filled), but can also use the extended 20-rounders (\$60, 0.4 kg) and 32-rounders (\$65, 0.6 kg) originally developed for the Mod 93R. The weapon series is afflicted by failures to feed in sandy and dusty environments (Malf 96 in the desert and on the beach). A sand-resistant 15-round magazine (\$55) with low-friction follower and internal changes was developed in 2009 to deal with this (Malf 98). It is standard-issue with the M9A1. In the US military, the M9 is issued with a flap holster (p. 193) and with a double belt pouch for two spare magazines. A lanyard ring (p. 193) is standard.

All Berettas can be fitted with tritium-illuminated sights (\$125) for "Shooting in Darkness" (p. 22). Another accessory is the LaserMax targeting laser (p. 198).

Adding a sound suppressor (p. 193) requires a new barrel with a thread or quick-detach mount (\$150-300). During the 1990s, US Army and USAF special ops units used M9 pistols modified for a KAC Snap-On wiper suppressor (\$1,000, 0.2 kg), which increases length by 13 cm and halves Listen rolls. Damage is reduced to 1D8 and Base Range halved to 8. The modified pistols have a slidlock that, when engaged, prevents cycling after the shot, which reduces ROF to 1(3/2), but quarters Listen rolls. The case is not ejected, preventing evidence from being left if only one shot is fired (p. 32). The wipers have to be replaced after 1D10+30 shots. The AWC

Abraxas baffle suppressor (\$700, 0.1 kg) increases length by 15 cm and halves all Listen rolls (quartered when wet). The Abraxas is currently used by US AFSOC operators.

The Mod 93R requires Federal licensing in the USA and is restricted in some US states, including in California – and none of the guns imported are legal for civilian purchase. In Canada, all pistols are sold with magazines blocked for 10 rounds. All variants are illegal in Japan, Mexico, and the UK.

TO SEE the Mod 92SB in action, watch *The Hidden*^Δ (set in 1986), in which it is used by LAPD detective Thomas Beck.

For the Mod 92FS, watch *Ronin* (set in 1997), in which it is used by mercenary Vincent; *Harsh Times* (set in 2004), in which it is used by US Army Ranger Jim Davies; *Slither*^Δ (set in 2005), in which it is used by Woodsville sheriff Bill Pardy and home maker Starla Grant; *30 Days of Night*^Δ (set in 2006), in which it is used by Barrow sheriff Eben Oleson; *Alien Raiders*^Δ (set in 2007), in which it is used with suppressor by researcher Aaron Ritter; *Homeland #1.12* (set in 2011), in which it is used by US Marines Sergeant Nicholas Brody; and *The River*^Δ (set in 2011), in which it is used by mercenary Kurt Brynhildson.

The Mod 92G is used by Gendarmerie Nationale detective Commissaire Principal Pierre Niemans in *The Crimson Rivers* (set in 1999).

The Mod 93R can be seen in *La Femme Nikita* (set in 1989), in which it is used by DGSE hit woman Nikita; *3000 Miles to Graceland* (set in 2000), in which it is used by bank robber Franklin; *36th Precinct* (set in 2003), in which it is used by bank robber Florence Belkrim; and *Gomorrah* (set in 2007), in which it is used by thug Marco.

The PT92 can be seen in *The Cold Light of Day* (set in 2011), in which it is used by stock broker Will Shaw.

The PT92SS appears in *Deep Rising^A* (set in 1996), in which it is used by burglar Trillian St James; and *Supernatural^A* (set 2005/2011), in which it is used by big-game hunter Sam Winchester.



Beretta Mod 950BS Jetfire

The *Modelo 950BS* is a tiny single-action semiautomatic pistol with spurless hammer. Unlike the earlier Italian-made Mod 950 patterns introduced by Beretta in 1950, it was also made in the USA to circumvent the *Gun Control Act* (1968), which banned the importation of pocket pistols. It is marketed as the *Jetfire* in the States. Chambered for either the .22 Short rimfire cartridge or the .25 ACP, it has a 6-cm barrel, is less than 12 cm long, and weighs 0.35 kg loaded (tripled **Conceal** roll).

For an investigator, the little Beretta is really only useful as a backup weapon, when more powerful arms are no longer available or cannot be carried in the first place. It is easily hidden almost anywhere on the body. The Mod 950BS is of higher quality than most pistols made in its class.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the external cone hammer. This takes one combat round. The pistol is now ready to fire. Click up the safety catch on the left-hand side to make safe (“cocked and locked,” p. 13). Alternatively, insert a full magazine and press the lever above the trigger, causing the barrel to tip up. Insert an extra cartridge and close barrel again. Cock hammer and optionally apply safety. The typical malfunction is a failure to eject. Working the slide will not extract a chambered cartridge; the barrel needs to be tipped up and the cartridge removed manually.



The pistol comes with *one* magazine. A spare costs \$35 empty and weighs 0.05 kg filled. To mount a sound suppressor (p. 193), the pistol needs a 7-cm replacement barrel with a thread (\$100). The Gemtech LDES-2 baffle sound suppressor (\$100, 0.08 kg) quarters **Listen** rolls, but increases length by 12 cm.

The Mod 950BS is prohibited in Canada, Japan, Mexico, and the UK, and restricted in Germany.

TO SEE the Mod 950BS in action, watch *Reservoir Dogs* (set in 1991), in which it is used by LAPD detective “Mr Orange” Newandyke; *The Unit #1.4* (set in 2005), in which it is used by US JSOC 1st SAG soldier Master Sergeant Mack Gerhardt; and *The American* (set in 2009), in which it is carried by hooker Clara.

Beretta Mod 950BS .22 Short pistol (1978-1992) — \$275, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D6	5	3(4)	6+1	6	97

Beretta Mod 950BS .25 ACP pistol (1978-2002) — \$275, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D4+1	5	3(4)	8+1	6	98

Colt Government (M1911A1)

For general duty use, most American officers favor the .40 S&W cartridge, but many special tactical teams prefer a .45, most often a M1911, not only due to the pistol's legendary reliability and stopping power, but because the grips of most high capacity .45s are too large for personnel with small hands. The M1911 grip size is suitable to almost any size hand and the grip angle is such that the pistol points naturally. The M1911 is also relatively thin and thus can be carried under clothing without "printing" and revealing its presence.

— Charlie Cutshaw, "Springfield Armory's FBI (Professional Model) Pistol" (2006)



This single-action semiautomatic pistol was designed by John Browning in the early 20th century and produced as the *Government* model by Colt's Patent Firearms Manufacturing Co. of Hartford, Connecticut. From 1924, it was issued by the US military as the *M1911A1 (Investigator Weapons 1, pp. 37-38)* and only superseded by the Beretta M9 (p. 55) beginning in 1986, although it continued in service until the 1990s. Huge numbers have been made, 1.9 million alone during WWII. The design has been copied in Argentina, Brazil, China, the Philippines, Spain, and Taiwan. The M1911A1 is a big gun, with a 13-cm barrel, a length of 22 cm and a loaded weight of 1.3 kg (doubled **Conceal** roll). Commercial Colts are blued (black) or stainless, while most military pistols have a parkerized (dull grey) finish.

In 1970, Colt replaced the original pattern with the modified *Government Series 70*. Production ceased in 1983, but it was reintroduced in 2001. The *Government M1991A1* has a cheaper finish, but is identical in shape and performance.

The *Combat Commander* is slightly shorter, with an 11-cm barrel and a loaded weight of 1.2 kg. It lacks a hammer spur. Many gunfighters consider this the optimal configuration of the weapon.

The *Delta Elite* is similar to the *Government* in size and shape, but chambered for the 10×25mm Auto. Production ceased in 1996, but resumed in 2009.

The *Officer's M1991A1* model is a subcompact variant of the *Government M1991A1*, with a 9-cm barrel and a shortened grip. It is 19 cm long and weighs 1.1 kg loaded (tripled **Conceal** roll).

Kimber Manufacturing of Yonkers, New York, produce an accurized copy called the *Custom Tactical Law Enforcement (TLE) II*, which was originally designed for the LAPD SWAT platoon. It has a match trigger and luminous tritium sights (p. 23). Its magazine holds 8 rounds. Since 2002, each SWAT officer is issued two pistols, one of them permanently mounting a SureFire M610R weapon light (p. 198). The *Custom Tactical Law Enforcement, Rail (TLE/RL) II* has an accessory rail to mount any light that the user desires.

Para-Ordnance of Toronto, Canada (since 2009, Para USA of Pineville, North Carolina), offers clones with frames widened to take double-stack magazines. The *P14-45* is the same size as the *Government*, but holds twice the shots. It weighs 1.5 kg loaded.

The special ops units of the US Marine Corps are virtually the only ones in the US military still issuing the *M1911A1*, albeit in an improved shape. The *M45 Marine Expeditionary Unit (Special Operations Capable) or MEU (SOC)* pistol is a customized weapon built by the Corps' Precision Weapons Section (PWS) in Quantico, Virginia. It has constantly evolved since its adoption in 1986, the latest iteration boasting a match barrel, luminous tritium sights, an accessory rail, and a lanyard ring (p. 193). The magazine of the *M45* holds 8 rounds; Force Recon Marines are issued seven magazines each. It can mount the Insight AN/PEQ-14 targeting laser/light (p. 198). The *M45 MEU (SOC)* is not commercially available; the price given is an estimate for having an equivalent built by a pistolsmith. Similar custom pistols have been the preferred sidearm of many operators in the US JSOC ACE unit since when it was founded as the 1st SFOD-D in 1977.

Springfield Armory of Geneseo, Illinois, developed the *Professional* model for FBI SWAT and HRT agents. It has a match barrel and trigger as well as tritium sights. Since 2004, the pistol has been available with an underbarrel rail. Its issue magazine holds 7 rounds. The FBI has bought more than 5,000 since 1998, and the *Professional* is also issued to USMS SOG deputies. DEA agents are authorized to carry it on duty if they buy it themselves.





The Colt Government is an excellent handgun for an investigator – accurate, ergonomic, and firing a hard-hitting round. For concealed carry, the compact Commander or Officer's models are suitable, although even the full-size gun is remarkably slim and conceals better than most pistols of its size. Its main drawback is the low magazine capacity and the single-action trigger, which is deemed unsafe for the rank-and-file by many agencies since the user has to carry the weapon either unready with an empty chamber or with a round chambered and the safety applied (“cocked-and-locked,” p. 13). Custom guns are popular with special ops and SWAT units especially due to their accuracy, but their comparatively “High Maintenance” (*Keeper’s Companion* 2, p. 98) and training requirements as well as their cost and weight make them a less useful choice for conscripts or cops. Double-stack models are especially heavy.

Between military and commercial production, these pistols are very common. Many American veterans keep one of these around, and an investigator might have inherited one. Up to 1968, some 145,000 M1911A1s were sold to US citizens via the NRA’s Civilian Marksmanship Programme (CMP). M1911A1s are still issued by several Third World armies. Many were supplied to irregular forces, ranging from Laotian and Vietnamese H’Mông and Nùng guerrillas (*Delta Green*, p. 39) to secret NATO-controlled stay-behind cells, the latter storing them in hundreds of buried caches all over Western Europe (*The Laundry*, p. 119). These caches were supposedly all uncovered by the late 1990s ... Disgustingly glitzy samples with gold-plating, engravings, and encrusted jewels are popular with Mexican gangsters and thugs.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the hammer. This takes one combat round. The pistol is now ready to fire. Apply the thumb safety to make safe (“cocked-and-locked”). A grip safety prevents it from going off when dropped. The typical malfunction is a failure to eject.

Law enforcement agencies generally issue hollow-point ammunition for these pistols, while military users only use full metal jacket rounds. Older models, especially the military M1911A1, are not reliable with hollow-points. See “Special Ammunition” (p. 187). The FBI load is the Remington Golden Saber hollow-point.

Each pistol comes with two magazines (\$22 empty, 0.2 kg filled); interchangeable 8-round stainless steel magazines cost \$33. Double-stack magazines like those for the P14-45 cost \$50 and weigh 0.35 kg.

Government model pistols are difficult to suppress (*Investigator Weapons* 1, p. 75), but some modern suppressors are available. A threaded replacement barrel (\$200) is required. The Gemtech Blackside (\$750, 0.3 kg) is a baffle suppressor with recoil booster to ensure reliable functioning of the pistol. It adds 19 cm to length and halves Listen rolls (p. 194).

The Officer’s models are prohibited in Canada due to barrel length, and all versions are banned in Japan, Mexico, and the UK.

TO SEE the M1911A1 in action, watch *Black Hawk Down* (set in 1993), in which it is used by US JSOC CAG soldiers; *Millennium*^Δ (set 1995/1998), in which it is used by private eye Frank Black; *The Mission* (set in 1998), in which it is used by mercenary Mike; *Brother* (set in 1999), in which it is used by gangster Yamamoto; *The Unit* (set 2006/2008), in which it is used by US JSOC 1st SAG soldier Master Sergeant Mack Gerhardt; and *Gran Torino* (set in 2007), in which a “bring-back” is used by pensioner Walt Kowalski.

For the Government 70, watch *Magnum, PI* (set 1980/1988), in which it is used by private eye Thomas Magnum; *The Way of the Gun* (set in 1999), in which it is used by thugs “Mr Longabaugh” and “Mr Parker”; *Dreamcatcher*^Δ (set in 2002), in which it is used by US Army “Blue Boys” officer Colonel Abraham Curtis; *Supernatural*^Δ (set 2005/2011), in which it is used by big-game hunter Dean Winchester; and *Street Kings* (set in 2007), in which it is used as off-duty gun by LAPD detective Tom Ludlow.

For the Government M1991A1, watch *Ronin* (set in 1997), in which it is used by mercenary Sam; and *The Veteran* (set in 2010), in which it is used by free agent Robert Miller.

The Combat Commander 70 is used by entertainer Bennie in *Bring Me the Head of Alfredo García* (set in 1973); researcher Babe Levy in *Marathon Man* (set in 1974); and mercenary Terry Thorne in *Proof of Life* (set in 2000).

The Officer’s M1991A1 is used by LAPD detective Vincent Hanna in *Heat* (set in 1994); and attorney Alice Sutton in *Conspiracy Theory* (set in 1996).

Watch the Custom TLE II in *SWAT* (set in 2002), in which it is used with SureFire light by LAPD SWAT officers; *The Unit* (set 2005/2007), in which it is used by US JSOC 1st SAG soldier Sergeant Major Jonas Blane; *Street Kings* (set in 2007), in which it is used with SureFire light by LAPD detectives; and *Outrage* (set in 2009), in which it is used by gangster Ôtomo.

The Professional is used by FBI agent Harry Van Zandt in *The Hunted* (set in 2001); FBI agent Colby Granger in *Numb3rs* (set 2004/2009); and New Orleans police detective Sean Riley in *Sinners and Saints* (set in 2009).

Colt Government M1911A1 .45 ACP pistol (1924-1970) — \$950, very common.

Colt Government 70 .45 ACP pistol (1970-) — \$975, very common.

Colt Government M1991A1 .45 ACP pistol (1991-) — \$885, very common.

Colt Combat Commander 70 .45 ACP pistol (1970-1983) — \$975, scarce.

Springfield Professional .45 ACP pistol (1998-) — \$2,400, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	7+1	8	98

Colt Delta Elite 10×25mm pistol (1987-) — \$1,015, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	15	1(2)	8+1	8	98

Colt Officer's M1991A1 .45 ACP pistol (1992-1999) — \$885, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	10	1(2)	6+1	7	98

Kimber Custom TLE II .45 ACP pistol (1997-) — \$1,045, scarce.

Kimber Custom TLE/RL II .45 ACP pistol (2003-) — \$1,145, scarce.

PWS M45 MEU (SOC) .45 ACP pistol (1986-) — \$2,000, very rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	8+1	8	98

Para-Ordnance P14-45 .45 ACP pistol (1990-) — \$710, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	13+1	8	98

FN Five-seveN

The *Five-seveN* (the name combines the manufacturer's abbreviation and the pistol's calibre) was designed as a companion to the FN P90 (p. 151). Like that gun, it is made by Fabrique Nationale of Herstal, Belgium, and chambers the 5.7×28mm FN cartridge. The Five-seveN has an 11-cm long barrel, a length of 21 cm, and a loaded weight of 0.75 kg (doubled *Conceal* roll). It features an accessory rail below the barrel for "Weapon Lights and Targeting Lasers" (p. 197). The original weapon has a double-action-only trigger, but it can be ordered with a single-action trigger, as preferred by many special ops units for its improved accuracy.

Originally only sold to government agencies, the Five-SeveN has been available commercially since 2004. Thousands have been sold to civilians in the USA. Official users include the Belgian army *Para-Commandos* and federal police CGSU, Canadian Montréal police *Groupe Tactique d'Intervention (GTI)*, French DGSE and national police RAID, Guatemalan DIGICI, Irish ARW, former Libyan intelligence service, Mexican marines FES, Nepalese army paratroopers, Peruvian air force GRUFE, USSS Uniformed Division, etc.

For an American investigator, the Five-seveN is an interesting weapon. The pistol offers superior armour penetration, low felt recoil comparable to a .32-calibre



weapon, and a substantial magazine capacity in a light package that is no larger than an ordinary handgun. While its standard semi-armour-piercing ammunition is only available to government users, even its hollow-point rounds penetrate better than many other handgun bullets.

The powerful rifle-like ammunition does not come without downsides, however. It is relatively expensive, results in a pistol grip that is too large to hold comfortably for shooters with small hands, and generates substantial muzzle flash. This resets the shooter's night-adaptation and hampers his ability to shoot effectively in low-light conditions.

Unfortunately, the Five-seveN is popular with Bad Guys. Considerable numbers are smuggled from the USA to Mexican gangsters, and such a pistol armed an Islamic radical who went on a killing spree with it on an US Army base in Texas in 2009.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the internal hammer. This takes one combat round. The pistol is ready to fire now. The typical malfunction is a failure to eject.

The standard round fires a full metal jacket projectile with hardened steel core that is not a true armour-piercing round, but combined with its high velocity and high sectional density offers superior penetration. Hollow-point (Damage 2D6+2), subsonic (Damage 2D6-2, Base Range 13), and tracer (Damage 2D6+1D2 Burn) rounds are available. Most jurisdictions including the USA only allow HP and subsonic to be sold on the civilian market.

FN Five-seveN 5.7×28mm pistol (1998-) – \$1,200, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	2D6	25	3(4)	20+1	8	98

FN-Browning High Power (HP)

We learned how to react to ambush in civilian cars, and how to take out terrorists in a crowded room, rolling and firing double-taps from our Browning pistols.

– Michael Asher, *Shoot to Kill* (1990)

In the 1920s, John Browning developed his last pistol, based on the Colt Government model (p. 58). After Browning's death, the design was finalized at FN of Belgium, and released as the *Grande Puissance Modèle 1935* ("high power model 1935"). Eventually, the GP-35 became universally known as the *High Power (HP)*. In production since 1935, it has been made in many patterns differing in minor details such as the type of finish and grips, the presence or absence of a lanyard loop, etc. The High Power fires the 9×19mm Parabellum cartridge, although it is also available in .40 S&W. It has a 12-cm barrel, is 20 cm long, and weighs 1 kg loaded (doubled **Conceal** roll).

Some 1.5 million have been made by FN, both in Belgium and later at a subsidiary in Portugal, and more have been produced by licensees in Argentina, Canada, India, and Indonesia. Copies for export have been made in Bulgaria, China, and Hungary. More than 70 nations have adopted the High Power, and it is still commonly used worldwide. The Australian and British armies adopted it as the *L9A1*, the Canadian forces employ it as the *No.2 Mk I*. Other users include the militaries of Bangladesh, Belize, Bermuda, Bolivia, Botswana, El Salvador, Ghana, Guatemala, India, Indonesia, Jamaica, Jordan, Kenya, Myanmar, Nepal, Nigeria, Peru, and Sri Lanka.

The Five-seveN comes with *three* 20-round magazines (\$35 empty, 0.2 kg filled). In some jurisdictions, the magazines are blocked to take only 10 rounds (\$35, 0.15 kg). Aftermarket producers offer extended 30-round magazines (\$40, 0.3 kg), which worsen Malf to 97. A lanyard ring (p. 193) is standard.

A Gemtech SFN57 baffle sound suppressor (\$600, 0.15 kg) can be fitted if the barrel is replaced by a longer threaded barrel (\$320). This adds 15 cm to length and halves Listen rolls (quarter Listen rolls with subsonic ammunition). See "Sound Suppressors" (p. 193).

The Five-seveN is illegal in Germany, Japan, Mexico, and the UK.

TO SEE the Five-seveN in action, watch *The Hit List* (set in 2011), in which it is used by hit man Jonas Arbor.



For an investigator, the Browning High Power is an excellent weapon, even though it is now a dated design. It is a reliable all-steel gun, which appeals to traditionalists who do not like synthetic-framed "Tupperware guns." It has a single-action trigger, preferred by some over a double-action weapon. Despite its generous magazine capacity, the HP has a slim profile, including the grip, which is liked by shooters with small hands and those who want to carry it concealed. Disadvantages include the weight compared to a plastic-framed pistol; the single-action functioning that is deemed slow and unsafe by many users; the creepy trigger; the fact that it is unreliable with anything, but ordinary ball ammunition; and the lack of an accessory rail.

It would be appropriate for a member of any of the military and law enforcement organizations still using it. The old warhorse would be especially fitting for a veteran (or his heir) of a variety of illustrious agencies. During



WWII, the High Power was standard issue for British Commandos, and thousands were used by Nazi German Fallschirmjäger ("paratroopers") and Waffen-SS thugs. Special operations units and mercenaries outfitted by the CIA employed it during the Vietnam War. It was used by British and Commonwealth SAS units until the 1990s. The FBI HRT issued the HP between 1981 and 1995 and again between 1996 and 1998. While most of these organizations would not allow departing personnel to take their service arm with them, some people kept mementos nevertheless. In case of the US Army Special Forces serving with MACV-SOG, selected members even received a cased, silver-plated HP for distinguished service. A veteran could also simply buy a commercial variant of his old service weapon.

Due to the sheer number of Brownings in circulation, the pistol is also likely to arm Bad Guys, especially in Third World countries. When three North Korean commandos infiltrated by submarine into South Korea in 1996, their armament included HP pistols and M16A1 assault rifles for reasons of camouflage and ammunition resupply.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the hammer. This takes one combat round. The pistol is now ready to fire. Apply the thumb safety to make safe – the pistol is then "cocked-and-locked" (p. 13). In British service, it is carried with an empty chamber, requiring the slide to be racked before firing. The typical malfunction is a failure to feed.

The High Power is normally used with full metal jacket ammo. Those made prior to the 1980s are unreliable with hollow-points (Damage 1D10+2, Malf 97). See "Special Ammunition" (p. 187).

The HP comes with two magazines (\$30 empty, 0.25 kg filled). A 20-round extended magazine has been available since 1975 (\$35, 0.35 kg). This has been a favourite of counter-terrorist units like the SAS and HRT. Many users underload the magazines by one round, hoping to avoid failures to feed (p. 51) – this has been standard practice in the British military.

Most military versions have a lanyard ring (p. 193). From 1986, the HRT pistols were fitted with tritium sights for "Shooting in Darkness" (p. 22).

The pistol is illegal in Japan, Mexico, and the UK.

TO SEE the High Power in action, watch *The Professionals* (set 1977/1978), in which it is used by CI5 agents; *Lifeforce*^A (set in 1984), in which it is used by SAS officer Colonel Colin Caine; *Terminator 2*^A (set in 1995), in which it is carried by madhouse attendants; *The Way of the Gun* (set in 1999), in which it is used by a Mexican gangster; *Dog Soldiers*^A (set in 2001), in which it is used by British Army soldiers; *Ultimate Force* (set in 2001), in which it is used by SAS soldiers; and *Breaking Bad* #5.13/5.14 (set in 2011), in which it is used by Aryan Brotherhood thug Jack.

FN-Browning High Power (L9A1) 9×19mm pistol (1935-) – \$1,050, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	13/20+1	8	98

FN-Browning High Power .40 S&W pistol (1994-) – \$1,050, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	10+1	8	98

Glock 17

No other firearm has made such an impact on the design, use or perception of guns in our generation.

– Charles Petty, “The Gun of the 20th Century” (1999)

The *Glock 17* was developed by Gaston Glock in the early 1980s and is made by his company in Deutsch-Wagram, Austria. Named for being Glock’s 17th patent (rather than after its 17-round magazine, as is sometimes claimed), this is a synthetic-framed, safe-action, striker-fired semiautomatic pistol. It can be had in standard, compact, subcompact, and sports versions and is available in various calibres.

The Glock series has seen immense commercial success. Some 5 million have been made. It is widely used by police and military organizations, and popular with sports shooters and civilians looking for a self-defence weapon. The *Glock 17* was introduced on the US market in 1985 – a decade later, it was claimed that two in three American cops were carrying a Glock. More than 1 million have been delivered to several thousand American law enforcement agencies alone.

The standard-sized *Glock 17* is chambered for the 9×19mm round. It has a polygonally-rifled 11-cm barrel, is 19 cm long, and weighs 0.9 kg loaded (doubled **Conceal** roll). The compact *Glock 19* has a 10-cm barrel, is 17 cm long, and weighs 0.85 kg loaded, while the subcompact *Glock 26* with its 9-cm barrel is 16 cm long and weighs 0.75 kg loaded (tripled **Conceal** roll). Other weapons in the series differ only little from this basic pattern; the standard-sized *Glock 22* in .40 S&W weighs 1 kg loaded, the standard-sized *Glock 21* in .45 ACP weighs 1.1 kg loaded.

The *Glock 17* is a service sidearm in more than 50 countries, including with the Australian Federal Police (AFP); Austrian army and federal police (as the *P 80*); British constabularies such as the London Metropolitan Police Service, Surrey Police, Thames Valley Police, and Police Service of Northern Ireland; Dutch army; Finnish army (*PIST 08*); French gendarmerie GIGN and national police RAID; German BfV, army KSK, and federal police GSG9 (*P9M*); Icelandic police; Israeli Mossad, Shabak, and navy *Shayetet 13*; Norwegian army; Russian FSB *Spetsgruppa Alfa*; Swedish army (*P88*); United Nations Close Protection; and Vatican gendarmerie. Since 1999, the *Glock 17* is authorized as a personally-owned weapon for FBI agents who prefer it over the Bureau’s standard-issue .40-calibre Glocks. In 2013, the *Glock 17* was adopted by the British armed forces as the *L131A1*.

The ultra-rare *Glock 18C* is a machine pistol the same size as the *Glock 17*. It features an integral compensator (add +5 percentiles to the modified Attack chance when firing bursts), but it is nevertheless difficult to control and of limited service to shooters who can use more powerful weaponry. Glock employees extol its virtues as a “marketing tool” due to its media fame – it is popular with movie armourers. *Jane’s Infantry*



Weapons points out that “the manufacturer strongly and expressively recommends that only special ... SWAT teams and specially trained military personnel should ... be allowed to use the *Glock 18C*, since the effective and safe operation ... in full-automatic mode requires special training and high personal discipline.” It is employed by a few special ops units, mainly for bodyguard duty when a long arm cannot be carried. Among its official users are the Argentine Buenos Aires police *Brigada Especial Operativa Halcón* (“special operations brigade Falcon”), Austrian federal police *EKO Cobra*, and Utah State Police Governor’s Security Detail. Toppled Iraqi dictator Saddam Hussein had a *Glock 18C* on him when he was captured by US Army Special Forces in 2003.

The compact *Glock 19* is the standard weapon of the Fijian police, French DGSE, new Iraqi police, Pakistani ISI, Swiss Geneva police, US DSS, NASA security force, Arkham Police Department, Metropolitan Police District of Columbia, NYPD, etc. Since 2009, it is issued by the US Army 75th Ranger Regiment, AWG, and Special Forces – side-by-side with the Beretta M9 (p. 55).

The standard-sized *Glock 20* in 10×25mm Auto is used by the Danish navy *Slædepatruljen SIRIUS* (“dogsled patrol SIRIUS”) operating on the ice shield of Greenland, as a protection against Polar bears ...

The *Glock 21* is issued by the state police forces of Arkansas, Kansas, and Nebraska, the Pennsylvania State Police Special Emergency Response Team (SERT), Anchorage Police Department, East Providence Police Department, LAPD Special Investigations Section (SIS), and others. It is approved by the FBI as a personally-owned weapon.

The *Glock 22* is probably the most common police handgun in North America, and in use with hundreds of agencies. The FBI and DEA introduced it as their standard sidearm in 1998, the USMS in 2001, and the ATF in 2010. The US JSOC CAG – now ACE – adopted it in 2002, partially replacing the customized M1911A1 pistols (p. 58) preferred earlier. It is the issue sidearm of the Australian Queensland Police, New South Wales Police, and West Australia Police; Canadian Ottawa Police Department and Toronto Police Department; US BIA Police, IRS CI, Alaska State Troopers, Blackfoot Tribal Police, LAPD, Navajo Nation Police, New Orleans Police Department, San

Carlos Apache Tribal Police, St Louis Police Department, Tulsa Police Department; and many others.

The compact *Glock 23* is issued by several Federal agencies including the ATF, DEA, and FBI alongside the *Glock 22*, typically as an option for smaller agents. It is also used by the Boston Police Department and others.

The compact .380-calibre *Glock 25* cannot be imported into the USA due to legal reasons, but is in any case intended for countries in which “military” handgun cartridges are banned – it is a best-seller in Brazil and Mexico.

Agencies issuing the *Glock 17* or *19* often use the subcompact *Glock 26* as a backup or off-duty weapon, including the London Metropolitan Police Service CO1 Specialist Protection unit. From 2009, it has been available to US Navy SEALs and from 2010 to US Army Rangers and Special Forces.

The subcompact *Glock 27* is issued or at least authorized by most agencies using .40-calibre Glocks as a backup weapon; many FBI agents buy a personally-owned *Glock 27* through the Bureau and carry it in addition to their *Glock 22* or when off-duty (p. 43).

The practical *Glock 34* and *Glock 35* were designed for sports shooters, offering a longer barrel and sightline.

The *Glock 36* is a subcompact model with a single-stack magazine. This is slimmer than other *Glock* models, to improve concealability.

For an investigator, a *Glock* pistol is an excellent weapon. Simple and safe to operate, reliable, and cheaply available virtually everywhere, *Glocks* are the choice of armed professionals and amateurs alike. *Glocks* are light enough to carry all day and rugged enough to work in arctic, desert, or jungle environments; have a high magazine capacity to allow the engaging of multiple opponents; and are easy to maintain.

For example, the *Glock 19* is not only widely available in the USA and Europe due to commercial sales, it is also found on the black market in Asia and the Middle East, *thousands* having been stolen from indigenous police and military units in Iraq since 2004. The *Glock 19* is the industry standard for mercenaries (“contractors”) like the men paid by the US State Department to protect the Afghani president. One reason for this is that the 9×19mm ammunition is easy to acquire worldwide. When an American CIA operator was arrested in 2011

after a shootout in Lahore, Pakistan, he was armed with a *Glock 17* and five magazines.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the internal striker. This takes one combat round. The pistol is now ready to fire. Standard *Glocks* lack a manual safety, but will only fire if the trigger is actually squeezed; internal safeties prevent it from going off if dropped. The typical malfunction is a failure to eject, often due to “limp-wristing” (p. 51).

Law enforcement agencies generally issue hollow-point ammunition, while military users employ full metal jacket ammo. See “Special Ammunition” (p. 187). The FBI’s .40-calibre load is the Winchester PDX1 hollow-point.

Glocks come with two magazines. The *Glock 17* and *34* can use their standard 17-round magazine (\$25 empty, 0.3 kg filled) or the 31-round magazine of the *Glock 18* (\$50, 0.5 kg). The *Glock 19* can use all these, as well as its standard 15-round magazine (\$25, 0.25 kg). The *Glock 26* can use all longer magazines in addition to its 10-round magazine (\$25, 0.2 kg). The extended magazine designed for the *Glock 18* machine pistol in 1987 is useful for room-clearing and similar tasks even in semiautomatic models like the *Glock 17*, *19*, *26*, or *34*. An extended 22-round magazine became available in 2010 for the *Glock 22*, *23*, *27*, and *35* (\$45, 0.5 kg). All 9×19mm and .40-calibre magazines can be fitted with a slightly protruding floor plate (\$10) to increase capacity by two cartridges. Since 2012, there is even a 100-round Beta C-MAG twin-drum magazine (\$380, 2.1 kg), which is primarily intended for the *Glock 18C*. It worsens Malf to 96 and obviously does nothing for concealability.

Professional users typically carry a couple spare magazines; FBI agents are issued six magazines for their sidearm, but are only required to carry three.

A lanyard ring (p. 193) is standard. All *Glocks* can be fitted with tritium-illuminated sights (\$75) for “Shooting in Darkness” (p. 22); these are standard on FBI guns. The rail under the barrel of standard and compact *Glocks* made since 1998 can accept a weapon light or similar gadget (p. 197). The LaserMax targeting laser can be installed *inside* the pistol by replacing the recoil spring guide rod (p. 198).

Since 2010, most *Glocks* have optionally been made available as GEN4 models (+\$50) with a magazine release that can be switched over for left-handed shooters, as well as an interchangeable back strap to better fit the grip to the user’s hand.

Any *Glock* in 9×19mm Parabellum can be modified for reliable operation underwater with a \$15 drop-in part – no Malf penalty for shooting underwater (p. 25). This is standard on the German-issue P9M.

Any *Glock* except a subcompact can be fitted with a clip-on shoulder stock (\$150, 0.35 kg). This doubles Base Range, but requires **Rifle** skill. In the USA, this is considered to be a “conversion” into a “short-barrelled rifle,” and needs special licensing (p. 33).



Adding a sound suppressor (p. 193) requires a threaded replacement barrel (\$150-300). The AWC Abraxas baffle suppressor (\$700, 0.1 kg) increases length by 15 cm and halves all Listen rolls (quartered when wet). US Army Special Forces use the Abraxas on the Glock 19 and Glock 26. The B&T Jet (\$500, 0.1 kg) wiper suppressor – specifically designed for the Glock 26 – increases length by 13 cm and halves all Listen rolls, but ceases functioning after 1D10+20 shots, requiring the inserts to be replaced. Damage is reduced to 1D8 and Base Range halved to 5. The Gemtech Blackside baffle suppressor (\$750, 0.3 kg) adds 19 cm to the length of the Glock 21 and halves Listen rolls (quartered when wet).

By installing the Phoenix FSSG backplate (\$600), any Glock can be converted into a selective-fire machine pistol (p. 92) with Base Chance 10% and ROF 40. This requires no gunsmithing, just a Handgun, or a doubled Craft (Gunsmith) or Mechanical Repair roll. Legally, this drop-in aftermarket component is considered a “machine gun,” and needs to be licensed as such (p. 33).

The Glock 18C requires Federal licensing in the USA, but is only available to machine gun dealers and government agencies. It is illegal in most other countries. Compact and subcompact models are prohibited in Canada due to barrel length, and other models can only be sold with magazines blocked for 10 rounds. Only .380-calibre versions are legal in Mexico. All models are illegal in Japan and the UK.

TO SEE the Glock 17 in action, watch *CSI* (set 2000/2011), in which it is used by LVMPD detectives and forensic specialists; *Hannibal* (set in 2000), in which it is used by FBI agent Clarice Starling; *The Hunted* (set in 2001), in which it is used by FBI agent Abby Durrell; *The Recruit* (set in 2002), in which it is used by CIA spies; *Alone in the Dark*^A (set in 2004), in which it is used by museum curator Dr Aline Cedrac;

Glock 17 (P 80, P9M, L131A1) 9×19mm pistol (1983-) — \$500, very common.
Glock 34 9×19mm pistol (1998-) — \$500, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	17+1	8	99

Glock 18C 9×19mm machine pistol (1996-) — \$1,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	10%†	1D10	15	2(3) or 40	17/31+1	8	99

Glock 19 9×19mm pistol (1988-) — \$500, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	15+1	8	99

Glock 20 10×25mm pistol (1991-) — \$550, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	15	1(2)	15+1	8	99

and *The Bourne Ultimatum* (set in 2004), in which it is used by CIA spies.

The Glock 18C can be seen in *Revolver* (set in 2005), in which it is used by hit man Sorter; and in *Skyfall* (set in 2012), in which it is used with C-MAG by mercenary Patrice.

To see the Glock 19, watch *Species*^A (set in 1994), in which it is used by mercenary Preston Lennox; *Body of Lies* (set in 2003), in which it is used by CIA spy Roger Ferris; *Righteous Kill* (set in 2008) in which it is used by NYPD detectives; *Salt* (set in 2009), in which it is used by CIA spy Evelyn Salt; and *Haywire* (set in 2011), in which it is used by mercenary Mallory Kane.

The Glock 21 is used by firewoman Stella Oleson in *30 Days of Night*^A (set in 2006); and by US Marshal Raylan Givens in *Justified* (set 2009/2013).

To see the Glock 22 in action, watch *US Marshals* (set in 1998), in which it is used by US Marshals; *Breaking Bad* (set in 2009), in which it is used by DEA agent Hank Schrader; and *Red State* (set in 2010), in which it is used by ATF agents.

The Glock 23 is used by Boston police detective Thomas Craven in *Edge of Darkness* (set in 2009).

The Glock 26 can be seen in *The Boondock Saints* (set in 1998), in which it is carried by FBI agent Paul Smecker; *The Crimson Rivers* (set in 1999), in which it is used by Gendarmerie Nationale detective Lieutenant de Police Max Kerkerian; and *End of Days*^A (set in 1999), in which it is used by mercenary Jericho Cane.

The Glock 27 appears in *US Marshals* (set in 1998), in which it is used by US Marshal Sam Gerard; *Fringe*^A (set 2008/2011), in which it is used by FBI agent Olivia Dunham; and *Whiteout* (2009), in which it is used by US Marshal Carrie Stetko.

See the Glock 34 in *End of Days*^A (set in 1999), in which it is used by mercenary Jericho Cane; and *Man on Fire* (set in 2003), in which it is used by mercenary John Creasy.

Glock 21 .45 ACP pistol (1991-) — \$550, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	13+1	8	99

Glock 22 .40 S&W pistol (1990-) — \$500, very common.**Glock 35 .40 S&W pistol (1998-) — \$500, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	15+1	8	99

Glock 23 .40 S&W pistol (1990-) — \$500, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	10	2(3)	13+1	8	99

Glock 25 .380 ACP pistol (1995-) — \$500, very rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1	10	2(3)	15+1	8	99

Glock 26 9×19mm pistol (1995-) — \$500, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	10+1	6	99

Glock 27 .40 S&W pistol (1995-) — \$500, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	10	2(3)	9+1	6	99

Glock 36 .45 ACP pistol (2000-) — \$550, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	10	1(2)	6+1	6	99

† Compensator increases hit chances, see description.

H&K HK45

The HK45 ... comes in one caliber, .45 ACP, to poke large holes in bad people so they will bleed out as quickly as possible. Its grip size and angle were specifically designed to make it comfortable in the hand, point naturally and easy to control in recoil.

— David Fortier, "A First Look at Heckler & Koch's New HK45" (2006)

The HK45 developed by Heckler & Koch of Oberndorf, Germany, is based on the action of the USP-series (p. 71), but more streamlined and ergonomic. It features a spurless hammer, ambidextrous controls, interchangeable grip panels to adjust for hand size, as well as an underbarrel accessory rail. The HK45 can be ordered with either double-action or double-action-only locks. The flagship model for sale in the USA, it is chambered for the all-American .45 ACP cartridge. It has a polygonally-rifled 12-cm barrel, is 19 cm long, and weighs 1 kg loaded (doubled Conceal roll).

The HK45 Compact has a 10-cm barrel and a loaded weight of 0.9 kg. The HK45 Compact Tactical has a 12-cm barrel threaded for a sound suppressor. In 2010, the



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HK45CT was adopted as the MK 24 MOD 0 by the US Navy SEALs, being a smaller and lighter weapon than the chunky H&K MK 23 MOD 0 (p. 71). It is primarily used by DEVGRU, but is available to other SEAL teams as well.

The P30 is similar to the HK45, but chambered for smaller calibres. The 9×19mm Parabellum version is issued by the German federal police, federal customs service, and military police, as well as several Swiss police forces, including that of Zürich. It has a 10-cm barrel, is



18 cm long, and weighs 0.9 kg loaded. The *P30L* has a slightly longer barrel and slide. It was adopted by the Norwegian police.

For an investigator, any of these pistols is a good choice. They are reliable, accurate, and tough, with a hostile environment finish that is especially resistant towards saltwater. Due to their recent introduction, they are not yet in widespread circulation.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the hammer. This takes one combat round. The pistol is now ready to fire. Some versions have an external safety lever to put it on safe, others rely on their double-action-only trigger. The typical malfunction is a failure to eject.

Law enforcement agencies generally issue hollow-point ammunition for these pistols, while military users employ full metal jacket ammo. See “Special Ammunition” (p. 187).

The HK45 comes with two magazines. The 10-round magazine costs \$65 empty and weighs 0.3 kg filled. Spares for the P30 cost \$40 and weigh 0.25 kg.

Tritium-illuminated sights (\$100) are available (p. 23). The underbarrel accessory rail can mount any of a number of “Weapon Lights and Targeting Lasers” (p. 197). The Crimson Trace LGD-645 IR targeting laser is used with the MK 24 MOD 0.

The AAC Ti-Rant 45S baffle sound suppressor (\$850, 0.3 kg) issued with the MK 24 MOD 0 increases length by 16 cm and halves all Listen rolls (p. 193).

The suppressor-prepared HK45CT is restricted in California and some other jurisdictions. The HK45C and P30 are prohibited in Canada due to barrel length, and some of the other models can only be sold with magazines blocked for 10 rounds. All models are illegal in Japan, Mexico, and the UK.

TO SEE the HK45 in action, watch *Predators*^A (set in 2010), in which it is used by Israeli army soldier Isabelle.

The HK45C can be seen in *2 Guns* (set in 2012), in which it is used by ONI agent Petty Officer “Stig” Stigman.

For the P30, watch *Hawaii Five-O* (set 2009/2010), in which it is used by Five-o detective Danno Williams; *Burn Notice* (set 2010/2011), in which it is used by private eye Michael Westen; *The Expendables 2* (set in 2011), in which it is used by mercenary Maggie Chan; *Missing* (set in 2011), in which it is used by former CIA agent Becca Winstone; and *The Last Stand* (set in 2012), in which it is used by gangster Thomas Burrell.

H&K HK45 .45 ACP pistol (2006-) – \$1,050, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	10+1	8	99

H&K HK45C .45 ACP pistol (2006-) – \$1,050, scarce.

H&K HK45CT (MK 24 MOD 0) .45 ACP pistol (2010-) – \$1,300, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	10	1(2)	8/10+1	8	99

H&K P30 9×19mm pistol (2006-) – \$925, scarce.

H&K P30L 9×19mm pistol (2008-) – \$925, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	15+1	8	99

H&K P30 .40 S&W pistol (2006-) – \$925, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	13+1	8	99

H&K P2A1

For emergency use to launch signal or distress flares for hunters, mountain climbers, boatmen, pilots or for any outdoorsman or cross-country traveller.

– Heckler & Koch advertisement (1978)



The *Pistole 2 Ausführung 1* (“pistol model 2, pattern 1”) is a break-open single-shot flare pistol developed by Heckler & Koch. It was adopted by the German *Bundeswehr* in 1976 and subsequently by many other forces, including the Polish, Swedish, and Swiss militaries, as well as various water police and coast guard agencies. The P2A1 has a smoothbore 16-cm barrel, is 20 cm long, and weighs 0.6 kg loaded (doubled **Conceal** roll). Many thousands have been made.

For an investigator, the P2A1 is an improvised weapon, used when no real gun is available or to take advantage of the incendiary effect of the flares. It is likely to be carried on an exploration or hunting trip in remote regions. The pistol is often found as part of the survival kit in aircraft or maritime vessels.

TO USE, break open the action, take out an empty case, and insert a new cartridge. Snap the pistol closed again and cock the external hammer. This takes two combat rounds. The flare pistol is now ready to fire. The typical malfunction is a misfire.

Each cartridge costs \$4 and weighs 0.065 kg. There are white flares for illumination and coloured signals for signalling. Coloured signals (red or green) burn for 7 seconds (two combat rounds) and are visible for many

kilometres at night. Illumination flares have a small parachute to stay in the air longer, negating the penalties under “Shooting in Darkness” (p. 22) in a radius of 100 m for 16 seconds (five combat rounds). Base Range applies for aimed shots at ground targets.

The P2A1 has a lanyard ring (p. 193). In the military, it is often issued with a nylon flap holster (p. 193) that has loops for 5 shells.

In many jurisdictions, flare pistols require only proof of age to acquire (minimum age is usually 18 years, 21 years in the USA). In Germany, a weapon permit is required, which will usually be granted to boat owners and mountain guides.

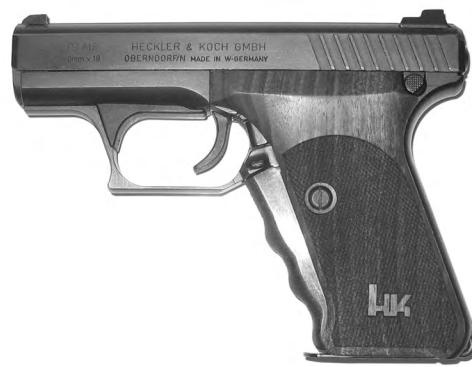
TO SEE the P2A1 in action, watch *Virus^A* (set in 1998), in which it is used by AANII field researcher Nadia Vinogradoya; *Jeepers Creepers 2^A* (set in 2002), in which it is used by bus driver Betty Borman; and *Tremors: The Series #13^A* (set in 2002), in which it is used by big-game hunter Burt Gummer.

H&K P2A1 26.5×80mmR flare pistol (1974-) – \$275, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1D3 +Burn	10	1(1)	1	8	99

H&K P7

In the late 1970s, Heckler & Koch designed a semiautomatic pistol for the German police. It differs from most other pistols in using a squeeze-cocking mechanism – a bar in the front edge of the grip has to be depressed to cock the internal striker. This allows for a smooth exterior, as no safety, slide release, or hammer spur is present. The original design, known as the *Polizei-Selbstladepistole* (“police self-loading pistol”) or *PSP*, was quickly developed into the *Pistole 7* (*P7*), which was adopted in 1979 by several German state police forces. Most replaced it in the 2000s, only Bavaria sticking to it. The *P7* was the standard issue sidearm of the federal police GSG9 counter-terrorist group until 1993, and is still used occasionally alongside the current Glock P9M (p. 63). Other *P7* users include the German MAD military counterintelligence agents. The *P7* fires the 9×19mm Parabellum cartridge and has a



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polygonally-rifled 11-cm barrel, is 17 cm long, and weighs 1 kg loaded (tripled **Conceal** roll). Almost 80,000 were made. It was made under licence in Greece and is used by the Greek air force.

Several improved models were primarily aimed at the American market. These have an ambidextrous

magazine release near the trigger guard for quicker reloads. While the P7M8 is similar to the P7, the P7M13 received a wider frame to take a double-row magazine. It weighs 1.1 kg loaded. The P7M10 has a double-stack magazine and a heavier slide to cope with the .40 S&W cartridge. Some 50,000 P7M8s, 18,500 P7M13s, and 4,000 P7M10s were made. The P7M13 was produced under licence in Mexico, and is still issued to Mexican army officers. The P7M8 was in service with the New Jersey State Police (1983-2001), while the P7M13 was used by the Utah Highway Patrol (1986-1996) and Navajo Nation Police (1989-2000). The NPS Park Police issued both the P7M8 and P7M13 (1985-2004).

For an investigator, the P7-series is an excellent choice. While technically outdated, these pistols are accurate and reliable. The short and flat weapons, especially the original P7, conceal better than most comparable designs – “Delta Force” commander Colonel Charlie Beckwith carried his P7 whenever he was out of uniform. While the pistols are no longer made, they can be found second-hand. Many police guns have been recently sold as surplus, especially in the USA, and these are available at around half price.

However, the design is training-intensive. The operation of the squeeze-cocker, while dead simple, is non-intuitive. If the pistol is not held firmly enough so that the squeeze-cocker is depressed, it will not fire. This can befuddle an unfamiliar user. Once the gun is cocked, the trigger is light, which can lead to an unintentional

discharge. The gas piston under the barrel gets uncomfortably hot after dozens of shots fired in quick succession ... Finally, a problem in tactical approaches is that every squeeze and release of the cocker generates an audible “click” that might betray the user when sneaking up on an opponent.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round. This takes one combat round. The pistol is now ready to fire – if the squeeze-cocker is depressed. Make safe by releasing the cocker. The typical malfunction is an operator mistake, followed by misfires due to faulty ammunition.

Most law enforcement users employ the gun with hollow-point ammunition (p. 188).

The P7 comes with two magazines. Spares for the P7 or P7M8 cost \$60 empty and weigh 0.2 kg filled; double-stack magazines cost \$100 and weigh 0.3 kg. Tritium replacement sights (p. 23) add \$100. A lanyard ring (p. 193) is standard.

The P7M13 is banned in Canada. All models are illegal in Japan, Mexico, and the UK.

TO SEE the P7M8 in action, watch *The Devil’s Own* (set in 1992), in which it is used by MI5 agent Harry Sloan.

For the P7M13, watch *Wanted: Dead or Alive* (set in 1986), in which it is used by bounty hunter Nick Randall; *Die Hard* (set in 1987), in which it is used by bank robber Hans Gruber; and *End of Days^Δ* (set in 1999), in which it is used by mercenary Bobby Chicago.

H&K P7 9×19mm pistol (1979-1986) – \$1,550, scarce.

H&K P7M8 9×19mm pistol (1981-2005) – \$1,550, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	8+1	8	99

H&K P7M13 9×19mm pistol (1982-1994) – \$1,850, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	13+1	8	99

H&K P7M10 .40 S&W pistol (1992-1994) – \$1,850, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	10+1	8	99

H&K P11

The *Pistole 11* is a multi-barrel double-action-only pepperbox pistol. It was designed by Heckler & Koch specifically for use by combat divers. The problems of firing a gun underwater (p. 25) were solved in unique ways. The projectile is a fin-stabilized dart with a low underwater drag coefficient. The pistol uses a cluster of five preloaded, parallel barrels. The barrels are fired successively using an electric charge, which limits the number of moving parts and ensures reliable firing even in corrosive salt water environments. The darts are pushed out of the smoothbore barrels by a captured piston, which generates no flash, little sound (quarter Listen rolls), and no overpressure underwater.

Reloading requires the barrel cluster to be replaced, and the clusters need to be returned to the factory to be refilled. There are two types, which are colour-coded and can be differentiated by feel. The cluster for underwater use has a raised pin, while the one for shooting above water has a red mark. Using the wrong type halves Base Range. The P11 is 20 cm long and weighs 1.2 kg loaded (doubled Conceal roll). It has a large trigger guard to allow use with diving gloves. Its maximum operating depth is 10 m. If the shooter is diving deeper, halve Base Range and worsen Malf to 95, as water can creep in and corrode the electrical contacts.

The P11 was adopted by the West German navy *Kampfschwimmer* ("combat swimmers") in 1976, and was supplied to the maritime section of the GSG9 anti-terrorist group. Allied naval special warfare units also received the pistol, including the British Royal Marines SBS, Danish navy FKP, French navy *Commandos Marine*, Israeli navy *Shayetet 13*, Italian navy COMSUBIN, Norwegian navy MJK, and US Navy SEALs. Hundreds were made.

During the Cold War, the P11 was classified TOP SECRET, and although knowledge of it was made public in 1994, some details are still unknown. It is certain, however, that contrary to rumours, it does not fire "rocket-propelled darts" ... Many units decommissioned the gun in the 1990s, since there are few scenarios that justify the bother to carry such a specialized weapon, not to mention the supply issues.

For an investigator, the P11 is unobtainable, unless he is a member of a specialized unit that has it in its arsenal. If he is, then the weapon is the primary arm for underwater combat. Although it is heavy and carries just



five shots, there is no other gun available to Western combat divers that offers comparable performance. While supercavitating ammunition (p. 189) for rifles and machine guns has been introduced recently, that is for firing *into* water, as the guns concerned are too unreliable and unwieldy to be used underwater. The darts fired by the P11 are capable of penetrating wet suits, diving masks, and air tanks, which should make them effective against all sorts of sea critters, be they trained attack dolphins, marauding sharks, or others.



TO USE, check the seals of the barrels to see whether the barrel cluster is unfired. If the seals are broken, replace the cluster with a new one. This takes one combat round. The pistol is now ready to fire. Engage the safety button above the trigger to make safe. The only possible malfunction is a misfire, typically due to some battery problem. If necessary, slide the battery holder out of the pistol grip and replace the two PP3 radio batteries, which takes two combat rounds.

Each barrel cluster costs \$100 and weighs 0.7 kg. The P11 has tritium-illuminated sights (p. 23). The P11 is issued with a nylon flap holster (p. 193) as well as a pouch for spare barrel clusters.

TO SEE the P11 in action, watch *Lara Croft: The Cradle of Life*^A (set in 2002), in which it is used by treasure hunter Lady Lara Croft.

H&K P11 7.62×36mm pistol (1976-1980) – \$2,000, very rare, special license.

SKILL Handgun*	BASE CHANCE 20%	DAMAGE 1D8	BASE RANGE 15	RATE OF FIRE 3(4)	CAPACITY 5	HIT POINTS 8	MALFUNCTION 99
<i>underwater</i>			10				

H&K USP

Heckler & Koch's *Universelle Selbstladepistole* ("universal self-loading pistol") is a double-action pistol using a modified Browning action. It has a polymer frame with accessory rail and a spurless hammer. The USP is made in a number of variations and chambered for several cartridges. The USP in either 9×19mm or .40 S&W has a polygonally-rifled 11-cm barrel, is 19 cm long, and weighs 0.95 kg loaded (doubled Conceal roll). The slightly larger version in .45 ACP is 20 cm long and weighs 1.15 kg.

A 9×19mm version was adopted in 1994 by the German military as the *Pistole 8 (P8)*. The USP is also used by the Australian army SASR, Egyptian police, Estonian army, French navy *Commandos Marine*, Irish army, Polish army GROM, South African Police Service (SAPS) Special Task Force (STF), Thai navy *Nuay Tam-laai Dtaî Nám Jôo-johm* ("underwater demolition team"), and Uruguayan police. It is licence-made in Greece. German special forces mount the Oerlikon LLM01 targeting laser/light (p. 198). The .45-calibre version is used by the Argentine federal police GEOF and Maine State Police.

The *USP Compact* has a 9-cm barrel and shorter grip. In 9×19mm, it is issued to the Danish police (including the PET), French navy, German Saarland and Saxonia state police (*P10*), Greek army, Spanish national police, etc. In .40 S&W, it is one of several sidearms of the US CBP. From 2003, commercial US airline pilots taking part in the FFDO programme (p. 42) are issued a government-supplied .40-calibre USP Compact – making it typically the only weapon aboard a civilian aircraft.

The *USP Tactical* features a threaded 13-cm barrel and adjustable sights for use with a suppressor. In .45 ACP, it is issued to the Australian army SASR and German army KSK (*P12*). The French army 1er RPIMa, Norwegian military FSK, and Polish army GROM use the USP Tactical in 9×19mm.

A pistol based on the USP, but considerably modified, was adopted in 1996 as the *MK 23 MOD 0* by the US SOCOM, which bought 1,950. It has a 15-cm match barrel threaded to accept a sound suppressor, is 25 cm long, and weighs 1.5 kg loaded. The MK 23 MOD 0 has tritium sights (p. 23) and an enlarged trigger guard for shooting with gloves (p. 24). It was designed to use +P hollow-points (Damage 1D10+5). The underbarrel rail can mount the Insight AN/PEQ-6 LAM targeting laser/light (p. 198). Accurate and reliable, the MK 23 MOD 0 was issued by the US Navy SEALs, but due to its awkward weight and size (it has been



called a "boat anchor"), it was phased out of service in 2007, although it is still used by the SEAL Delivery Vehicle Team. The pistol was also sold commercially. It is issued by the Indonesian army KOPASSUS.

For an investigator, any of the polymer-framed H&K pistols is an excellent choice. These guns are reliable, accurate, and tough. Several specialized versions are available for use with a sound suppressor. However, all are comparatively expensive, and not as widespread among civilians as the cinema would make one believe. They are commonly found with military and police agencies.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the hammer. This takes one combat round. The pistol is now ready to fire. Most have an external safety lever to put it on safe (but not those with the LEM double-action-only trigger popular in the USA). The typical malfunction is a failure to eject.

Law enforcement agencies generally issue hollow-point ammunition, while military users use full metal jacket ammo, except for counter-terrorist operations. See "Special Ammunition" (p. 187).

The USP comes with two magazines. Spares cost \$40 empty and weigh 0.25 kg filled; 0.3 kg in .45-calibre. An extended 31-round magazine (\$100, 0.5 kg) is available for the USP and USP Tactical in 9×19mm from 1998. A spare magazine for the MK 23 MOD 0 costs \$60 and weighs 0.35 kg.

Any USP pistol can be fitted with tritium sights (\$100). A lanyard ring (p. 193) is standard.

The KAC USP baffle sound suppressor produced for the USP Tactical and the KAC MK 2 MOD 0 made for the MK 23 MOD 0 are similar (\$1,400, 0.4 kg). Either increases length by 19 cm and halves all Listen rolls. The MK 23 MOD 0 has a sidelock that, when engaged, prevents cycling after the shot, which quarters Listen rolls, but reduces ROF to 1(3/2). The case is not ejected automatically, preventing evidence if only one shot is fired. It will be ejected if the shooter racks the slide to fire a second shot. See "Sound Suppressors" (p. 193).

The USP Tactical, USP Compact Tactical, and MK 23 MOD 0 are restricted in California and some other jurisdictions. The USP Compact is prohibited in Canada, and some of the other models can only be sold there

with magazines blocked for 10 rounds. All models are illegal in Japan, Mexico, and the UK.

TO SEE the USP in action, watch *Heat* (set in 1994), in which it is used by bank robber Neil McCauley; *The Way of the Gun* (set in 1999), in which it is used by mercenaries; and *Collateral* (set in 2003), in which it is used by hit man Vincent.

The USP Compact appears in *Blood Diamond* (set in 1999), in which it is used by treasure hunter Danny Archer; and *24* (set 2004/2014), in which it is used by CTU agent Jack Bauer.

The USP Compact Tactical is used with a suppressor by CIA hit man Desh Bouksani in *The Bourne Ultimatum* (set in 2004).

For the MK 23 MOD 0, watch *Ultraviolet^A* (set in 1998), in which it is used with gun camera by CIB agents; *Tears of the Sun* (set in 2002), in which it is used with suppressor by US Navy SEALs; *Breaking Bad #3.13* and *#4.4* (set in 2010), in which it is used by private eye Mike Ehrmantraut; and *Supernatural^A* (set in 2010), in which it is used by big-game hunter Sam Winchester.

H&K USP (P8) 9×19mm pistol (1993-) – \$800, common.

H&K USP Tactical 9×19mm pistol (1998-) – \$1,135, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	15+1	8	99

H&K USP .40 S&W pistol (1993-) – \$800, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	13+1	8	99

H&K USP .45 ACP pistol (1995-) – \$850, common.

H&K USP Tactical (P12) .45 ACP pistol (1998-) – \$1,135, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	2(3)	12+1	8	99

H&K USP Compact (P10) 9×19mm pistol (1996-) – \$820, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	10	2(3)	13+1	8	99

H&K USP Compact .40 S&W pistol (1996-) – \$820, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	10	2(3)	12+1	8	99

H&K USP Compact .45 ACP pistol (1996-) – \$820, scarce.

H&K USP Compact Tactical .45 ACP pistol (2007-) – \$1,135, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	10	1(2)	8+1	8	99

H&K MK 23 MOD 0 .45 ACP pistol (1996-2010) – \$2,015, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	20	1(2)	12+1	9	99

IMI Desert Eagle

*And you got the King of Mayhem. Half cannon, sword of justice.
Take this fucker to the Holy Land and start your own crusade.*

– Bones Darley, *Death Sentence* (set in 2006)

The Desert Eagle is a huge single-action semiautomatic pistol. It was designed at Magnum Research of St Paul, Minnesota, but is produced by Israel Military Industries (IMI) of Ramat Ha Sharon, Israel. The all-steel weapon uses a gas-operated action to tame the powerful cartridges for which it is chambered. First introduced in .357 Magnum, it has since been made in .44 Magnum and .50 Action Express. The .50-calibre version has a polygonally-rifled 15-cm barrel, is 27 cm long, and weighs 2.1 kg loaded (doubled **Conceal** roll); the others are only a little lighter.

For an investigator, the Desert Eagle is a less than perfect choice, even given its powerful ammunition. It is huge and heavy, negating the main advantages of a handgun. It is difficult to control for most shooters – the manual advises to use it two-handed – and prone to malfunctions, especially due to “limp-wristering” (p. 51). Combined with its high price, low magazine capacity, and typical flamboyant chrome or even gold finish, it is not a weapon suited for combat. Most Desert Eagles are bought by target shooters, movie armourers, and suburban show-offs who have played too much *Counterstrike* – it makes for a nice conversation piece and looks intimidating on the silver screen. The Desert Eagle is not in service with any law enforcement or military organization.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the hammer. This takes one combat round. The pistol is



now ready to fire. The safety lever on the slide can be used to put it on safe. The typical malfunction is a failure to eject.

The Desert Eagle comes with *one* magazine. Spare magazines cost \$45 empty and weigh 0.3 kg filled. The Desert Eagle is one of the few handguns that makes sense to use with an optic – the pistol is already too big to carry concealed, and a scope allows the shooter to take advantage of its extended range. One endorsed by the manufacturer is the Leupold M8 2× scope (p. 195).

The price is for the black version; the more popular chrome models cost \$300 extra, those plated with gold are an additional \$550.

It is illegal in Japan, Mexico, and the UK.

TO SEE the Desert Eagle in action, watch *La Femme Nikita* (set in 1989), in which it is used by DGSE hit woman Nikita; *Tremors* (set in 1989) and *Tremors: The Series* (set in 2002), in which it is used by big-game hunter Burt Gummer; *Alien vs. Predator* (set in 2004), in which it is used by mountain guide Alexa Woods; *Supernatural #1.18* (set in 2005), in which it is used by big-game hunter Dean Winchester; and *Supernatural #3.3* (set in 2007), in which it is used by antique dealer Bela Talbot.

IMI Desert Eagle .357 Magnum pistol (1983-) – \$1,600, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	20	1(2)	9+1	9	97

IMI Desert Eagle .44 Magnum pistol (1986-) – \$1,600, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	15%	1D10 +1D4+2	20	1(2)	8+1	9	97

IMI Desert Eagle .50 AE pistol (1991-) – \$1,600, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	15%	1D10 +1D6+3	20	1(2)	7+1	9	97

Izhmekh PM

... the Makarov has great portability – it's likely to be handy, worn on the person, when it is needed ... a pistol is much more likely to be carried a lot and fired a little, rather than the other way around ... And while the Makarov is a poor second in muzzle energy to larger-caliber Western service pistols ... it is appreciably cheaper to build and simpler to maintain ...

– Gene Gangarosa, “The Mighty Makarov” (1994)

Designed by Nikolai Makarov and made by Izhevsky Mekhanichesky Zavod (Izhmekh) of Izhevsk, Russia, the *Pistolet Makarova* (“Makarov’s pistol”) is a compact double-action pistol with spurless hammer, chambered for the 9×18mm Makarov cartridge. It has a 9-cm barrel, is 16 cm long, and weighs 0.8 kg loaded (tripled Conceal roll). Adopted in 1951, it is still standard issue for the Russian police and military. Although newer patterns (p. 88) have been officially introduced, these have not been acquired in quantity to replace the basic Makarov. Millions have been made in Algeria, Bulgaria, China (as the QSZ59), East Germany, Hungary, and Russia. The PM has been exported to dozens of countries, both commercially and for adoption by security forces. Current users include most former Soviet states, the Algerian gendarmerie, Cuban national revolutionary police, Nicaraguan army, Sri Lanka police, Syrian army, Yemenite police, etc.

A variant chambered for the Western .380 ACP cartridge, the *Baikal IZH-70-17A*, is both exported and sold to licensed private security companies in Russia.



The *Pistolet Bes’shumniiy* (“silenced pistol”) based on the Makarov has an integral sound suppressor (quarter Listen rolls). Due to its ported barrel, both Damage and Base Range are reduced. See “Sound Suppressors” (p. 193). The PB is 31 cm long and weighs 1.1 kg loaded (doubled Conceal roll). It is used by special operations units of the Russian security forces and military, including the FSB *Spetsgruppa Alfa*, GRU *Spetsnaz*, and MVD OMON.

For an American investigator, the Makarov is an unlikely choice. While the design is neat, it is outdated. There are more effective handguns available in its



size. Its primary advantage is its low price and ready availability, especially of surplus weapons imported after the dissolution of the Warsaw Pact. Civilians cannot own handguns in the Russian Federation, but the Makarov is common on the black market in Russia, the rest of the former Soviet Union, and Eastern Europe, as well as in many countries formerly aligned with the Communist Bloc, and such an illegal gun might be acquired by an investigator.

Every Russian *Politsiya Operativnik* (“police detective”) is issued a PM, as are most uniformed officers. The Russian and other former Soviet militaries still employ it widely. The PB is found exclusively in service with former Communist special ops units; it has never been offered commercially.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the spurless hammer. This takes one combat round. The pistol is now ready to fire. Move the safety lever on the left-hand side up to make safe. In Russian service, it is carried underloaded, requiring the slide to be racked before firing. The typical malfunction is a failure to eject.

The issue ammunition for the Makarov in the Russian military and police is full metal jacket only, even though hollow-point rounds are made.

The PM comes with two magazines. A spare costs \$10 empty and weighs 0.14 kg filled. The Russian military and police flap holster (p. 193) features a pouch for a spare magazine. A lanyard ring (p. 193) is standard.

The PB is illegal in most countries. In the USA, it can be theoretically possessed if Federally licensed, but is not actually available. All models are banned in Canada, Japan, Mexico, and the UK.

TO SEE the PM in action, watch *The Fourth Protocol* (set in 1986), in which it is used by KGB spy Valeri Petrofsky; and *The Bourne Supremacy* (set in 2004), in which it is used by Moscow police officers.

For the IZH-70, watch *The Whole Nine Yards* (set in 1999), in which it is used with a suppressor by a gangster.

Izhmekh PM 9x18mm pistol (1952-) – \$200, common.
 Baikal IZH-70-17A .380 ACP pistol (1991-) – \$200, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1	15	2(3)	8+1	8	99

Izhmekh PB 9x18mm pistol (1967-1994) – \$600, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D6+1	8	1/2(1)	8+1	8	99

Ruger MK III

Detective fiction has it that the .22-cal. pistol with its tiny ... slug is a gnat swatter, at its worst a woman's weapon snatched from a purse to dispatch an errant lover. No self-respecting all-pro killer would carry one. The facts, however, are otherwise ... [Twenty] victims are listed by the FBI in the case of the .22 hits. Almost all were dispatched with multiple shots to the head from a .22-cal. automatic pistol ...

– Time Magazine, “New Mafia Killer: A Silenced .22” (1977)

The MK I was designed as an affordable semiautomatic pistol firing the popular .22 Long Rifle rimfire cartridge. Produced by Sturm, Ruger and Co. of Newport, New Hampshire, it quickly became one of the most common civilian handguns worldwide. In 1982, it was updated to the MK II, but the differences are minor. The current version is the MK III, featuring a new magazine release button on the side of the grip rather than the old-fashioned release at the grip heel. The standard model has a 15-cm barrel, is 26 cm long, and weighs 1.2 kg loaded (doubled Conceal roll). Some 2 million have been made.

For an investigator, the Ruger is of dubious value. The .22-calibre round it fires has limited effect on men – let alone other targets – unless shot in the head at Point-Blank Range or using “Called Shots” (p. 16). However, both weapon and ammunition are cheap and widely available, and easier to get a hold of than more effective weaponry. Even an investigator disinclined towards force options might own one for target-shooting.

Despite its low power, the small bullet has excellent armour penetration against bullet-resistant clothing (p. 26). The pistol is also easily suppressed. Both professional hit men and military special operators are known to use such weapons. A former CIA spy or special ops veteran might own an integrally-suppressed Ruger.

Sound-suppressed versions have been available as early as 1950, when the CIA commissioned a number with an integral baffle sound suppressor, not unlike the famous Hi-Standard Model H-D MS pistols used by OSS spies during WWII and by US special ops units



during the Vietnam War. Since the 1980s, commercial manufacturers offer similar designs. One of these is the *Amphibian* made by AWC Systems Technology of Phoenix, Arizona, designed for the US Navy SEALs. It has a slim integral suppressor that looks like an ordinary heavy target barrel. Reportedly, the first shots fired during Operation URGENT FURY (1983) on Grenada were taken by a SEAL with an *Amphibian*. Other special ops units allegedly also use the weapon. The current *Amphibian S* is 34 cm long and weighs 1.3 kg loaded. Quarter Listen rolls (p. 194).

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the spurless hammer. This takes one combat round. The pistol is now ready to fire. Apply the safety on the left-hand side to make safe. Its low reliability is a result of using rimfire ammunition. The typical malfunction is a misfire, followed by a failure to feed.

The Ruger MK III comes with two magazines. Spares cost \$20 empty and weigh 0.2 kg filled.

The Ruger is illegal in Japan and the UK. The suppressed versions require Federal licensing in the USA. They are restricted in California and illegal in Canada, Mexico, Germany, and the UK.

TO SEE the MK II in action, watch *Ghost Dog* (set in 1998), in which it is used with suppressor and targeting laser by hit man “Ghost Dog”; *The Sopranos* #1.5 (set in 1999), in which it is carried by salesman “Fred Peters”; and *Collateral* (set in 2003), in which it is used with integral suppressor by hit man Vincent.

Ruger MK I .22 LR pistol (1949-1982) – \$250, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D6+1	20	3(4)	9+1	8	97

Ruger MK II .22 LR pistol (1982-2004) – \$290, very common.**Ruger MK III .22 LR pistol (2004-) – \$320, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D6+1	20	3(4)	10+1	8	97

AWC Amphibian .22 LR pistol (1982-2009) – \$1,200, rare, special license.**AWC Amphibian S .22 LR pistol (2009-) – \$1,300, rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D6+1	20	3(4)	10+1	8	97

Ruger P85

... the P90 fits my own hand about like a brick with a trigger ...
They're like Kalashnikov rifles: ugly, but utterly reliable.

– Massad Ayoob, *Greatest Handguns of the World* (2010)

In 1987, Ruger introduced a new line of semiautomatic pistols. The first model was the double-action P85 in 9×19mm Parabellum, developed to profit from the American “wonder nine” craze of the 1980s that celebrated high-capacity 9-mm pistols. The design had to deal with teething problems in terms of reliability, but Ruger nevertheless sold some 200,000, and then replaced it in production by a line of similar, but improved pistols in various calibres. Two million have been made so far.

The P85, P89, and P94 each have an 11-cm barrel, are 20 cm long, and weigh 1.1 kg loaded (doubled Conceal roll). The P91 is chambered for the .40 S&W cartridge, while the single-stack P90 uses the .45 ACP. The P95 is a compact version with a 10-cm barrel. It is 18 cm long, weighs 0.95 kg loaded, and also features an accessory rail. For \$50 extra, all models are available with stainless steel slide, adding a K-prefix to the designation. Most variants have been available with a decocking or in double-action-only, adding a D- or DAO-suffix respectively.

Ruger pistols have never been common with government users, despite their low prices. The KP94 served with the US Forest Service until it was replaced by Glocks in the late 1990s. The Wisconsin State Police issued the P89 until 2004. Some local police agencies and sheriff departments have used Rugers, including the San Diego Police Department (1987-2005). The US Bureau of Prisons (BOP) still issues the P89DAO and KP95DAO in some Federal penitentiaries. Five thousand KP95D pistols were supplied to the new Iraqi army in 2004.

For an investigator, a Ruger centrefire pistol is a decent choice, especially if he needs a “drop gun” for an investigation of limited duration. While the Ruger pistols



are not renowned for their production qualities, they are cheap and available. According to the ATF, Ruger pistols in 9×19mm rank among the most common guns in criminal hands in the USA – perfect for caching (p. 42).

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the spurless hammer. This takes one combat round. The pistol is now ready to fire. Apply the safety on the left-hand side of the slide to make safe (D models have a decocking lever instead, while DAO models have no safety at all). The typical malfunction is a failure to eject.

All of these Ruger pistols come with two magazines. A spare for any of the models costs \$27; the 15-round 9×19mm magazine weighs 0.3 kg filled.

The P95 is prohibited in Canada due to its barrel length, and some of the other models can only be sold with magazines blocked for 10 rounds. All variants are illegal in Japan, Mexico, and the UK.

TO SEE the P85 in action, watch *Strapped* (set in 1992), in which it is used by thug “Bamboo.”

The KP89D can be seen in *La Femme Nikita* (set in 1996), in which it is used by Section One agents.

The KP94 can be seen in *Harsh Times* (set in 2005), in which it is offered for black-market sale by former US Army Ranger Jim Davis.

Ruger P85 9×19mm pistol (1987-1992) – \$420, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	15+1	8	97

Ruger P89 9×19mm pistol (1992-2007) – \$440, very common.**Ruger P94 9×19mm pistol (1994-2004) – \$430, very common.****Ruger P95 9×19mm pistol (1996-) – \$395, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	15+1	8	98

Ruger P90 .45 ACP pistol (1990-2004) – \$465, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	8+1	8	98

Ruger P91 .40 S&W pistol (1992-2004) – \$420, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	11+1	8	98

SIG-Sauer P226

When it comes to weapon selection, what the federal government selects for its law enforcement and military personnel is of great interest to state and local law enforcement, as well as the general shooting public ...

– Dave Spaulding, “SIG P228 9mm – The Pro’s Gun” (1992)

In the early 1970s, Schweizerische Industrie-Gesellschaft (SIG) of Neuhausen, Switzerland, and JP Sauer & Sohn of Eckernförde, Germany, entered into a collaborative venture to design and manufacture a new line of pistols. The result was the P220, a double-action semiautomatic using a modified Browning action. It was adopted in 9×19mm Parabellum by the Swiss army as the *Pistole 75 (P75)* and produced both in Germany and Switzerland. All of the following patterns have only been manufactured in Germany, although some of the newer models are also made by a subsidiary in Exeter, New Hampshire. The P220 was adopted by the Japanese military and is produced under licence there. The P220 has an 11-cm barrel, is 20 cm long, and weighs 0.9 kg loaded (doubled **Conceal** roll). Variants in .45 ACP are popular in the USA, official users including the NPS Rangers, Connecticut State Police, and Vermont State Police.

The P220 was followed by the P225, a weapon specifically designed for the West German police – several German state police agencies adopted it from 1978 as the *Pistole 6 (P6)*, and police organizations in Sweden, Switzerland, the UK, and elsewhere followed. It has a shorter 10-cm barrel. The P225 is still issued by the state police of Berlin and the German BKA, Canadian Forces (mainly for aircrews, military police, and naval landing parties), US Food and Drug Administration (FDA), and Vatican *Pontificia Cohors Helvetica*, the Swiss guard protecting the Holy See’s secret archives.



The P226 is the same size as the P220, but features a double-stack magazine. It weighs 1 kg loaded. This weapon has been a huge success, the 9×19mm version being used by forces including the British Army SAS and Royal Marines SBS (as the L105A2), Hertfordshire Constabulary and Kent Police, Canadian Forces JTF2 and RCMP ERT, German BKA, Japanese police SAT, Jordan army GID and CTB71, New Zealand army, Swedish SÄPO and police *Nationella Insatsstyrkan* (“national task force”), etc. The US Navy SEALs adopted it in 1986; the version used by them since 2011 has an accessory rail and is designated the *MK 25 MOD 0*. During the 1990s, the P226 was a common weapon with US Federal agencies. The FBI issued it between 1988 and 1998, initially only to SWAT agents, later also to others. The Arizona Department of Public Safety and Massachusetts State Police use it in .40 S&W, while the Texas Rangers issue it in .357 SIG. The 9×19mm P226 has been licence-made in Thailand and Venezuela, and is copied in China, Iran, and Serbia.

The P228 is a compact version with 10-cm barrel and a loaded weight of less than 1 kg. During the 1990s, it was standard for Federal agencies including the ATF (1987-2001), DEA (1992-1998), FBI (1992-1998), USMS (1992-

2000), and USSS (1992-1999). The US military adopted it in 1992 as the *M11* for personnel requiring a compact handgun, like pilots and plain-clothes troops such as those of the AFOSI and Army CIC. In 2000, the US Navy SEALs acquired some for plain-clothes operations such as dignitary protection. Other users of the P228 include the British military (*L107A1*) and Staffordshire Police, US NIH Police, and New Jersey State Police.

The P229 is similar to the P228, but has a heavier slide for longer service life. It weighs 1 kg loaded. The P229 in 9×19mm is issued by the British military (*L117A2*), German BKA, and US DSS. In .40 S&W, it is the service weapon of the Canadian Ontario First Nations Police, US DCIS, ICE, NPS Rangers, and USPIS. The USCG adopted it in 2004, the NCIS in 2008. The ATF issued the P229 between 2001 and 2010. The .357-calibre model is issued to USSS agents since 1999, FWS agents since 2002, and EPA agents since 2011, and is the service gun of the Montana State Police.

SIG-Sauer pistols used to be issued by even more agencies. Even after being superseded, they can still be encountered. Veteran FBI agents were allowed to carry grandfathered P226, P228, and P229 pistols until 2009.

Any P220-series pistol is an excellent choice for an investigator. These weapons are renowned for their accuracy and reliability. The exact model depends on the user's requirements with regards to calibre, capacity, and concealability. SIG-Sauer is one of the more expensive brands, but the prices are not outrageous, and second-hand weapons can be found. For example, in recent years many surplus P225s formerly used by European police forces have become available on the US market. In some areas, copies are more common. If an investigator wants to buy a handgun in Pakistan or the Philippines, it is likely that he will walk out with a Chinese copy (NORINCO NP226) of the P226 instead.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the hammer. This takes one combat round. The pistol is now ready to fire. The hammer can be decocked using a lever. The typical malfunction is a failure to eject.

SIG-Sauer pistols come with two magazines. Spares for the P220 cost \$45 empty and weigh 0.2 kg filled. The extended 10-round magazine for the P220 in .45 ACP costs \$45 and weighs 0.3 kg. Spare 15-round magazines for the P226 cost \$45 and weigh 0.3 kg. The extended 20-round magazine for the P226, P228, and P229 in 9×19mm costs \$60 and weighs 0.4 kg.

Tritium-illuminated sights (\$75) are offered for "Shooting in Darkness" (p. 22). From 2004, all models are available with an underbarrel accessory rail at no extra cost. US Navy SEALs mount the SureFire X300 LED weapon light (p. 198) on their MK 25 MOD 0s. The LaserMax targeting laser (p. 198) can be installed *inside* any of the pistols by replacing the recoil spring guide rod. A lanyard ring (p. 193) is standard.



The P225, P228, and P229 are prohibited in Canada due to barrel length, and some of the other models can only be sold with magazines blocked for 10 rounds. All variants are illegal in Japan, Mexico, and the UK.

TO SEE the SIG-Sauer P220 in action, watch *Heat* (set in 1994), in which it is used by bank robber Neil McCauley; and *Live Free or Die Hard* (set in 2006), in which it is used by NYPD detective John McClane.

The P225 features in *The Long Kiss Goodnight* (set in 1996), in which it is used by private eye Mitch Hennessy; and *The Bourne Supremacy* (set in 2004), in which it is used by former CIA hit man "Jason Bourne."

For the P226, watch *The Abyss*^Δ (set in 1988), in which it is used by US Navy SEALs; *The X-Files*^Δ (set 1994/2002), in which it is used by FBI agent Fox Mulder; *True Detective*^Δ (set 1995/2012), in which it is used by Louisiana State Police detective Rust Cohle; *The Sopranos* #2.12 and #2.13 (set in 2000), in which it is used by gun moll Janice Soprano and gangster Tony Soprano; *Ultimate Force* (set 2001/2005), in which it is used by SAS soldiers; *Tears of the Sun* (set in 2002), in which it is used by US Navy SEALs; *Sherlock* (set in 2009), in which a "bring-back" is used by physician Dr John Watson and private eye Sherlock Holmes; *The Veteran* (set in 2010), in which it is used by free agent Robert Miller and spy Alayna Wallace; and *Act of Valor* (set in 2011), in which it is used by US Navy SEAL Chief Petty Officer Dave.

To see the P228, watch *The X-Files*^Δ (set 1994/2002), in which it is used by FBI agent Dana Scully; *Ronin* (set in 1997), in which it is used by mercenary Sam; *24* (set 2000/2002), in which it is used by CTU agent Jack Bauer; and *NCIS* (set 2003/2011), in which it is used by NCIS agents.

The P229 can be seen in *Red Cap* #2.1 (set in 2003), in which it is carried by RMP soldier Sergeant Jo McDonagh; and *The Interpreter* (set in 2004), in which it is used by USSS agents.

SIG-Sauer P220 (P75) 9×19mm pistol (1976-1991) – \$725, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	9+1	8	99

SIG-Sauer P220 .45 ACP pistol (1987-) – \$1,000, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	7/10+1	8	99

SIG-Sauer P225 9×19mm pistol (1978-1998) – \$725, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	8+1	8	99

SIG-Sauer P226 (L105A2) 9×19mm pistol (1982-) – \$1,000, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	15/20+1	8	99

SIG-Sauer P226 .40 S&W pistol (1994-) – \$1,000, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	13+1	8	99

SIG-Sauer P226 .357 SIG pistol (1998-) – \$1,000, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D4	15	1(2)	13+1	8	99

SIG-Sauer P228 (M11) 9×19mm pistol (1988-) – \$725, common.**SIG-Sauer P229 (L117A2) 9×19mm pistol (1994-) – \$1,000, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	13+1	8	99

SIG-Sauer P229 .40 S&W pistol (1991-) – \$1,000, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	12+1	8	99

SIG-Sauer P229 .357 SIG pistol (1995-) – \$1,000, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D4	15	1(2)	12+1	8	99

S&W M&P40

The *Military & Police (M&P)* semiautomatic pistol is the latest offering by Smith & Wesson of Springfield, Massachusetts. It combines the best features of several competing designs, including the low sightline and striker-fired action of the Glock-series (p. 63) and the fully adjustable grip of the Walther P99 (p. 91). Slide and chassis are stainless steel. The most popular model is the *M&P40* in .40 S&W – others include the *M&P9* in 9×19mm Parabellum and the *M&P45* in .45 ACP. The M&P40 has an 11-cm barrel, is 19 cm long, and weighs 1 kg loaded (doubled **Conceal** roll). The smaller *M&P40 Compact* has a 9-cm barrel, is 17 cm long, and weighs 0.85 kg (tripled **Conceal** roll).

The M&P pistol has been a huge success. Hundreds of US law enforcement agencies have already replaced older designs with it. The M&P40 is issued by the state police forces of Colorado, Iowa, Oregon, Washington, Wyoming, and Puerto Rico. Local police agencies include the departments of Atlanta, Austin, Detroit, and Providence. Although not issued, the M&P40 has been authorized for DEA agents since 2009, if they buy it through the agency. The M&P9 is issued by the Cincinnati Police Department, Hawaii County Police Department, and Los Angeles County Sheriff's Department, among others. The M&P45 is used by the US Department of Energy (DOE) Office of Secure Transportation (OST), Bureau of Printing and Engraving (BEP), as well as the New Hampshire State Police. Local agencies include the Syracuse Police Department.



Among the foreign users of the M&P9 are the Belgian federal police, French *Autorité de Sécurité Nucléaire* (“nuclear safety agency”), and local police forces in Canada, Mexico, and Pakistan. The M&P9C is the sidearm of Taiwanese national police detectives. The M&P40 is used by the South Australia Police and Victoria Police.

For an American investigator, an S&W M&P pistol is a good choice. The guns use state-of-the-art technology and are chambered for a variety of powerful cartridges, yet are affordable and widely available. In the rest of the world, the design is not yet common, but it is sold in most Western countries where pistols like it are legal.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the internal striker. This takes one combat round. The pistol is now ready to fire. The typical malfunction is a failure to eject.

S&W M&P40 .40 S&W pistol (2005-) – \$570, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	15+1	8	99

S&W M&P40C .40 S&W pistol (2005-) – \$570, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	10	2(3)	10+1	6	99

S&W M&P9 9×19mm pistol (2005-) – \$570, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	17+1	8	99

S&W M&P9C 9×19mm pistol (2005-) – \$570, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	10	2(3)	12+1	6	99

S&W M&P45 .45 ACP pistol (2007-) – \$600, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	10+1	8	99

S&W M&P45C .45 ACP pistol (2008-) – \$600, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	10	1(2)	8+1	6	99

The M&P comes with *three* magazines. A spare for the full-size pistols costs \$45 empty and weighs 0.3 kg filled; the compact magazines cost the same but weigh only 0.2 kg.

A lanyard ring (p. 193) is standard. The LaserMax targeting laser (p. 198) can be installed *inside* the pistol by replacing the recoil spring guide rod.

The compact models are prohibited in Canada due to barrel length, and some of the others can only be sold

with magazines blocked for 10 rounds. All versions are illegal in Japan, Mexico, and the UK.

TO SEE the M&P9, watch *Hawaii Five-o* (set in 2010), in which it is used with Crimson Trace targeting laser by Five-o police detective Kono Kalakaua.

For the M&P9C, watch *Salt* (set in 2009), in which it is used by CIA spy Evelyn Salt.

S&W Model 10 Military & Police

Though most teenage gangbangers wouldn't be caught dead with a Smith and Wesson .38 revolver, an old-fashioned six shooter, it nonetheless claims the lead on the top ten list. That's because there are literally millions in existence ...

— Elaine Shannon, "America's Most Wanted Guns" (2002)

Made by Smith & Wesson, this double-action revolver with swing-out cylinder was introduced in 1899 as the *Hand-Ejector*, renamed the *Military & Police* in 1902 (*Investigator Weapons 1*, pp. 56-57), and renamed again as the *Model 10 Military & Police* in 1957. Despite the name changes and minor internal and external differences, these are all the same gun. More than 6 million have been produced on the medium K frame. With its standard 10-cm barrel, the Model 10 is 23 cm long and weighs 0.9 kg loaded (doubled Conceal roll).

The *Model 13* is the same weapon in .357 Magnum, but it can fire the .38 Special as well (Damage 1D10 and ROF 2(3)). The *Model 64* and *Model 65* are stainless steel variants of the Model 10 and Model 13, respectively. The Model 10 is now considered a collectable "classic" by S&W, and priced higher than the Model 64, which is still offered as a service weapon.

All were common police weapons; the NYPD issued the Model 10 until 1986 and the Model 64 until 1993, and cops who joined before those dates are still allowed to carry a revolver instead of a semiautomatic as of today. The Model 10 is still issued to the Hong Kong police. With an 8-cm barrel, the Model 13 was the sidearm of the FBI between 1982 and 1990. Veteran agents were allowed to carry it until 2004, and could purchase their decommissioned revolver. An agent who was active in the 1980s or 1990s might still own his service revolver.



The design has been copied by many manufacturers. Forjas Taurus of Porto Alegre, Brazil, produces the *Mod 82* and *Mod 82SS*, which are almost identical to the Model 10 and Model 64. These are widely used by police agencies in Latin America.

Such a revolver is a decent choice for an investigator. The guns are accurate, reliable, fire powerful cartridges, and are easy to use and maintain. They have been widely distributed and can turn up anywhere. While the military and police no longer use revolvers in most countries, they are still capable of giving excellent service to a civilian, who might lack the training to properly employ a self-loader, and might not be in need of the large capacity and quick-reloading capability of modern semiautomatics. Second-hand guns can be found cheaply, for 20-30% of the price.

TO USE, swing out the cylinder and push the ejector rod to the rear, ejecting any remaining shells. Insert six cartridges, which takes three combat rounds (one with a speedloader). Snap the cylinder closed again. The revolver is now ready to fire. An internal safety prevents it from accidentally firing a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore "Loaded Revolvers" (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

Speedloaders hold six cartridges that can be inserted simultaneously. A speedloader costs \$10 and weighs 0.14 kg filled. FBI agents were required to carry at least three speedloaders for their Model 13. Bureau service ammunition was .38 Special hollow-points (Damage 1D10+2), but agents were allowed to carry .357 Magnum HP (Damage 1D8+1D6+2) as reloads, and many did.

The Model 13 with its 8-cm barrel is prohibited in Canada. All are illegal in Japan, Mexico, and the UK.



TO SEE the Model 10 M&P in action, watch *Twin Peaks*^A (set 1991/1992), in which it is used by Twin Peaks Sheriff's deputies; *The Devil's Own* (set in 1992), in which it is used by NYPD officer Sergeant Tom O'Meara; *The Visitation*^A (set in 2005), in which it is used by Antioch

sheriff Brett Henchle; and *Brooklyn's Finest* (set in 2009), in which it is used by NYPD officer Eddie Dugan.

To see the Model 13 M&P, watch *Silence of the Lambs* (set in 1990), in which it is used with speedloaders by FBI agent Clarice Starling.

S&W Model 10 M&P .38 Special revolver (1899-) – \$720, very common.

S&W Model 64 M&P .38 Special revolver (1970-) – \$690, very common.

Taurus Mod 82 .38 Special revolver (1982-) – \$425, very common.

Taurus Mod 82SS .38 Special revolver (1993-) – \$475, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	6	8	00

S&W Model 13 M&P .357 Magnum revolver (1974-1998) – \$720, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	10	1(2)	6	8	00

S&W Model 65 M&P .357 Magnum revolver (1972-2005) – \$720, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	15	1(2)	6	8	00

S&W Model 36 Chief's Special

The Chief's Special, caliber .38, is designed to meet the needs of the shooter who wants a small powerful undercover gun with an exposed hammer. The gun can be used double action or deliberate aimed fire is possible by cocking the piece. The Chief's can be fired and controlled in rapid double action shooting by maintaining a hard grip.

– Rex Applegate, *Kill or Get Killed* (1976)

The *Model 36 Chief's Special* was designed after WWII to compete with the similar Colt Detective Special (*Investigator Weapons* 1, pp. 36-37). It is a double-action pocket revolver with a 5-cm "snubnose" barrel built on Smith & Wesson's small J frame. To improve its concealability, it has a slimmer swing-out cylinder than ordinary revolvers, which takes only five rounds. Overall length is 18 cm and loaded weight 0.6 kg (tripled Conceal roll).

Hundreds of thousands have been made. It has been issued by many law enforcement agencies to their plainclothes detectives, both in the USA and abroad – for example, by the London Metropolitan Police. The AFOSI issued it to its agents between 1971 and 1992. Most agencies replaced it with semiautomatic pistols in the 1990s, but some of the revolvers continue to see duty as backup guns and for undercover work.

S&W has had the *Model 36 Chief's Special* under continuous development. The *Model 37 Chief's Special Airweight* is almost identical, but has an aluminium alloy frame, reducing loaded weight to 0.5 kg.

The *Model 60 Chief's Special Stainless* is made of stainless steel. It was issued as a backup gun by the FBI between 1979 and 1998. Agents could carry it as a



personally-owned gun until 2007. The current production model is strengthened to fire the more powerful .357 Magnum cartridge. Like all .357 Magnum revolvers, it can fire the .38 Special interchangeably (Damage 1D10 and ROF 2(3)). It weighs 0.7 kg.

Forjas Taurus of Porto Alegre, Brazil, produces the *Mod 85*, which is a close copy of the *Model 36*.

For an investigator, a "snubby" is an excellent choice. These revolvers are reliable, easy to use, and fire powerful ammunition for such small weapons. Since they are light and concealable, they are more likely to be carried and to hand when they are needed. Many American police officers carry a revolver like this as a concealed backup. Used guns are available at low prices.

However, pocket revolvers have reduced effective range due to the short barrel and sight line. Their powerful cartridges, short barrels, light weight, and small grips make for uncomfortable shooting due to higher felt recoil and increased noise, which means that most people do not shoot them much. Therefore their users are often not as proficient with them as they might be with a larger and heavier weapon.

TO USE, swing out the cylinder side and push the ejector rod to the rear, ejecting any remaining shells. Insert five cartridges, which takes three combat rounds (one with a speedloader). Snap the cylinder closed again. The revolver is now ready to fire. An internal safety prevents it from accidentally firing a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore “Loaded Revolvers” (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

Speedloaders hold five cartridges that can be inserted simultaneously. A speedloader costs \$10 empty and weighs 0.12 kg filled.

All models are illegal in Canada, Japan, Mexico, and the UK.

S&W Model 36 Chief's .38 Special revolver (1950-) – **\$730, very common.**

S&W Model 37 Chief's .38 Special revolver (1952-2006) – **\$750, very common.**

S&W Model 60 Chief's .38 Special revolver (1965-1996) – **\$730, very common.**

Taurus Mod 85 .38 Special revolver (1985-) – **\$445, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	5	2(3)	5	6	00

S&W Model 60 Chief's .357 Magnum revolver (1996-) – **\$730, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	5	1(2)	5	6	00

S&W Model 686 Distinguished Combat Magnum

In 1980, Smith & Wesson introduced what was intended to become the premier .357 Magnum revolver in their large L frame range. The *Model 686 Distinguished Combat Magnum* is the culmination of a development begun in 1935, when S&W had brought out the first .357 Magnum. Like its predecessors, the Model 686 has a double-action lock, a smooth trigger, and a swing-out cylinder. It is made of stainless steel and features a heavy barrel for improved accuracy and fast follow-up shots. The Model 686 service weapon has a 10-cm barrel, for an overall length of 24 cm and a loaded weight of 1.2 kg (doubled *Conceal* roll). It is also available with a 6-cm (2.5") “snubnose” barrel for concealed carry, changing length to 19 cm and weight to 1.1 kg (tripled *Conceal* roll). Hundreds of thousands have been made.

Its almost identical twin, the *Model 586*, only differs in its non-glaring blued finish. Production ceased in 1999, but resumed in 2012. The *Model 686 Plus* has a redesigned cylinder to allow loading an additional cartridge. The *Model 686 Plus* is available with an 8-cm (3") barrel, for an overall length of 21 cm and a loaded weight of 1.15 kg.

For an investigator, the *Model 686* or a variant is an excellent choice. Like most revolvers, it is easy to use and highly reliable. It is a popular choice with target shooters. The .357 Magnum is a powerful handgun round, but still manageable. The gun will fire .38 Special cartridges interchangeably (Damage 1D10 and ROF 2(3)).

TO SEE the *Model 36* in action, watch *Fargo* (set in 1994), in which it is used by Brainerd police chief Marge Gunderson; *Cop Land* (set in 1996), in which it is carried by NYPD detectives; and *Jesse Stone: Thin Ice* (set in 2008), in which it is used by Paradise police chief Jesse Stone.

For the *Model 60*, watch *Conspiracy Theory* (set in 1996), in which it is used by CIA psychiatrist Dr Jonas; *Breach* (set in 2001), in which it is used by FBI agent Robert Hanssen; and *The Bourne Legacy* (set in 2004), in which it is used by CIA researcher Dr Marta Shearing.



The *Model 686* was a popular police weapon in the USA during the 1980s and early 1990s, having been adopted by the state police forces of Alaska, Arizona, Florida, Iowa, Kansas, Kentucky, Louisiana, New Hampshire, West Virginia, Wyoming, etc. All these agencies have since replaced it with semiauto pistols, but the odd sheriff or western lawman might still carry one. The US Border Patrol issued it between 1982 and 1996.

The stainless steel finish makes it impervious to corrosion from sweat and spray water, and thus a good choice for concealed carry or use on a boat. For years, naval special warfare units have preferred revolvers like this for certain diving and over-the-beach operations. Revolvers drain faster than semiautomatic pistols and are more reliable for the occasional underwater shot (p. 25). Users have included combat divers of the French army 1er RPIMa and navy *Commandos Marine*. The US Navy SEALs stock the *Model 686* for handgun training, but do not issue it on operations.

TO USE, swing out the cylinder and push the ejector rod to the rear, ejecting any remaining shells. Insert six cartridges, which takes three combat rounds (one with a speedloader) – reloading the Model 686 Plus takes four combat rounds (one with speedloader). Snap the cylinder closed again. The revolver is now ready to fire. An internal safety prevents it from accidentally firing a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore “Loaded Revolvers” (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

Most law enforcement agencies issue these revolvers with hollow-points (Damage 1D8+1D6+2).

Speedloaders hold six or seven cartridges that can be inserted simultaneously. A speedloader costs \$10 empty and weighs 0.16 kg filled with six .357 Magnum rounds.

Those with a 6- or 8-cm barrel are prohibited in Canada. All are illegal in Japan, Mexico, and the UK.

TO SEE the Model 686 in action, watch *Bad Moon*^Δ (set in 1996), in which the snubnose version is used by lawyer Janet; *Cop Land* (set in 1997), in which it is used by Garrison sheriff Freddy Heflin; and *Firewall* (set in 2006), in which the snubnose version is used by company executive Jack Stanfield.

The Model 586 can be seen in *Re-Animator*^Δ (set in 1984), in which it is used by Miskatonic University security guard Mace; and *Shoot to Kill* (set in 1988), in which it is used by FBI agent Warren Stantin.

S&W Model 686 .357 Magnum revolver (1980-) – \$830, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	15	1(2)	6	8	00

S&W Model 686 2.5" .357 Magnum revolver (1990-) – \$830, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	5	1(2)	6	6	00

S&W Model 586 .357 Magnum revolver (1980-) – \$810, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	15	1(2)	6	8	00

S&W Model 686 Plus .357 Magnum revolver (1996-) – \$850, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	15	1(2)	7	8	00

S&W Model 686 Plus 3" .357 Magnum revolver (1996-) – \$850, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	10	1(2)	7	6	00

S&W Model 4506

Brand-new issue. More accurate and efficient. Smith and Wesson 10-mm Model 1076, all-stainless steel. It's a beautiful weapon Coop, and it's all yours.

– Gordon Cole, *Twin Peaks* (set in 1989)

In the late 1980s, Smith & Wesson introduced its line of third-generation semiautomatic pistols, as indicated by the four-figure model numbers. One of the most successful versions was the Model 4506 – a double-action, stainless-steel pistol with single-stack magazine, chambered for the all-American .45 ACP cartridge. It has a 13-cm barrel, is 22 cm long, and weighs 1.4 kg loaded (doubled Conceal roll).

The similar Model 1076 was specifically developed for the FBI, after a deadly shootout in 1986 known as



the “Miami Massacre” finally made the obsolescence of revolvers obvious even to the Americans. The Model 1076 is chambered for the 10×25mm Auto cartridge and features luminous sights (p. 23). A double-action-only weapon, it lacks a hammer spur. It has an

S&W Model 4506 .45 ACP pistol (1988-1999) – \$820, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	8+1	8	98

S&W Model 4506 .45 ACP pistol (1988-1999) – \$820, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	8+1	8	98

S&W Model 1076 10×25mm pistol (1990-1993) – \$790, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	15	1(2)	9/11/15+1	8	97

S&W Model 4006 .40 S&W pistol (1990-1999) – \$790, very common.**S&W Model 4006TSW .40 S&W pistol (1998-2006) – \$850, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	11+1	8	98

S&W Model 5906 9×19mm pistol (1989-1999) – \$750, very common.**S&W Model 5906TSW 9×19mm pistol (2000-2003) – \$850, common.****S&W Model 5946 9×19mm pistol (1990-1999) – \$750, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	15/20+1	8	98

S&W Model 3913LS 9×19mm pistol (1990-1999) – \$740, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	10	2(3)	8+1	6	98

S&W Model 6906 9×19mm pistol (1989-1999) - \$720, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	12+1	8	98

11-cm barrel, is 20 cm long, and weighs 1.3 kg loaded. The Bureau issued an underloaded hollow-point round (Damage 1D8+1D4+2). Agents were supplied two 9-round magazines, four 11-round magazines, and one extended 15-round magazine for raids. These pistols displayed unacceptable reliability issues unless fixed by S&W's custom shop. Some 5,000 were issued between 1990 and 1993. Most agents quickly replaced them, but some carried them until 2004. A total of 13,805 were made.

More popular with American police agencies was the *Model 4006*, which uses the .40 S&W round and a double-stack magazine. This has a 10-cm barrel, is 19 cm long, and weighs 1.3 kg loaded. It was superseded by the *Model 4006 Tactical Smith & Wesson (TSW)*, which adds an underbarrel rail for accessories (p. 192).

The similar *Model 5906* is chambered for the 9×19mm Parabellum round. A few thousand were issued by the FBI between 1992 and 1998. Late-production "tactical" guns have a rail. The *Model 5946* is double-action-only, lacking a hammer spur. The *Model 6906* is a compact double-action version. It has a 9-cm barrel, is 18 cm long, and weighs 0.9 kg loaded (tripled Conceal). The *Model*

3913 LadySmith is a compact double-action-only variant, with white grips and a spurless hammer. It has a 9-cm barrel, is 17 cm long (tripled Conceal roll), and due to its alloy frame and single-stack magazine weighs only 0.8 kg loaded.

Any of these pistols is a reasonable choice for an investigator. While the all-stainless steel construction makes them comparatively heavy to carry, they are resistant to corrosion from sweat and look nice. A number of law enforcement agencies in the USA, Canada, and Mexico still issue them – for example, the *Model 4006TSW* serves the California Highway Patrol; the *Model 5946* is the standard sidearm of the RCMP, and is authorized by the NYPD; and the *Model 4506* and *Model 5906* are authorized by the LAPD. The *Model 5906* is also issued by police forces in the Bahamas and Costa Rica, and is a standard sidearm of the Mexican marines.

Many police agencies allow veteran personnel to continue carrying "grandfathered" pistols even after they have officially transitioned to more modern arms – the FBI authorized the *Model 1076* until 2004 and the *Model 5906* until 2007. Until recently, agents were given the

option to purchase their decommissioned gun. Second-hand guns of these patterns are widely available on the civilian market at decent prices.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the hammer. This takes one combat round. The pistol is now ready to fire. Engage the safety on the slide to make it safe – the Model 1076, Model 3913LS, and Model 5946 all lack a manual safety. The typical malfunction is a failure to eject.

Almost all law enforcement agencies issue these pistols with hollow-point ammunition (p. 188).

The S&W pistols come with two magazines. The 8-round magazine of the Model 4506 costs \$35 empty and weighs 0.25 kg filled; the 9-round of the Model 1076 costs \$35 and weighs 0.25 kg. The 11-round magazine of the Model 4006 costs \$35 and weighs 0.3 kg. The 15-round for the Model 5906 costs \$35 and weighs 0.25 kg, while an optional extended 20-round magazine for this pattern costs \$40 and weighs 0.35 kg.

All versions except the Model 4506 are prohibited in Canada due to barrel length. All models are illegal in Japan, Mexico, and the UK.

TO SEE the Model 4506 in action, watch *The Shield* (set 2002/2008), in which it is used by LAPD detective Vic Mackey; *Street Kings* (set in 2007), in which it is used by LAPD detective Tom Ludlow; and *2 Guns* (set in 2012), in which it is used by DEA agent Bobby Trench.

The Model 5906 is used by FBI agents Fox Mulder and Dana Scully in *The X-Files*^A (set 1995/1996); by LVMPD detectives Warrick Brown and Nick Stokes in *CSI* (set 2000/2004); and by hit man Vincent in *Collateral* (set in 2003).

The Model 5946 is preferred by gangster Christopher Moltisanti in *The Sopranos* (set in 1999-2006); and carried by NYPD detective Danny Reagan in *Blue Bloods* (set in 2009).

For the Model 6906, watch *Reservoir Dogs* (set in 1991), in which it is used by bank robber “Mr Pink.”

The Model 3913LS is used by Five-o police detective Kono Kalakaua in *Hawaii Five-o* (set in 2010); and by legal clerk Andrea in *The Walking Dead*^A (set after the Apocalypse).

TASER X26

In 1974, Jack Cover introduced an electro-shock distance weapon called the TASER (from “Thomas A. Swift’s Electric Rifle”). The basic idea of this electronic control device is to shoot two small wire-trailing darts or “probes” at the target. Once these connect, an electric circuit is completed, allowing a non-lethal, 50,000-volt, 3-ampere electric pulse to be transmitted to the tethered victim. This causes muscle spasms which incapacitate the target. Constantly developed, the improved X26 has been produced since 2003 by TASER International of Scottsdale, Arizona. It uses nitrogen gas to propel the probes at the target; different types of cartridges are available, giving a maximum range of either 6 or 10 m. The X26 is 19 cm long and weighs 0.2 kg loaded (tripled Conceal roll). The X26C sold to civilians has a shorter range. More than half a million TASERS have been made, but most have been sold in the USA.

The X26 is widely used by American police, including the Las Vegas Metropolitan Police Department (LVMPD), LAPD, and Phoenix Police Department. Others issue it exclusively to specially trained officers; in the NYPD, only supervisors and members of the Emergency Service Unit (ESU) have access to it. Many foreign agencies have followed the latter approach, such as the AFP, Irish police, RCMP, and a number of German state police forces. The London Metropolitan Police has issued it to specialists since 2006, but has broadened its use in 2012, now authorizing carry in all response cars.

For an American investigator, a TASER is an excellent option. It offers a less-than-lethal alternative, often preferable over deadly force (or even just a clubbing) for a variety of legal, moral, and practical reasons – not



least because the shooter can keep his distance. It is not considered a firearm in many US states, allowing easy access and carry without permit. In most other countries, TASERS are unavailable to citizens.

The downsides of the device include its single-shot capacity and short range. A number of freak accidents are on record, ranging from heart attacks to victims being set on fire due to having been previously doused with an alcohol-based pepper spray (p. 201). Critics usually fail to appreciate that being tasered might be unpleasant, but is often better than the alternative, which is being shot *dead* with a real gun. Then again, some officers seem to view the device as the *easiest* choice in their force escalation repertoire, which has led to outrages like sullen school children being tasered ...

TO USE, remove an empty cartridge and insert a full cartridge (the battery pack in the grip might also need exchanging). Click the safety switch up to arm the device. This takes one combat round (plus a second combat round if the battery needs to be exchanged). The X26 is now ready to fire. The typical malfunction is an electrical short-out. The TASER will not work if immersed into water (p. 25).

Employ a **Resistance Table** roll between the “damage” rolled and the target’s CON. Thick clothing (such as a leather jacket or cold weather clothing) reduces the “damage” by -2. If the **Resistance Table** roll is failed, the target is incapacitated for 5 seconds (two combat rounds). This is worse than a “Stun” (*Call of Cthulhu*, p. 54), as an incapacitated victim falls to the ground and cannot even **Dodge** or **Parry**. Ignore the “**Weapons Table**” (*Call of Cthulhu*, p. 64). If the user keeps the trigger depressed, the duration increases in increments of 5 seconds (two combat rounds), until the trigger is released or the battery runs dry. With the X26C, the initial period of incapacitation is 10 seconds (three combat rounds), which can only be increased twice, to a maximum duration of 30 seconds. Unlike with the X26, the user does not need to positively control the trigger; he can quickly pull the trigger three times and then leave the device and safely depart while the target is still incapacitated.

If the roll is a 99-00, the target must re-roll against the same “damage”; if the second roll is also failed, he suffers a heart attack. See “**Tasers**” (*1990s Handbook*, p. 12), but note that the likelihood of heart attacks has been reduced. A TASER shot will ignite inflammables such as petrol, drug laboratory vapours, and even sewer gases, if a **Luck** roll is failed.

The Base Range for a TASER is its maximum range – the length of the wires restricts the distance to which the weapon can be used. Ignore the “**Weapons Table**” (*Call of Cthulhu*, p. 64), which makes Base Range a function of the user’s DEX.

Alternatively, the TASER can be used as a contact stun device, both with or without a cartridge loaded. Use **Fist/Punch** skill. This will not incapacitate the target, instead inflicting pain. Employ a **Resistance Table** roll between the “damage” rolled and the target’s CON. If the roll is failed, the target is stunned for 1D6 combat rounds. See “**Stunners**” (*1990s Handbook*, p. 12). Despite

the pain, the victim can **Dodge** or **Parry**. Euphemistically called “pain compliance,” this method attracts the most criticism by people protesting against TASER use by police, as it is seen as torture.

Both the X26 and the X26C feature an integral LED light that negates the penalties for “Shooting in Darkness” (p. 22) up to a distance of 20 m, as well as a red targeting laser with 100-m targeting beam, which gives +2 DEX and +5 percentiles to **Handgun** skill. Either light or laser, or both, can be switched on. A digital display lets the user keep track of battery charge and remaining discharge duration, while an USB data port allows tracking the time, date, and duration of each application. Upon firing, it scatters 24 pieces of confetti stamped with the cartridge’s serial number. The cartridge must be replaced after every shot. The battery pack has power for 195 5-second (or 150 10-second) firings, but see “**Shooting in the Cold**” (p. 23).

Each TASER comes with six cartridges. A spare cartridge costs \$25 and weighs 0.07 kg. The battery pack costs \$40 and weighs 0.05 kg. Most police agencies issue the TASER with a retention belt holster (p. 193). An optional belt pouch holds a spare air cartridge.

In the USA, the X26C can be carried without permit in most states, but it is banned in Hawaii, Massachusetts, Michigan, New Jersey, New York, Rhode Island, Wisconsin, and Washington, DC. Buyers need to provide proof of age and allow a background check – TASER International does not sell to felons. The X26 is not sold to civilians, only to government agencies. TASERs are illegal in many jurisdictions including in Canada, Japan, Germany, Mexico, and the UK.

TO SEE the X26 in action, watch *CSI #8.15* (set in 2007), in which it is used by an LVMPD police officer; *Piranhas*^A (set in 2009), in which it is used by Lake Victoria sheriff Julie Forester; and *Salt* (set in 2009), in which it is used by CIA spy Evelyn Salt.

TASER X26 electro-shock weapon (2003-) – \$1,000, common, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	3D6+6 Stun	6/10	1(1)	1	6	98

TASER X26C electro-shock weapon (2004-) – \$1,000, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	3D6+6 Stun	4	1(1)	1	6	98

TsNIITochMash SR-1 Vektor (SPS)

[This] 9-mm self-loading pistol is a new generation close-combat weapon concentrating in itself the latest achievements in design and technology of such [a] small arms type. It is designed to defeat live targets including targets protected by armor vests at ranges of up to 100 m ... The pistol is very reliable in all operational environments[s] from -50°C to +50°C.

– TsNIITochMash catalogue (2012)

This semiautomatic pistol was designed by Pyotr Serdyukov at Tsentralny Nauchno-Issledovatel'sky Institut Technologicheskogo Mashinostroeniya (TsNIITochMash) of Klimovsk, Russia. It was originally known as the *Gyurza* ("viper"), and prototypes sport a snake motif on the slide. The designation was changed to *Spetsial'naya Razrabotka 1* ("special development 1") in 1996, when it was adopted by the Russian FSB agency and put into production. The SR-1 is also known as the *Vektor* ("vector"). In 2003, it received the military designation *Samozaryadnyj Pistolet Serdyukova* ("Serdyukov's self-loading pistol"), but despite this endorsement the SPS has not actually been adopted by either the Russian military or the police. It may be in use with GRU *Spetsnaz* units.

The double-action SR-1 is the first Russian pistol with a modern polymer grip. It lacks a manual safety, relying on a grip safety as well as a trigger safety. It fires the 9×21mm cartridge, which is more powerful than the 9×18mm Makarov still commonly used in Russia. Its primary loading features an armour-piercing bullet capable of penetrating 0.4 cm of steel at 30 m. This was designed to deal with a menace that started to appear during the early 1990s – domestic gangsters and terrorists wearing body armour and driving large Western automobiles. The SR-1 has an 11-cm barrel, is 20 cm long, and weighs 1.1 kg loaded (doubled Conceal roll).



This pistol offers serious firepower in a modern package, but an investigator who is not an agent with the FSB or FSO would be exceedingly unlikely to have access to it. The SR-1 has poor ergonomics, with the grip being too large for many shooters. The grip safety will often engage if not held at the perfect angle, which has led some users to render it ineffective with duct tape.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the spurless hammer. This takes one combat round. The pistol is now ready to fire. It will only fire if the trigger is actually squeezed, and the grip safety prevents it from going off if dropped. The typical malfunction is a failure to eject.

The pistol is generally used with AP ammunition, but full-metal jacket, frangible, and even armour-piercing tracer (Damage 1D10+1 plus 1D2 Burn) rounds are available. See "Special Ammunition" (p. 187).

The SR-1 comes with two magazines (\$25 empty, 0.3 kg filled). A lanyard ring (p. 193) is standard.

The SR-1 is illegal in Japan, Mexico, and the UK. Its armour-piercing ammunition is illegal everywhere, including in the USA.

TsNIITochMash SR-1 Vektor 9×21mm pistol (1996-) – \$500, very rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	18+1	8	99

Walther PPK

Despite the fact that many ... scoff at the use of small caliber "pocket pistols" for defensive purposes, these pistols are actually the most commonly carried defensive handguns.

– Rex Applegate and Michael Janich,
Bullseyes Don't Shoot Back (1998)

The *Polizei-Pistole, Kriminal* ("police pistol, criminal") was designed in 1931 (*Investigator Weapons 1*, pp. 57-58), and was made after WWII by Carl Walther Waffenfabrik of Ulm, Germany. Walther ceased making the PPK in 1999, but has licensed it to Smith & Wesson, who continue to produce it along with the Americanized PPK/S. It was the first semiautomatic pistol with double-action lock. More than 1 million have been made to date. The PPK is 16 cm long and weighs 0.7 kg loaded (tripled Conceal roll). It is available in either .32 ACP (called the 7.65×17mmSR Browning in Europe) or .380 ACP (also known as the 9×17mm Kurz).

The little Walthers are decent weapons for an investigator. The pistols are slim and lightweight, and can be conveniently carried concealed. They are of higher quality than most other pistols made in their calibre range. When retired US Army Special Forces Colonel Arthur "Bull" Simons assembled a team of company executives to mount Operation HOTFOOT (1979), a private rescue mission for two American civilians in Iran, he selected Walther PPK pistols for all of them (as it turned out, they had to leave them in Texas and acquired 9×19mm Llama XI pistols in Kurdistan instead).

However, the pistol's technology is outdated – new designs offer more powerful calibres and larger magazines at no increase in size or weight. Once widely used by European police and military organizations, they are now rare in official use. The German military issued the PPK as the *P21* to its pilots, until it was replaced by the H&K P8 (p. 71) from 1994. The British military adopted the same model as the *L60A1* for fighter pilots and certain undercover operations; it was known as the "disco gun" among the SAS. It has replaced it with more powerful weapons like the SIG-Sauer L117A2 (p. 78) and Walther L102A1 (p. 90). A copy of the PPK was issued by the East German *Stasi* between 1963 and 1990, sometimes fitted with the sound suppressor of the ČZ Sa vz.61 Škorpión (p. 150). Many private owners buy the PPK for its glamorous image rather than for its actual combat capabilities.



TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the external cone hammer. This takes one combat round. The pistol is now ready to fire. Move the safety lever on the left-hand side down to make safe. The typical malfunction is a failure to eject. The PPK is not designed to shoot hollow-point bullets and use of these worsens Malf by -1 percentile (p. 188). A few high-quality HP brands in .380 ACP feed fine, though.

Both versions are available either blued or stainless. The PPK comes with two magazines. A spare costs \$35 empty and weighs 0.1 kg filled. To mount a sound suppressor (p. 193), the pistol needs a threaded barrel. The easiest solution is to install the PP barrel in the PPK and thread it using **Craft (Gunsmith)** or **Mechanical Repair**. A pistolsmith can do that for \$150, including the cost of the barrel. The B&T Jet (\$100, 0.1 kg) wiper suppressor quarters **Listen** rolls, but increases length by 13 cm. Damage is reduced to 1D6 and Base Range is halved to 5. The wiper inserts have to be replaced after 1D10+20 shots.

All models are prohibited in Canada, Japan, Mexico, and the UK, and restricted in Germany.

TO SEE the PPK in action, watch *The X-Files*^A (set 1993/1997), in which it is used by FBI agents Dana Scully and Fox Mulder; *The Ninth Gate*^A (set in 1999), in which it is used by book dealer Dean Corso; *Ultimate Force* (set in 2001), in which it is used by SAS soldiers; *Casino Royale* (set in 2006), in which it is used by MI6 spy Commander James Bond; *The Departed* (set in 2006), in which it is used by Massachusetts State Police detective Billy Costigan; *Alien Raiders*^A (set in 2007), in which it is carried with suppressor by physician Dr Sterling; and *The American* (set in 2010), in which it is used with suppressor by hit man Jack.

The PPK/S can be seen in *The Sopranos* #2.8 (set in 2000), in which it is used by gangster Christopher Moltisanti; and *Supernatural* #3.3^A (set in 2007), in which it is carried by antique dealer Bela Talbot.

Walther PPK (P21) .32 ACP pistol (1931-) – \$630, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8	10	2(3)	7+1	6	99

Walther PPK .380 ACP pistol (1935-) – \$630, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1	10	2(3)	6+1	6	99

Walther PPK/S .32 ACP pistol (1978-) – \$630, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8	10	2(3)	8+1	6	99

Walther PPK/S .380 ACP pistol (1978-) – \$630, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1	10	2(3)	7+1	6	99

Walther P5

When the West German police required new handguns in the 1970s, Walther offered a design based on their P38 of WWII fame. This was eventually adopted by two German state police forces as the *Pistole 5 (P5)*. The Dutch police quickly followed, as did the military police in Portugal. Another user is the Nigerian air force. The P5 is a double-action pistol with aluminium frame. It has a 9-cm barrel, is 18 cm long, and weighs 1 kg loaded (doubled Conceal roll). Over 100,000 have been made.

The *P5 Compact* for concealed carry has an 8-cm barrel, for an overall length of 17 cm and a loaded weight of 0.95 kg. It was adopted by the British military as the *L102A1*, to arm soldiers out of uniform in Northern Ireland. These include both covert operatives of 14 Intelligence Company and off-duty troops of the Royal Irish Regiment on home leave. Some 20,000 were made.

For an American investigator, the P5 is an unlikely choice, since the gun is expensive and rather scarce in the USA. However, the German state police forces using it replaced it from 2002, and many surplus weapons have been imported into the United States. In Europe, it is slightly more common – and anyone serving with one of the organizations employing it would have easy access.

TO USE, remove an empty magazine and insert a full one. Rack the slide to chamber a round and to cock the hammer. This takes one combat round. The pistol is now



ready to fire. Depress the decocking lever on the left side of the frame to make safe. The typical malfunction is a failure to eject.

The P5 comes with two magazines. Spare magazines cost \$60 empty and weigh 0.2 kg filled.

The P5C is illegal in Canada, while either model is banned in Japan, Mexico, and the UK.

TO SEE the P5 in action, watch *The Fourth Protocol* (set in 1986), in which it is used by MI5 agent John Preston; *Point of No Return* (set in 1993), in which it is used with suppressor by hit woman Maggie Hayward; and *Ronin* (set in 1997), in which it is used by mercenary Sergei.

For the P5C, watch *The Boondock Saints* (set in 1998), in which it is used with suppressor by FBI agent Paul Smecker; and *The Bourne Identity* (set in 2002), in which it is used by CIA hit man “The Professor” and former CIA hit man “Jason Bourne.”

Walther P5 9×19mm pistol (1978-2011) – \$1,500, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	8+1	8	98

Walther P5C 9×19mm pistol (1987-2010) – \$1,500, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	10	2(3)	8+1	8	98

Walther P99

The Walther P99 is a semiautomatic pistol with synthetic frame, internal striker, and interchangeable grip panels to adjust for different hand sizes. Trigger options include double-action with decocking lever and double-action-only. The P99 has a 10-cm barrel, is 18 cm long, and weighs 0.9 kg loaded (doubled **Conceal** roll). Hundreds of thousands have been made.

Variants of the P99 have been adopted by several German state police agencies and are used by the British Nottinghamshire police, Canadian Québec provincial police and Montréal police, Finnish police, Malaysian police, Mexican Chihuahua state police, Spanish Basque regional police, and Thai police. Poland produces it under licence for its national police.

The subcompact P99C has a 9-cm barrel and shorter grip, for an overall length of 17 cm and a loaded weight of 0.7 kg (tripled **Conceal** roll). It is issued to Irish and Malaysian police detectives.

For an American investigator, the P99 is a good choice, even though the weapon is not common in the USA. It has excellent ergonomics and is safe to carry and use. In Europe, the P99 is more widespread. The primary users of the gun are various law enforcement agencies, however.

TO USE, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and to cock the internal striker. This takes one combat round. The pistol is now ready to fire. The typical malfunction is a failure to eject.



Almost all law enforcement agencies issue these pistols with hollow-point ammunition (p. 188).

The P99 comes with two magazines (\$65 empty, 0.25 kg filled). An extended 20-round magazine is available (\$95, 0.4 kg). Luminous tritium sights (\$145) are available for "Shooting in Darkness" (p. 22).

Walther offers a 12-cm threaded barrel (\$400) that allows a B&T Impuls-IIA baffle sound suppressor (\$1,000, 0.3 kg) to be screwed on. This increases length by 19 cm and halves **Listen** rolls (p. 194).

The P99 is legal in Canada only with an extended 11-cm barrel; the P99C is prohibited. All models are illegal in Japan, Mexico, and the UK.

TO SEE the P99 in action, watch *The Bourne Supremacy* (set in 2004), in which it is used by FSB agent Kirill; *Casino Royale* (set in 2006), in which it is used by MI6 spy Commander James Bond; *88 Minutes* (set in 2007), in which it is carried by forensic psychologist Dr Jack Gramm; and *Human Target* (set 2008/2009), in which it is used by mercenary Christopher Chance.

Walther P99 9×19mm pistol (1997-) – \$1,000, scarce.

SKILL Handgun*	BASE CHANCE 20%	DAMAGE 1D10	BASE RANGE 15	RATE OF FIRE 2(3)	CAPACITY 15+1	HIT POINTS 8	MALFUNCTION 98
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Walther P99 .40 S&W pistol (1998-) – \$1,000, scarce.

SKILL Handgun*	BASE CHANCE 20%	DAMAGE 1D10+1	BASE RANGE 15	RATE OF FIRE 2(3)	CAPACITY 12+1	HIT POINTS 8	MALFUNCTION 98
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Walther P99C 9×19mm pistol (2004-) – \$1,000, rare.

SKILL Handgun*	BASE CHANCE 20%	DAMAGE 1D10	BASE RANGE 10	RATE OF FIRE 2(3)	CAPACITY 10+1	HIT POINTS 6	MALFUNCTION 98
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FULL-AUTO CONVERSIONS

If time and effort are of no consequence, any firearm, even a lever-action rifle, can be converted to fully automatic fire. Converting a semiautomatic-only AK to automatic fire requires a great deal of skill and knowledge and no small amount of effort and equipment ... if this conversion is performed on an AKM type with a sheet-metal receiver, failure to install a completely unavailable five-component, anti-bounce mechanical drag device on the hammer ... will probably result in a disastrous ignition out of battery.

– Peter Kokalis, “Full Auto” (1989)

Since full-automatic firearms are expensive and difficult to acquire for civilians (see “Weapons and the Law,” p. 32, and “How to Get a Gun,” p. 39), a resourceful investigator might convert a semiautomatic weapon to fire full-auto.

Conversion requires several hours work by a skilled gunsmith, or at least someone with serious metal-working skills and an understanding of how a machine gun works. It generally cannot be done with just a file and a hammer. A proper job requires a milling machine and welding equipment, often also a precision lathe, all of which can only be found in a fully equipped metal workshop.

For most conversions, make a **Craft (Gunsmith)** roll or a halved combination roll of **Mechanical Repair** and the relevant **firearms skill**. Double the skill for easy conversions, such as of the RPB-Ingram SM10A1 pistol (p. 164).

Compare “Breaking the Law” (1990s Handbook, p. 23). Some conversions require no modifications at all, just the replacement of components with aftermarket drop-in parts (p. 65). Installing these requires mere minutes and a **firearms skill** roll.

A failed roll indicates that the conversion failed and that the gun will not even work on semiautomatic any longer unless it is repaired. A fumble (*Call of Cthulhu*, p. 140) means that the investigator *thinks* the conversion succeeded – but Malf is worsened by -10 percentiles, and a typical malfunction is a “Kaboom” (p. 51).

An illegal conversion means committing a major felony and serious jail time if caught. Compare “Weapons and the Law.”



RIFLES

Personal weapons are what raised mankind out of the mud, and the rifle is the queen of personal weapons. The possession of a good rifle, as well as the skill to use it well, truly makes a man the monarch of all he surveys.

– Jeff Cooper, *The Art of the Rifle* (2002)

RIFLES AND CARBINES (SHORT RIFLES) ARE THE PRIMARY WEAPONS of hunters and soldiers, but are increasingly used by police officers as well. They are generally more accurate than other firearms, and often fire powerful ammunition. Rifles are easier to use for the average shooter than handguns (reflected in their higher Base Chance) and have a much better effective range. However, they are pretty long and cumbersome, making them too conspicuous for an urban investigator, as well as unsuitable for close-quarters combat in buildings or underground.

The power – and firing report – of modern rifles is often overwhelming. Projectiles fired from 7.62×51mm NATO or even just 5.56×45mm NATO rifles blast right through most cover in an urban area – cars, trees, furniture, doors, even walls. They will also defeat many commonly-worn types of body armour and do more damage in living beings than most other small arms, especially handguns. Compare “Armour Penetration” (p. 26).

Accuracy

International AW



The British have always been in the forefront of military rifle technology and the new Accuracy International AW system more than reinforces this tradition.

— Garry James, "The Ultimate Sniper Rifle" (1995)

In 1985, the British military adopted a new sniper rifle to replace the Enfield L42A1. The weapon selected was the *Precision Marksman (PM)*, designed by a team headed by Olympic gold medallist shooter Malcolm Cooper, and made by Accuracy International (AI) of Portsmouth, England. Designated the *L96A1*, this bolt-action rifle has a 66-cm match barrel, aluminium chassis, detachable magazine, and synthetic adjustable thumbhole stock. It comes with a Parker-Hale bipod and an S&B PM 6× scope (p. 195). The complete rifle is 118 cm long and weighs 7.4 kg loaded.

Other organizations have also acquired the PM, including the Belgian police CGSU and Malaysian army PASKAL. Sweden expressed interest, but was concerned about its performance in winter and sub-arctic conditions. AI therefore designed a new model to the Swedish army's specifications, the *Arctic Warfare (AW)*. This features a special anti-icing bolt-action that is reliable down to -40°C (no Malf penalty in temperatures above that), and a trigger and bolt handle that can be operated when wearing gloves (p. 24). It normally mounts an S&B PM II 3-12× scope (p. 195), and with it weighs 7.1 kg loaded.

The AW was adopted by the Bangladeshi army, Belgian army, Botswana army, French navy FORFUSCO and gendarmerie GIGN, Indonesian army PASKHAS, Irish army, Malaysian army PASKAL and police PGK, New Zealand army and police Armed Offender Squads, Sri Lankan army, Swedish army (as the *Psg90*) and police *Nationella Insatsstyrkan* ("national task force"), etc.

The AWF has a folding stock, for a minimum length of 98 cm and a loaded weight of 7.8 kg. The British military acquired some as the *L118A1*, to supplement the L96A1. It is also used by the Australian army and AFP SRG, and the Norwegian army.

The AWP variant is intended for police service, differing mainly in its 61-cm barrel and lack of a flash hider. Users include the London Metropolitan Police SCO19 and Police Service of Northern Ireland, German Berlin police SEK, Italian *Carabinieri* GIS, and South African Police Service (SAPS) Special Task Force (STF).

The AWS is intended for special operations. It features a 41-cm barrel and an integral baffle sound suppressor (p. 194), for a loaded weight of 7 kg. Halve Listen rolls, quartered if used with subsonic rounds (Damage 2D6+2,

Base Range 40). Known users of the AWS include the Dutch army KCT and German army KSK (as the *G25*).

The AWM is strengthened to fire Magnum rounds. The variant in .300 Winchester Magnum has a 66-cm barrel, is 120 cm long, and weighs 7.8 kg loaded, including S&B PM II 3-12× scope. It is used by the Belgian army *Para-Commandos*. The same weapon with a folding stock, the AWMF, was adopted by the German army as the *G22*. It has a minimum length of 102 cm and weighs 9.4 kg loaded. The German DM131 armour-piercing round penetrates 2 cm of armour steel at 100 m.

In .338 Lapua Magnum, the AWMF was adopted by the British military as the *L115A1* in 1999, followed by the improved *L115A3* in 2007. The latter is used with an S&B PM II 5-25× scope (p. 195). It has a 69-cm barrel, a minimum length of 105 cm, and weighs 8.5 kg loaded. Other users of the .338-calibre include the Dutch army, French gendarmerie GIGN, German Bavarian police SEK, Italian army, Malaysian police PGK, Norwegian military FSK, Polish army GROM, Pakistan army SSG, and Russian FSB *Spetsgruppa Alfa*.

For an investigator, any of these rifles would be an excellent choice. Like all precision weapons, they are expensive and relatively scarce, but as bolt-action rifles they are legal practically everywhere. Rifles of this series have been used again and again for superior sniping feats, culminating in the longest confirmed sniper kills ever: In 2009, a British Army sniper in Afghanistan killed two *Taliban* with two consecutive shots from his L115A3 at 2,475 m; a third shot destroyed their machine gun! The



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.338-calibre rifles have been a particular success – the round is more powerful and far-reaching than the 7.62×51mm NATO, but the weapon is lighter and more comfortable to shoot than the big .50-calibre rifles used previously.

TO USE, turn the bolt handle up and draw it back to open the action. Remove an empty magazine and insert a fresh one. Close the action to chamber a cartridge and cock the internal striker. This takes one combat round. The rifle is now ready to fire. To make safe, apply the safety at the rear of the bolt. The typical malfunction is a failure to feed when the action will not close.

AI PM (L96A1) 7.62×51mm rifle (1985-1996) – **\$6,500, very rare.**
AI AW (Psg90) 7.62×51mm rifle (1990-) – **\$8,000, rare.**

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 140‡	RATE OF FIRE 1/2(1)	CAPACITY 10+1	HIT POINTS 12	MALFUNCTION 00
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AI AWF (L118A1) 7.62×51mm rifle (1992-) – **\$9,300, rare.**

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D6+4	BASE RANGE 140‡§	RATE OF FIRE 1/2(1)	CAPACITY 10+1	HIT POINTS 12	MALFUNCTION 00
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AI AWP 7.62×51mm rifle (1992-) – **\$8,400, rare.**

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 130‡	RATE OF FIRE 1/2(1)	CAPACITY 10+1	HIT POINTS 12	MALFUNCTION 00
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AI AWS 7.62×51mm rifle (1992-) – **\$10,050, very rare, special license.**

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 80‡	RATE OF FIRE 1/2(1)	CAPACITY 10+1	HIT POINTS 12	MALFUNCTION 00
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AI AWM .300 Winchester Magnum rifle (1994-) – **\$9,800, rare.**

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D8+4	BASE RANGE 140‡	RATE OF FIRE 1/2(1)	CAPACITY 5+1	HIT POINTS 12	MALFUNCTION 00
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AI AWMF (G22) .300 Winchester Magnum rifle (1994-) – **\$10,300, rare.**

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D8+4	BASE RANGE 140‡§	RATE OF FIRE 1/2(1)	CAPACITY 5+1	HIT POINTS 12	MALFUNCTION 00
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AI AWMF (L115A3) ..338 Lapua Magnum rifle (1994-) – **\$11,200, rare.**

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 3D6+4	BASE RANGE 140‡§	RATE OF FIRE 1/2(1)	CAPACITY 5+1	HIT POINTS 12	MALFUNCTION 00
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‡ Double Base Range if fired from bipod mount.

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

The AW has swivels for a rifle sling (p. 193). It comes with *one* magazine. Spares cost \$90 empty and weigh 0.4 kg filled. British Army snipers are issued five magazines. An aluminium transport case (p. 193) that weighs 7.3 kg empty holds the rifle, scope, cleaning kit, and five magazines.

The listed prices *include* the described scopes.

TO SEE the AW in action, watch *Ultimate Force* (set 2001/2005), in which it is used with S&B PM 6x scope by SAS soldiers.



Barrett Model 82A1

While the primary use of this weapon is to defeat material targets (such as aircraft, vehicles, radar, etc.), it may also be used against personnel if necessary. The old wives' tale concerning the prohibition of this has been passed down for generations by well meaning but ill informed people. The M82A3 may represent a degree of overkill, but I can verify that the 12.7×99mm round is absolutely devastating when used against a human target.

— Patrick Rogers, "Strong Men Armed" (2000)

The Model 82A1 is a huge semiautomatic rifle chambered for the cigar-sized .50 Browning (12.7×99mm NATO) cartridge. This iconic weapon was designed by Ronnie Barrett, initially for the American long-distance target-shooters community. The rifle was coined the "Light Fifty" in reference to its low weight compared to a .50-calibre heavy machine gun. The Model 82A1 has a 91-cm barrel, is 145 cm long, and weighs 16.5 kg loaded, including an Unertl MST-100 10× scope (p. 195). It can be disassembled into two parts, the larger being 97 cm long (halved **Conceal** roll). Assembly takes 2D6+10 combat rounds.

By the late 1980s, the Model 82A1 was acquired in limited numbers by the US military. After its successful employment during Operation DESERT STORM (1991), it was adopted by many armies. Most issue it as an anti-materiel rifle to destroy unarmoured or lightly armoured vehicles, parked airplanes, "SS-1 Scud" missiles, radar stations, unexploded ordnance, mines, etc. The gun serves to protect US embassies against suicide attackers using car bombs. Some 10,000 have been sold to over 50 countries, a third to the US military.

The Model 82A1 is used by the British Army and Royal Marines, El Salvadorian army GOES, French army 1er RPIMa, etc. Several police tactical units have Barrett rifles in service, including the French gendarmerie GIGN, Italian *Carabinieri* GIS, FBI HRT, Dallas Police Department SWAT, LAPD SWAT, Los Angeles County Sheriff's Department Special Enforcement Detail (SED), and NYPD Emergency Service Unit (ESU). Police marksmen use it to deal with barricaded perpetrators who cannot be reached with ordinary guns.

The Model 82A1M is a modernized version with an accessory rail on the receiver and other minor modifications. This was adopted as the *M82A3 Special Application Scoped Rifle (SASR)* by the US Marine Corps and in 2005 as the *M107 Long Range Sniper Rifle (LRSR)*.

by the US Army and Coast Guard – the pre-production XM107 had been in service with special ops units and paratroopers since 2001. Other users include the Australian Army SASR, German army (*G82*), Israeli army, Norwegian army, Polish army GROM, Swedish army (*AggoC*), and others.

For an American investigator, the "Light Fifty" is one of the most powerful weapons that is readily available. Even ordinary rounds fired from it are capable of penetrating most cover in an urban environment, and the M2 armour-piercing round (p. 187) or MK 211 MOD 0 APEI (p. 187) will go through more than 2.5 cm of armour steel, 23 cm of concrete, or 240 cm of timber at 200 m (p. 26). A hit on the human body will inflict massive injury, and the rifle is capable of taking down any known land animal. The gun is legal in most of the USA, and anyone over 18 can buy it. Due to its weight and efficient muzzle brake, felt recoil from a braced shooting position is little worse than that of a 12-gauge shotgun. While the Barrett is too long and heavy to carry comfortably at port arms, it is not so cumbersome as to prevent portage, especially if carried disassembled in a backpack.

Investigators in foreign countries will have little chance to avail themselves of the weapon except when serving in the military, as the Barrett is illegal in most jurisdictions. It has nevertheless appeared in unfriendly hands ranging from Albanian thugs to Mexican gangsters.

In 1989, 10 Model 82A1 rifles were confiscated from the Church Universal and Triumphant (CUT), a New Age cult awaiting the Apocalypse in Paradise Valley, Montana. The Branch Davidian cult of Waco, Texas, had two when Federal agents raided its compound in 1993 (*Delta Green*, pp. 44-45). In 1995, Canadian authorities confiscated a Model 82A1 with 500 rounds that had been smuggled into the country by radical members of a Texan militia to set up a secret training camp.

The Barrett semiautomatic is easily transported in a car, boat, or helicopter, and can be fired from any of these. The manufacturer actually suggests it to arm yachts against pirates and smugglers. In the 1990s, Provisional Irish Republican Army (PIRA) radicals committed several murders by shooting a Model 82A1 from *within* a car, using a concealed firing port in the boot. In Mexico in 2009, a confiscated sports utility vehicle was found to have a Barrett on a pintle mount welded to the floor in



the rear, to allow firing out of the back. The USCG uses the M107 as a door gun on its Eurocopter MH-65C Dolphin helicopters, to stop boats by destroying their engines.

TO USE, remove an empty magazine and insert a full magazine. Rack the bolt handle on the right to chamber a round and simultaneously cock the internal striker. This takes one combat round. The rifle is now ready to fire. Rotate the safety selector on the left side above the grip from *F* (fire) to *S* (safe) to make safe. The typical malfunction is a failure to feed. Magazines loaded with only 8 rounds ensure more reliable feeding (Malf 98).

A strong man can fire the rifle from the shoulder or hip, but it is difficult to shoot accurately unless braced on its bipod or a weapon mount. Shooters with ST 9 or less suffer a penalty of -10 percentiles to **Rifle** skill. At over 170 decibels, the weapon generates a deafening firing report – *quarter Listen* skill for anybody in its vicinity after firing it without ear protection, with a high chance of permanent ear damage (p. 9). Its maximum range is an astounding 6,800 m, but hitting human-sized targets becomes unlikely past 1,500 m, even for accomplished shooters. The longest confirmed hit with a Barrett was at 2,300 m, taken by a US Army Ranger in Iraq in 2004. At such extreme distances, the projectile takes more than 5 seconds (two combat rounds) to arrive – enough time for environmental influences like wind to put it off course, or for the target to move several dozen metres.

The primary round for military users is the Raufoss MK 211 MOD 0 APEI, combining match accuracy with armour penetration and explosive and incendiary effects (Damage 2D10+1D6+4 plus 1D6 Explosion plus 1D3 Burn). Although this round is legal in most of the US, it is not commercially sold, and civilian shooters will usually have to content themselves with full metal jacket rounds. Ordinary armour-piercing rounds can sometimes be found.

Each rifle comes with *one* magazine; spares cost \$150 empty and weigh 1.9 kg filled (1.6 kg with 8 rounds). US military snipers are issued five magazines.

The prices are *without* a scope; the original scope used on US military rifles was the Unertl MST-100 10× scope. More recently, the US Army has switched to the Leupold Mark 4 4.5-14× scope (p. 195), while the USMC employs the S&B M8541 3-12× scope (p. 195).

Barrett offers a pintle mount (\$1,100) that allows efficient use of the rifle from moving vehicles (p. 26).

All models are restricted in California, Connecticut, and New York, and cannot be licensed in Canada, Germany, Japan, Mexico, or the UK.

TO SEE the Model 82A1 in action, watch *Tremors: The Series #1* and #7^A (set in 2002), in which it is used with Unertl MST-100 10× scope by big-game hunter Burt Gummer; and *Miami Vice* (set in 2005), in which it is used with Unertl MST-100 10× scope by Aryan Brotherhood thugs.

For the Model 82A1M, watch *Shooter* (set in 2003), in which it is used with Nightforce NXS 5.5-22× scope by Force Recon Marine Gunnery Sergeant Bob Lee Swagger; *Sniper 3* (set in 2003), in which it is used with Unertl MST-100 10× scope and Simrad AN/PVS-9 night sight attachment by Force Recon Marine Master Gunnery Sergeant Tom Beckett; *The Hurt Locker* (set in 2004), in which it is used with Unertl MST-100 10× scope by mercenaries and US Army soldiers; and *Elephant White^A* (set in 2010), in which it is used with suppressor and S&B PM II 3-12× scope by mercenary Curtie Church.

Barrett Model 82A1 .50 Browning rifle (1986-2002) – \$8,300, rare.

Barrett Model 82A1M (M107) .50 Browning rifle (2000-) – \$8,900, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	15%	2D10 +1D6+4	190‡	1(2)	10+1	12	97

‡ Double Base Range if fired from bipod mount.



Colt M4A1

Designed specifically for lightweight mobility, speed of target acquisition, and potent firepower capability – the M4 delivers. The M4 can be comfortably carried, yet be instantly available to provide the level of firepower, dependability and accuracy of a 5.56mm rifle. Proven in military combat operations all over the world, it is in a class by itself as a first rate combat weapon system. The Colt M4 carbine serves as the United States Armed Forces' weapon of choice and the weapon of the 21st century warfighter.

– Colt catalogue (2012)

When the US military adopted the ArmaLite AR-15/Colt M16-series of rifles (p. 102) during the 1960s, work soon started on shorter carbines to complement it, mainly for special operations forces. Several patterns were designed by the Colt Firearms Co. of Hartford, Connecticut, but the American military mostly ignored them. In 1994, the US Army finally adopted two Colt carbines on a large scale.

The M4A1 is the standard weapon of the US Special Operations Command (SOCOM). The numerically more common M4 is used by other military branches, replacing the full-size Colt M16-series. The difference between the M4A1 and M4 lies in the latter's restriction to 3-round bursts. Since 2011, the US Army has been gradually replacing all M4- and M16-type weapons with the M4A1.

Both the M4 and M4A1 have a 37-cm barrel, a partially collapsible buttstock for a minimum length of 76 cm, and a sight rail on top of the receiver to mount a carrying handle or optics. Line troops mount an Aimpoint M68 collimating sight or Trijicon M150 4× scope, while special forces prefer the ELCAN SU-230/PVS 1-4× scope, Trijicon SU-237/PVS 4× scope, EOTech SU-231/PEQ reflex sight, Insight AN/PVS-17 night sight, or Insight SU-232/PAS 1-2× thermal sight. See “Weapon Optics” (p. 195). Loaded weight with a 30-round aluminium magazine is 3.1 kg. Since 2001, the M4A1 comes with a heavier barrel for enhanced endurance, increasing weight to 3.2 kg. Both carbines can mount the 0.5-kg Phrobis M9 bayonet (p. 200) with its 18-cm blade (**Spear** 20%, 1D8+1+db plus Impale).

Since 1998, many users have added accessory rails around the handguard (+\$350, +0.15 kg). These can be fitted with “Weapon Lights and Targeting Lasers” (p. 197), and either a vertical foregrip or a Colt M203A2 underbarrel grenade launcher (p. 178).

More than 800,000 M4 and M4A1 carbines have been acquired by the US military. Domestic civilian users of the M4A1 include CBP and FBI SWAT agents. The latter typically mount an EOTech552 reflex sight (p. 196),

Streamlight PLR1 light (p. 195), and vertical foregrip. The M4 is issued to US Immigration and Customs Enforcement (ICE) agents and the NYPD Emergency Service Unit (ESU).

The M4A1 is popular with foreign special ops units, including the Australian army SASR and AFP SRG unit, Belize army, Brazilian army *Comandos*, Colombian army AFEAU, Israeli army *Sayeret Mat'Kal*, Italian *Carabinieri* GIS and navy COMSUBIN, Kenyan Ranger Strike Force, and Mexican army GAFE and navy FES.

The MK 18 MOD 0 is a shortened version of the M4A1 designed for the US Navy SEALs. It has a 26-cm barrel and accessory rails around the handguard, is 67 cm long, and weighs 3.2 kg loaded. The MK 18 MOD 0 is also used by Force Recon Marines, NCIS agents, USCG boarding teams, and Army Special Forces.

The CAR-15A1 R0609 *Commando* and CAR-15A1 R0629 *Commando* are predecessors to the M4A1. They were used during the Vietnam War as the XM177E1 and XM177E2, respectively. They were favourites of MACV-SOG operators, Navy SEALs, and CIA mercenaries. The more numerous CAR-15A1 R0629 has a 29-cm barrel and a fixed carrying handle incorporating the rear sights, for a length of 76 cm and a weight of 2.9 kg with a 30-round magazine. The CAR-15 R0630 *Commando* is similar, and was adopted as the GAU-5A/A by the USAF. Of the 56 Special Forces raiders participating in Operation KINGPIN (1970) at Son Tay, 48 carried a GAU-5A/A with Singlepoint Nite Sight collimating sight (p. 196). No longer employed by American forces, these carbines can still be encountered in Southeast Asia, or might be the illegal “bring-back” of a Vietnam veteran.

The CAR-15A2 R0727 is the direct forerunner of the M4A1, and only differs in having a fixed carrying handle. It weighs 3.1 kg with a 30-round magazine. This was used by US Army Special Forces and Navy SEALs from 1988 until replaced by the M4A1. It was the standard “Delta Force” armament during Operation ACID GAMBIT (1989) in Panama and Operation GOTHIC SERPENT (1993) in Somalia.

The CAR-15A2 R0733 *Commando* has a 29-cm barrel and fixed carrying handle. It is 68 cm long with the stock collapsed and weighs 3 kg loaded. Users include the El Salvadorian army GOES, Guatemalan army *Kaibiles*, Israeli border guard Ya'Ma'M, and New Orleans Police Department SWAT.

The CAR-15A3 R0933 *Commando* has a 29-cm barrel and sight rail. It weighs 2.9 kg loaded. This gun is issued to



Israeli *Shabak* agents and the FBI HRT. The HRT uses it with an EOTech552 reflex sight, SureFire M951 light (p. 198), and vertical foregrip.

The *CAR-15A3 R6920* is a semiautomatic version of the M4A1 with a civilian-legal 41-cm barrel. It is 81 cm long with the stock retracted and weighs 3 kg loaded with a 20-round magazine. Often sloppily called an “AR-15,” it is widely used by North American law enforcement agencies, including the Mexican federal police, Alaska State Troopers, Kansas Highway Patrol, and New Jersey State Police. It is a standard long arm for ATF and FBI agents.

Various American and foreign companies produce copies of the M4-series. One of these is Bushmaster Firearms of Windham, Maine. Its *BCWA3F14 M4A3* is comparable to the Colt M4A1, while the *BCWA3F16 M4A3* is semiautomatic only and features a 41-cm barrel. The latter has been issued to the Texas Rangers since 2006 and is also used by other US police agencies, including the Cincinnati Police Department. It is in service with the New Zealand police Armed Offender Squads (AOS). An infamous American mercenary company issued hundreds of the semiautomatic carbines (fitted illegally with shorter 37-cm barrels) to its contractors abroad.

Rock River Arms (RRA) of Colona, Illinois, makes the semiautomatic *Light Automatic Rifle 15 (LAR-15)* *DEA* model, which has a 37-cm barrel and accessory rails around the handguard. It was adopted by the DEA in 2003, followed by the BIA Police and other American agencies, most using it with an EOTech552 reflex sight and SureFire M73 light (p. 197). The *LAR-15 Government* has a 41-cm barrel for civilian sales.

The *C8 Special Forces Weapon (SFW)* is made by DIEMACO (Colt Canada since 2005) of Kitchener, Canada. It was adopted in 2000 by the special forces of the British Army and Royal Marines as the *L119A1*. It mainly differs from the M4A1 in having a heavier 41-cm barrel. It has a minimum length of 80 cm and weighs 4.2 kg with a 30-round steel magazine. British troops typically mount a Trijicon ACOG 4× scope (p. 195), Insight AN/PEQ-2 targeting laser/light (p. 198), and a vertical foregrip.

The *C8 Close-Quarters Battle (CQB)* carbine is another Canadian version, featuring a 25-cm barrel and rails for sights and accessories. It is 66 cm long and weighs 3.2 kg with a 30-round magazine. The C8CQB is used by the British SAS and SBS, Canadian Forces JTF2, and RCMP ERT.

The M4A1, as well as its variants and clones for military, law enforcement, and civilian use, is one of the premier long arms available to investigators. It is light, accurate, ergonomic, compact, and reasonably priced. One of its assets is its modularity – the upper receiver including the action and barrel, the lower receiver including the trigger mechanism, the stock, and the sights can be more or less freely combined, even with parts from competing manufacturers. Many users modify their carbines considerably. There are more than 2.5 million semiautomatic AR-15-type weapons in the hands of US citizens, many of them carbines.

This weapon family has known reliability issues, especially in desert and over-the-beach operations. Some of these can be kept in check by frequent cleaning and close attention to the magazines. Compare “High Maintenance” (*Keeper’s Companion 2*, p. 98). However, most issues are inherent design bugs and occur with



even greater frequency with the weapons used by special forces; their high round counts lead to failures to feed, burst barrels, and disintegrating bolts. Former US Army CAG Master Sergeant Larry Vickers advises that, “If you keep the M4 lubricated, ... use magazines in good condition and fire it on semiauto, it works very well. But as soon as you try to push it outside those limits, such as extreme firing conditions and extensive full-auto fire, as well as running it with little or no lube, you will have problems ... trying to issue versions with shorter than [37-cm] barrels and suppressed fire are also big problem areas ...”

TO USE, remove an empty magazine and insert a full magazine. Retract the charging handle on the receiver rear to chamber a round and cock the action. Rotate the selector to either *Semi* or *Auto* (*Burst* on the M4). This takes one combat round. The carbine is now ready to fire. Rotate the selector to *Safe* to make safe. Professional users fire single shots or short bursts of 3-5 rounds. The typical malfunction is a failure to feed.

“Special Ammunition” (p. 187) includes armour-piercing, hollow-point (Damage 2D8+2), and tracer rounds (Damage 2D8 plus 1D2 Burn). Most law enforcement users employ hollow-points exclusively; however, the carbine is not designed for HP ammunition, and Malf is worsened by -1 percentile when HP rounds are fired on full-automatic (except for a few special loadings that are twice as expensive). The FBI’s hollow-point load is the Winchester Nosler Partition.

The M4A1 comes with two 30-round aluminium magazines (\$25 empty, 0.5 kg filled). Civilian models are supplied with two 20-round magazines (\$25, 0.3 kg), except where state law restricts use to 10-rounders (\$17, 0.2 kg). Surplus magazines are available for half price. Popular aftermarket offerings include H&K’s HRM 30-round steel magazine (\$55, 0.6 kg) or Magpul’s PMAG 30-round plastic magazine (\$15, 0.5 kg). Either improves Malf to 98. Other options are SureFire’s HCM 60-round quad-stack alloy magazine (\$130, 0.9 kg), which has the same length as a 30-round; and Beta’s C-MAG 100-round twin-drum (\$265, 2.3 kg), which worsens Malf to 96. In the US military, the carbines are issued with seven 30-rounders, but troops often carry more. The old US military belt pouch holds three 30-rounders, but today most users wear chest rigs (p. 192). Magazines are usually underloaded with 28 rounds to improve spring pressure (and thus reliability) and make them easier to insert on a closed bolt.

The lower trigger guard arm folds down to allow trigger manipulation with winter gloves (p. 24).

Aftermarket replacement buttstocks like the Magpul STR (\$100) offer ergonomic advantages and have two tubular compartments for four spare AA batteries. Carbines with accessory rail under the handguard often receive a vertical foregrip like the Tangodown BattleGrip (\$70, 0.1 kg), which offers no tangible advantage, but is preferred by some for its ergonomics. The foregrip’s hollow compartment can hold a cleaning kit (p. 192).



The M4, M4A1, CAR-15A1 R0629, CAR-15 R0630, CAR-15A2 R0727, CAR-15A3 R6920, Bushmaster M4A3, and DIEMACO C8SFW can mount an underbarrel weapon like the Colt M203 grenade launcher (p. 178) or KAC Masterkey S shotgun (p. 145).

Most carbines can be fitted with a KAC QDSS-NT4 quick-detach baffle suppressor (\$1,450, 0.7 kg), which adds 17 cm to length and halves Listen rolls. This requires the flash hider to be replaced by a new one delivered with every suppressor. The KAC design is popular with US special forces. The Gemtech HALO (\$750, 0.6 kg) quick-detach baffle suppressor mounts onto the standard flash hider and adds 17 cm to length and halves Listen rolls (p. 194).

The selective-fire versions and/or those with a barrel shorter than 41 cm require Federal licensing in the USA and are illegal in most other countries. Even most semiautos are restricted in California, New York, Canada, and Germany, and prohibited in Japan, Mexico, and the UK. On the American collectors’ market, a legal Colt M4A1 with M203A1 costs upwards of \$20,000; most full-autos in the hands of civilians date to 1986 or earlier.

TO SEE the M4A1 in action, watch *Proof of Life* (set in 2000), in which it is used by mercenary Terry Thornton; *The Objective*^A (set in 2001), in which it is used with Aimpoint M68 sight, Insight AN/PEQ-2 laser, and SureFire light by CIA spy Benjamin Keynes and US Army Special Forces soldiers; *Tears of the Sun* (set in 2002), in which it is used with Aimpoint M68 sight or CMO Marksman 100 4× scope, Insight AN/PVS-14 night sight attachment, and suppressor by US Navy SEALs; *Generation Kill* (set in 2003), in which it is used with Insight AN/PVS-17 night sight and Insight AN/PEQ-4 laser by Force Recon Marines; *Green Zone* (set in 2003), in which it is used with Trijicon M150 4× scope and SureFire light by US Army soldier Chief Warrant Officer Roy Miller; *Aliens vs. Predator: Requiem*^A (set in 2004), in which it is used with Insight AN/PVS-14 night sight by US Army soldier Kelly O’Brien; *Alone in the Dark*^A (set in 2004), in which it is used with ELCAN Specter 3.4× scope and SureFire light by treasure hunter Edward Carnby; *Lone Survivor* (set in 2005), in which it is used with Trijicon ACOG 4× scope, Docter reflex sight, Insight AN/PEQ-2 laser, and suppressor by US Navy SEALs; *Shooter* (set in 2006), in which it is used

Colt M4A1 5.56×45mm assault carbine (1994-) – \$1,400, very rare, special license.
Colt CAR-15A2 R0727 5.56×45mm assault carbine (1984-2003) – \$1,300, very rare, special license.
Bushmaster BCWA3F14 M4A3 5.56×45mm assault carbine (1994-) – \$1,225, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D8	BASE RANGE 80	RATE OF FIRE 2(3) or 30	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 97
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Colt M4 5.56×45mm assault carbine (1994-) – \$1,350, very rare, special license.
Colt CAR-15 R0630 (GAU-5A/A) 5.56×45mm assault carbine (1968-1970) – \$1,000, very rare, special license.

Colt CAR-15A1 R0609 (XM177E1) 5.56×45mm assault carbine (1967-1968) – \$1,000, very rare, special license.

Colt CAR-15A1 R0629 (XM177E2) 5.56×45mm assault carbine (1968-1970) – \$1,000, very rare, special license.

Colt CAR-15A2 R0733 5.56×45mm assault carbine (1984-2003) – \$1,200, very rare, special license.

Colt CAR-15A3 R0933 5.56×45mm assault carbine (1994-) – \$1,250, very rare, special license.

DIEMACO C8CQB 5.56×45mm assault carbine (2002-) – \$1,550, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D8	BASE RANGE 60	RATE OF FIRE 2(3) or 30	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 97
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Colt CAR-15A3 R6920 5.56×45mm carbine (1993-) – \$1,350, common.

Bushmaster BCWA3F16 M4A3 5.56×45mm carbine (1994-) – \$1,225, common.

RRA LAR-15 Government 5.56×45mm NATO carbine (2004-) – \$1,200, common.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D8	BASE RANGE 90	RATE OF FIRE 2(3)	CAPACITY 20/30+1	HIT POINTS 10	MALFUNCTION 97
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RRA LAR-15 DEA 5.56×45mm carbine (2004-) – \$1,200, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D8	BASE RANGE 80	RATE OF FIRE 2(3)	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 97
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DIEMACO C8FW (L119A1) 5.56×45mm assault carbine (1998-) – \$1,550, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D8	BASE RANGE 90	RATE OF FIRE 2(3) or 30	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 97
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B Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.

with Aimpoint M68 sight by former Force Recon Marine Gunnery Sergeant Bob Lee Swagger; *Red State* (set in 2010), in which it is used by ATF agents; *The Veteran* (set in 2010), in which it is used with Trijicon ACOG 4× scope and Docter reflex sight by free agent Robert Miller; *Act of Valor* (set in 2011), in which it is used with EOTech 553 sight and Insight AN/PEQ-15 laser by US Navy SEALs; and *The River* (set in 2011), in which it is used with SureFire light by mercenary Kurt Brynhildson.

The MK 18 MOD 0 is used with Aimpoint M68 sight, Insight AN/PEQ-2 laser, and SureFire light by US Army Ranger Jim Davis in *Harsh Times* (set in 2004).

The CAR-15A1 R0609 can be seen in *The Emerald Forest* (set in 1984), in which it is used by engineer Bill Markham.

The CAR-15A1 R0629 appears in *Tremors* 2^A (set in 1995), in which it is used by big-game hunters Earl Bassett and Grady Hoover.

To see the CAR-15 R0630, watch *Terminator 2^A* (set in 1995), in which it is used with Trijicon ACOG 4× scope and B-Square BSL-1 laser by survivalist Sarah Connor; and *3000 Miles to Graceland* (set in 2000), in which it is used by bank robber Michael Zane.

For the CAR-15A2 R0727, watch *Three Kings* (set in 1991), in which it is used by US Army Special Forces officer Major Archie Gates; and *Black Hawk Down* (set in 1993), in which it is used with Aimpoint CompM2 sight by US JSOC CAG soldiers.

The CAR-15A2 R0733 is used with Aimpoint CompM2 sight, SureFire light, and suppressor by US JSOC CAG soldier Master Sergeant Gary Gordon in *Black Hawk Down* (set in 1993); by bank robbers Neil McCauley and Chris Shirlis in *Heat* (set in 1994); and with Aimpoint CompM2 sight and SureFire light by treasure hunter Danny Archer in *Blood Diamond* (set in 1999).



Colt M16A1

Armalite rifle, police and IRA.

Armalite rifle, use it every day ...

The rifle does harm, it shoots for miles.

If a bullet gets you in the heart, destroys your insides.

— Gang of Four, "Armalite Rifle" (1978)

The M16A1 assault rifle was introduced by the US Army in 1967, superseding the commercial AR-15 R6001 and the previously adopted M16. Primarily made by Colt, it is an improved, mass-produced version of the original ArmaLite AR-15 design. It fires the .223 Remington cartridge, which eventually became the 5.56×45mm NATO. The M16A1 has a 51-cm barrel, is 99 cm long, and weighs 3.5 kg loaded with a 30-round aluminium magazine; the Vietnam-era 20-rounder is no longer commonly used. The M16A1 can mount the 0.3-kg Bauer M7 bayonet (p. 200) with its 17-cm blade (**Spear** 20%, 1D8+1+db plus Impale).

Millions were made in the USA as well as in the Philippines, Singapore, and South Korea. NORINCO in China has copied it for export as the CQ311, and that in turn was copied in Iran and Sudan. The M16 was adopted by the British Army SAS and Gurkhas in 1965; they used it as the "Armalite" until the 1980s. In addition to foreign militaries and police services, the M16A1 has been acquired by many American law enforcement agencies. The FBI has issued it to its SWAT agents from 1976, but has since replaced it with short-barrelled carbines.

In US Army and Marine Corps service, the M16A1 was replaced by the M16A2, which was the standard American rifle in the late 1980s and 1990s. It has a heavier barrel, better sights, and other minor improvements, but many users bemoaned the introduction of its 3-round burst limiter. Loaded weight changed to 3.9 kg. It can mount the 0.5-kg Phrobitis M9 bayonet (p. 200) with its 18-cm blade (**Spear** 20%, 1D8+1+db plus Impale). The M16A3 is the same weapon, but capable of full-automatic fire. It was only acquired by the US Navy, primarily for the SEALs. The M16A4 is similar to the M16A2, but features a removable carrying handle and a rail to mount "Weapon Sights" (p. 197). It is the current standard rifle of the USMC.

The M16A2 was widely exported – the British Army issued it to its special forces during the 1990s, including in Operation GRANBY (1991) and Operation BARRAS (2000). The M16A3 was made under license as the C7 by DIEMACO of Kitchener, Canada.

The MK 12 MOD 0 Special Purpose Rifle (SPR) is basically a full-automatic sniper rifle. It is assembled at the Naval Surface Warfare Center Crane Division of China Lake, Indiana, by matching a surplus M16A1 lower

with a match barrel, match trigger, and bipod. Early rifles mount a Leupold TS-30A2 3-9× scope, from 2009 a Nightforce NXS 2.5-10× (p. 196). It has a 46-cm barrel, is 95 cm long, and weighs 5.8 kg scoped and loaded with 30 rounds. It is typically fitted with a 0.6-kg OPS Model 12 baffle sound suppressor, which adds 16 cm to length and halves Listen rolls (p. 193). The MK 12 MOD 0 was adopted by the US Army Special Forces, the similar MK 12 MOD 1 by the US Army Rangers and US Navy SEALs. By 2012, it was replaced by new platforms.

Colt has produced several semiautomatic models, including the original AR-15 R6000 SP1 and the updated AR-15A2 R6400 Sporter II and AR-15A2 R6500 Sporter II. These are popular with American civilians.

For an American investigator, the AR-15/M16-series would be a likely choice. The rifle is accurate, lightweight, and ergonomic, although it has similar reliability issues as the Colt M4A1 (p. 98). However, it has been superseded by carbines in many services. The older patterns are fairly common on the American black market, including "bring-backs" and specimens pilfered from military depots or smuggled in from Latin America. Since 1997, the US government has loaned thousands of surplus M16A1s to local police departments, usually restricted to semiauto (ROF 2(3)). These are popular with smaller agencies that cannot afford to buy new materiel.

The rifles are common in the hands of Bad Guys worldwide. From 1970, American supporters smuggled many AR-15 rifles to the PIRA in Northern Ireland, later followed by M16A1s stolen from US military depots. The Branch Davidian cult had over a hundred AR-15s, at least 16 of them converted to full-auto when the ATF raid happened in 1993 (*Delta Green*, pp. 44-45). Other users include Malaysian pirates, Mexican gangsters, and South American death squads.

TO USE, remove an empty magazine and insert a full magazine. Retract the charging handle on the receiver rear to chamber a round and cock the action. Rotate the selector to either *Semi* or *Auto* (*Burst* on the M16A2 and M16A4). This takes one combat round. The carbine is now ready to fire. Rotate the selector to *Safe* to make safe. Professional users fire single shots or short bursts of 3-5 rounds. The typical malfunction is a failure to feed.

"Special Ammunition" (p. 187) includes hollow-point (Damage 2D8+2) and tracer rounds (Damage 2D8 plus 1D2 Burn).

The M16A1 comes with two 30-round aluminium magazines (\$25 empty, 0.5 kg filled). Civilian AR-15 models are supplied with two 20-round magazines (\$25,



0.3 kg). Aftermarket magazines and accessories are listed under the Colt M4A1 (p. 98).

The lower trigger guard arm folds down to allow trigger manipulation with winter gloves (p. 24). The hollow buttstock holds a cleaning kit (p. 192).

All models can mount an underbarrel weapon like the Colt M203 grenade launcher (p. 178).

The selective-fire versions require Federal licensing in the USA and are illegal in most other countries. Even most semiautos are restricted in California, New York, Canada, and Germany, and prohibited in Japan, Mexico, and the UK.

TO SEE the M16 in action, watch *Who'll Stop the Rain* (set in 1977), in which a “bring-back” is used by merchant marine sailor Ray Hicks; and *They Live*^A (set in 1988), in which it is used by drifter Frank Armitage.

The M16A1 appears in *Apocalypse Now* (set in 1969), in which it is used by US Army soldiers.

The M16A2 can be seen in *Three Kings* (set in 1991), in which it is used by US Army soldiers; *Black Hawk Down*

(set in 1993), in which it is used by US Army Rangers; and *Ultimate Force* (set 2001/2002), in which it is used by SAS soldiers.

For the MK 12 MOD 0 SPR, watch *Live Free or Die Hard* (set in 2006), in which it is used with Insight AN/PEQ-2 laser, suppressor, and brass catcher by mercenary Rand; and *28 Weeks Later*^A (set after the Apocalypse), in which it is used with suppressor by an US JSOC 1st SAG soldier.

The MK 12 MOD 1 SPR appears in *Lone Survivor* (set in 2005), in which it is used with Insight AN/PEQ-2 laser and suppressor by US Navy SEALs.

For the AR-15 R6000, watch *Wolfen*^A (set in 1980), in which it is used with night sight by NYPD detective Captain Dewey Wilson and coroner Whittington.

The AR-15A2 R6400 can be seen in *Tremors*^A (set in 1989), in which it is used by big-game hunter Heather Gummer; *Heat* (set in 1994), in which it is used by LAPD detective Lou Casals; and *Supernatural* #2.12^A (set in 2007), in which it is used by security guard Ronald Reznick.

Colt-ArmaLite AR-15 R0601 5.56×45mm assault rifle (1959-1963) – **\$1,150, very rare, special license.**

Colt M16 5.56×45mm assault rifle (1962-1967) – **\$1,150, very rare, special license.**

Colt M16A1 5.56×45mm assault rifle (1967-1985) – **\$1,250, rare, special license.**

Colt M16A3 5.56×45mm assault rifle (1984-) – **\$1,350, very rare, special license.**

NORINCO CQ311 5.56×45mm assault rifle (1987-) – **\$700, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	110	2(3) or 25	20/30+1	10	97

Colt M16A2 5.56×45mm assault rifle (1984-) – **\$1,350, very rare, special license.**

Colt M16A4 5.56×45mm assault rifle (1997-) – **\$1,400, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	110	2(3)B	30+1	10	97

NSWC MK 12 MOD 0 SPR 5.56×45mm assault rifle (2001-2004) – **\$4,300, very rare, special license.**

NSWC MK 12 MOD 1 SPR 5.56×45mm assault rifle (2002-2004) – **\$4,100, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	100‡	2(3) or 25	20/30+1	10	97

Colt AR-15 R6000 SP1 5.56×45mm rifle (1964-1985) – **\$1,150, common.**

Colt AR-15A2 R6400 Sporter II 5.56×45mm rifle (1985-1989) – **\$1,350, common.**

Colt AR-15A2 R6500 Sporter II 5.56×45mm rifle (1989-1994) – **\$1,350, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	110	2(3)	20/30+1	10	97

B Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.



H&K G3A3

First on the list is the Heckler & Koch HK91. This is a heavy assault rifle which fires the 7.62[×51mm] NATO cartridge, a standard United States military caliber. Many survivalists regard the HK91 as absolutely the best defensive firearm available. This rifle will fire time after time for hours or days on end without jamming ... The 7.62 NATO cartridge is powerful enough to penetrate trees, car bodies, and brick walls with enough energy left over to do lethal damage to an attacker on the far side.

—Bruce Clayton, *Life After Doomsday* (1980)

This automatic rifle was adopted as the *Gewehr 3* ("rifle model 3") by the West German military in 1959. Its most common configuration is the *Gewehr 3 Ausführung 3* ("rifle model 3, pattern 3") of 1964. Produced by Heckler & Koch of Oberndorf, Germany, it is a selective-fire weapon chambered for the 7.62×51mm NATO. The G3A3 has a polygonally-rifled 45-cm barrel, is 103 cm long, and weighs 5.2 kg loaded. The G3A4 intended for paratroopers has a retractable stock, increasing weight to 5.5 kg, but reducing length to 84 cm with the stock collapsed. Either can mount a 0.3-kg bayonet (p. 197) with 17-cm blade (Spear 20%, 1D8+1+db plus Impale).

An estimated 10 million were produced by H&K and several licensees (and copyists), including in France, Greece, Iran, Mexico, Myanmar, Norway (as the AG3), Pakistan, Portugal, Saudi Arabia, Sudan, Sweden (AK4), Turkey, and the UK. In some of these countries it is still made. Dozens of armed forces have adopted the G3A3, and although many have begun replacing it, it remains in common use. A G3A4 with EOTech552 reflex sight (p. 196) was famously carried by a US JSOC CAG sergeant in Afghanistan in 2002.

The *Gewehr 3 Kurz Ausführung 4* ("rifle model 3, short, pattern 4") is the G3A4 with a 32-cm barrel, for a weight of 5.2 kg and a length of 72 cm. The G3KA4 has been adopted by British special forces as the L100A1. During the 1980s and 1990s, the L100A1 was a favourite (described as a "fucking good piece of kit") with SAS troops operating in Northern Ireland, and it is still in service with the Royal Marine Commandos and RMP

CPU, often mounting an EOTech552 reflex sight. The G3KSFA4 is restricted to semiautomatic and used by the London Metropolitan Police SCO19 firearms unit, fitted with a bipod and a Zeiss Diavari 1.5-6× scope (p. 195).

The HK91A2 and HK91A3 are similar to the G3A3 and G3A4, except that they are semiautomatic. Some 48,000 were made, and they used to be popular with American hunters and survivalists, sometimes mounting the Hensoldt FERO Z24 4× scope (p. 195). Since 2002, copies of these rifles have been made in Turkey and the USA, making the pattern once more available.

The *Präzisionsschützengewehr 1* ("precision shooter's rifle model 1") has the same action, but is considerably modified. The PSG1 has a 65-cm match barrel, an adjustable stock and grip, and mounts a Hensoldt PSG1 6× scope (p. 195). It is 121 cm long and weighs 8.4 kg loaded with a 5-round magazine. During the 1980s and 1990s, it was issued by most Western counter-terrorist units, despite its outrageous price. Due to its bulk, it is primarily used for static operations, not for military sniper missions. It is still in service with German police forces, including the federal GSG9 unit.

The HK33A2 is similar to the G3A3, but chambered for the 5.56×45mm cartridge. It is 92 cm long and weighs 4.3 kg loaded with a 40-round magazine. Less successful than the original, the HK33A2 was still exported in considerable numbers, several hundred thousand being made. It was produced under licence in Malaysia, Thailand, Turkey, and the UK. The HK33A2 is still used by the Police Service of Northern Ireland, Ecuadorian army, Myanmar army, Thai army, and Turkish army and gendarmerie, among others.

A semiauto version is known as the HK93A2. Some 20,000 were made. Fitted with a bipod and Zeiss Diavari 1.5-6× scope, the HK93A2 was formerly used as a marksman's rifle by CO19. It is copied in Turkey and the USA.

The HK53A5 is a carbine variant of the HK33A2, with a 21-cm barrel and retractable stock, similar in size to the MP5A5 submachine gun (p. 155). It weighs 3.6 kg loaded with a 25-round magazine and is 56 cm long with the stock retracted. The HK53A5 has an ambidextrous trigger group which offers 3-round limited bursts. It was adopted by British special forces as the L101A2, and is used by the RMP CPU, typically with a SureFire M628 light (p. 197) and Trijicon ACOG reflex sight (p. 196). The HK53A5 is employed by US DEA Mobile Enforcement Team (MET) agents since the early 1990s, as well as several SWAT-type units worldwide.





The *HK11E* is an automatic rifle/light machine gun combining the mechanism of the G3 with a heavy 45-cm quick-change barrel and bipod. It is intended for the squad support role. The HK11E is 103 cm long and weighs 8.9 kg loaded with a 20-round magazine. This gun was adopted as the *G8A1* by German special ops including the army KSK, navy KSM, and police GSG9, often with a Hensoldt FERO Z24 4× scope for use as a designated marksman's rifle. Other units also have a few; when the US JSOC CAG went to Afghanistan in 2001, they brought at least one HK11E.

For an investigator, an H&K roller-locking rifle is a good choice. They are sturdy and reliable, and available in military and civilian versions. The 7.62×51mm weapons offer extra punch, but are less controllable on automatic than those in the smaller calibre. In military and police organizations, the guns are no longer *en vogue*, primarily because they are comparatively heavy, expensive, and not as readily accessorized, but they can be still found in service in much of the world. H&K has itself ceased making most models.

These weapons are often encountered in unfriendly hands. In 1977, an HK93A2 with sawn-off barrel was used by the *Rote Armee Fraktion (RAF)* terror group in the infamous abduction of a German industrialist; the weapon was found in 1982 in a buried cache (p. 42). In 1997, an HK91A3 converted to full-automatic (p. 92) was employed by a bank robber in the "North Hollywood Shootout." One hundred G3A3 rifles were stolen in 1984 from a Norwegian army depot near Oslo. Ten of them appeared in Ireland in 1986, two were used in 2004 for a spectacular bank robbery in Stavanger, Norway. G3 rifles "liberated" from government forces frequently turn up in the hands of criminals and radicals in Africa, Asia, and Latin America, including with *al-Qa'ida* supporters in Yemen, Somali pirates in the Arabian Sea, gangsters in Mexico, and the *Taliban* in the Pakistani border regions.

TO USE, remove an empty magazine. Retract the cocking lever to cock the hammer, and engage the handle in the recess in the receiver. Insert a full magazine. Let the cocking lever fly forward by hitting it sharply from above (the "HK slap"), chambering a round. Set the fire selector to either the red *E* (*Einzelschuss*, or "single shot") or *F* (*Feuerstoss*, or "burst"). This takes one combat round. The gun is now ready to fire. Rotate the selector to the white *S* (*Sicher*, or "safe") to make safe. Ambidextrous models like the HK53A5 or HK11E use red and white pictograms instead and often add a setting for limited 3-round bursts. Trained shooters fire single shots or short bursts of 3-5 shots. The typical malfunction

is a failure to eject. Subtract -5 percentiles from **Rifle** skill and halve Base Range if the gun is fitted with a retractable stock and it is fired with the stock retracted.

All models come with *one* magazine. The 20-round steel magazine of the G3-series costs \$60 empty and weighs 0.8 kg filled. Unissued depot magazines have turned up on the surplus market for as little as \$5. A typical basic load is five magazines. The 5-round magazine for civilian rifles and the PSG1 costs \$70 and weighs 0.3 kg. The rare 50-round drum magazine (\$650, 2 kg) of the HK11E can also be used in the rifles. An aftermarket 30-rounder for the G3-series costs \$80 and weighs 1.2 kg. The 25-round steel magazine for the HK33-series costs \$75 and weighs 0.55 kg, while the 40-round aluminium magazine is \$45 and weighs 0.65 kg. The Beta C-MAG twin-drum magazine (\$290, 2.3 kg) for the HK33-series holds 100 rounds, but worsens Malf to 97.

All rifles are delivered with an H&K R3/3 three-point sling (p. 193). Most can be fitted with a light bipod (\$235, 0.3 kg), which makes bracing them more convenient. Models with an ambidextrous trigger group can be fitted with a detachable winter trigger (\$100) – an extended trigger for use with gloves or mittens (p. 24). Since the winter trigger is not protected by the trigger guard, the Keeper could require occasional Luck rolls to prevent unintended discharges.

All variants including the HK53A5 can be fitted with the 40×46mmSR RM M203PI underbarrel grenade (p. 178).

On the American collectors' market, a used G3A3 costs about \$14,000, an HK33A2 around \$16,000, an HK93A2 about \$2,500, and an HK53A5 some \$18,000.

Selective-fire versions require Federal licensing in the USA. Most full-automatic versions in the hands of civilians date to 1986 or earlier, or are assembled from parts. Both these and semiautos like the G3KSFA4, HK91A2, and PSG1 are restricted in states like California and New York, and illegal in many other jurisdictions, including in Canada, Germany, Mexico, and the UK.

TO SEE the G3A3 in action, watch *The Bone Snatcher*^ (set in 2002), in which it is used by security guards; and *The Kingdom* (set in 2006), in which it is used by FBI agent Ronald Fleury.

The G3KA4 is used with Aimpoint CompM2 sight and SureFire light by British Military Intelligence officer Captain Hugh Collinson in *Strike Back #1.1* and *#1.6* (set in 2003).

To see the HK91A2, watch *Tremors*^ (set in 1989), in which it is used by big-game hunter Burt Gummer; and *Heat* (set in 1994), in which it is used with bipod by bank robber Chris Shirlis.

The PSG1 is used with night vision scope by CIB agent Vaughan Rice in *Ultraviolet #6*^ (set in 1998); and by US JSOC 1st SAG soldier Master Sergeant Mack Gerhardt in *The Unit #1.5* (set in 2005).



H&K G3A3 7.62×51mm automatic rifle (1964-2001) – \$1,700, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+4	100	1(2) or 20	20+1	10	99

H&K G3A4 7.62×51mm automatic rifle (1964-2001) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D6+4	100§	1(2) or 20	20+1	10	99

H&K G3KA4 (L100A1) 7.62×51mm automatic carbine (1983-2001) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D6+4	70§	1(2) or 20	20+1	10	99

H&K G3KSFA4 7.62×51mm carbine (1983-2001) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D6+4	70§	1(2)	20+1	10	99

H&K HK91A2 7.62×51mm rifle (1972-1989) – \$1,700, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+4	100	1(2)	20+1	10	99

H&K HK91A3 7.62×51mm rifle (1972-1989) – \$2,000, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D6+4	100§	1(2)	20+1	10	99

H&K PSG1 7.62×51mm rifle (1982-) – \$10,200, very rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+4	140	1(2)	5/20+1	10	99

H&K HK33A2 5.56×45mm assault rifle (1971-2006) – \$1,700, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	90	2(3) or 25	25/40+1	10	98

H&K HK93A2 5.56×45mm rifle (1972-1989) – \$1,700, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	90	2(3)	5/25/40+1	10	98

H&K HK53A5 (L101A2) 5.56×45mm assault carbine (1982-2006) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	50§	2(3)B or 25	25/40+1	10	98

H&K HK11E (G8A1) 7.62×51mm automatic rifle (1981-2001) – \$6,500, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+4	100‡	1(2)B or 20	20/50+1	12	99

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

B Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.

‡ Double Base Range if braced on bipod.

The HK93A2 can be seen in *First Blood* (set in 1981), in which it is used by Hope sheriff Will Teasle; *The Thing* (set in 1982), in which it is used with Zeiss 1.5-6× scope

(set in 2002), in which it is used by big-game hunter Burt Gummer.

by the Norwegian explorer; and *Tremors: The Series* #3 (set in 1982).

The HK53A5 appears in *Red Cap #2.1* (set in 2003), in which it is used by RMP soldier Sergeant Jo McDonagh.



H&K G36C

The *Gewehr 36* ("rifle model 36") was introduced by the German military in 1996 to replace the aging H&K G3-series (p. 104). The *G36* is chambered for the 5.56×45mm NATO cartridge. Making extensive use of plastics, it has a polygonally-rifled 48-cm barrel, is 76 cm long with its stock folded, and weighs 4.1 kg loaded. It is fully ambidextrous. The original *G36* has a Hensoldt HKV dual-optic integrated into the carrying handle. This consists of a 3x scope, which doubles Base Range, and a collimating sight piggybacked on top, which gives +2 DEX and +5 percentiles to Rifle skill, and improves "Shooting in Darkness" (p. 22). The latter runs 36 hours on one AA battery. The *G36* can mount the 0.25-kg Izhmash 6Kh4 bayonet (p. 200) with its 15-cm blade (Spear 20%, 1D8+1+db plus Impale). Hundreds of thousands were acquired by the German military.

The *G36 Variante* is an export variant without the dual-optic. Various options are offered, most featuring an accessory rail which allows the user to mount "Weapon Optics" (p. 195) of his choice. The *G36V* is licence-made in Saudi Arabia and Spain for their militaries, and widely exported. Users include the Latvian army, Mexican marines, federal police, and state police forces, Uruguayan army *Comandos*, etc.

The *Gewehr 36 Kurz Ausführung 1* ("rifle model 36, short, pattern 1") is a carbine with 32-cm barrel, a minimum length of 62 cm, and a loaded weight of 3.8 kg. Instead of the dual-optic, it has a sight rail. The *G36KA1* has been adopted by the German army KSK and navy KSM. It typically mounts an EOTech552 reflex sight (p. 196).

The similar *G36KV* is a railed variant in use with the Chinese Hong Kong Police Special Duties Unit (SDU), Icelandic police *Vikingarsveit* ("Viking squad"), Swedish military SSG, and others.

The even shorter *Gewehr 36 Compact* has a 23-cm barrel, a minimum length of 50 cm, and a loaded weight of 3.3 kg (unmodified **Conceal** roll). It usually comes with a sight rail. The GSG9 anti-terror unit adopted the *G36C* in 2004 to replace the H&K MP5-series (p. 155) in many roles and uses it with the Hensoldt 3x scope (p. 195)



piggybacked with an EOTech552 reflex sight, Oerlikon LLM01 targeting laser/light (p. 198), and optionally the B&T Rotex-II sound suppressor. Other users of the *G36C* include the Australian Federal Police (AFP) SRG, Brazilian federal police, British London Metropolitan Police CO14 Special Escort Group, Finnish border patrol, French foreign legion GCP, gendarmerie GIGN, and national police GIPN and RAID, Indonesian army KOPASSUS and navy KOPASKA, Jordanian army GID and CTB71, Malaysian navy PASKAL and police PGK, Mexican federal police FEPA, Saudi Arabian army, Swedish police *Nationella Insatsstyrkan* ("national task force"), United Nations Close Protection, etc.

The London Metropolitan Police SCO19 Firearms Unit employs the *G36CSF*, which is restricted to semiautomatic fire. Armoured Response Vehicles (ARV) patrolling London have two of these aboard, with two magazines each. Other British agencies using the gun include the CNC, Bedfordshire Police, City of London Police, Lancashire Constabulary, and Manchester Police.

For an investigator, the *G36*-series is an unlikely weapon unless he is a member of a force issuing it. The weapons are not easy to find on the black market, but they are available. In 2007, nine *G36KA1* carbines were stolen from a German army depot in Seedorf. Similarly, 25 *G36V* rifles and 10 9×19mm Llama M82 pistols were lifted by Albanian gangsters from a Spanish army vehicle in Badajoz in 2011. Mexican gangsters have used *G36V* rifles since 2006, these having been obtained from corrupt Mexican police officers. In 2011, Libyan rebels captured *G36KV* carbines from Libyan security forces, which had been delivered to Egypt, but were diverted from their original destination.

The rifles are reliable, sturdy, and relatively cheap. The dual-optic is not popular, many users preferring railed versions that allow them to use higher-quality optics in more ergonomic mounts. The magazine stacking clips sometimes fail to keep the mags together (the Keeper can require an occasional Luck roll if they are not secured with tape), and make them very wide, so that only two can be carried in a pouch that would hold three magazines of ordinary construction.

TO USE, remove an empty magazine and insert a full one. Fold out and retract the cocking handle to cock the action and let fly forward to chamber a round. Set the fire selector to either the red *E* (*Einzelschuss*, or "single shot") or *F* (*Feuerstoss*, or "burst"). This takes one combat round. The gun is now ready to fire. Rotate the selector to the white *S* (*Sicher*, or "safe") to make safe.



Export models use red and white pictograms instead. Trained shooters fire single shots or bursts of 3-5 shots. The typical malfunction is a failure to eject. Subtract -5 percentiles from **Rifle** skill and halve Base Range if the gun is fired with the stock folded.

The G36 comes with *one* 30-round magazine (\$60 empty, 0.5 kg filled). These are made of translucent plastic, allowing the user to see at a glance how many rounds he has remaining. Lugs moulded into the sides allow several magazines to be clipped together side-by-side, to speed up reloading. The Beta C-MAG twin-drum magazine holds 100 rounds (\$280, 2.3 kg), but worsens

Malfunction to 98. A plastic brass catcher (\$40, 0.1 kg) holds 60 spent cases, preventing them from endangering crew and machine if the weapon is fired aboard a helicopter – or from being scattered at a crime scene (p. 45).

Special ops units often use the G36K versions with a KAC QDSS-NT4 quick-detach baffle suppressor (\$1,450, 0.7 kg), which adds 17 cm to length and halves Listen rolls (p. 194). The flash hider needs to be replaced by a new one delivered with every suppressor.

TO SEE the G36K in action, watch *Stargate SG-1*^Δ (set 2004/2006), in which it is used with StreamLight light by USAF Stargate Command soldiers.

For the G36KV, watch *Slither*^Δ (set in 2005), in which it is used by Woodsville Sheriff's deputy Trevor Carpenter; *Shooter* (set in 2006), in which it is used by mercenaries; and *Strike Back #1.5* (set in 2009), in which it is used with Aimpoint CompM2 sight and suppressor by mercenary John Porter.

The G36C can be seen in *Body of Lies* (set in 2003), in which it is used by CIA spy Roger Ferris; *Collateral* (set in 2003), in which it is used by gangster Paco; *Alien vs. Predator*^Δ (set in 2004), in which it is used with Laser Devices BL-2 targeting laser and SureFire light by mercenaries; *Miami Vice* (set in 2005), in which it is used by Miami police detective Gina Calabrese; and *Outpost*^Δ (set in 2007), in which it is used by mercenaries.

H&K G36 5.56×45mm assault rifle (1996-) – \$1,450, very rare, special license.

H&K G36V 5.56×45mm assault rifle (1998-) – \$1,050, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	100\$	2(3) or 30	30+1	10	99

H&K G36KA1 5.56×45mm assault carbine (2002-) – \$1,050, very rare, special license.

H&K G36KV 5.56×45mm assault carbine (1998-) – \$1,050, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	70\$	2(3) or 30	30+1	10	99

H&K G36C 5.56×45mm assault carbine (1999-) – \$1,050, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	50\$	2(3) or 30	30+1	10	99

H&K G36CSF 5.56×45mm carbine (1999-) – \$1,050, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	50\$	2(3)	30+1	10	99

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.



H&K HK416D10RS (G38C)

The major advantage of the HK416 is the enhanced reliability in a hostile environment where lack of lubrication is an issue. The real plus is not having the moving parts of the weapon coated with carbon. Add to that the fact that the short barrel ... version of the HK416 has demonstrated a level of trouble-free functioning that was previously unheard of in the AR-15/M16/M4 family of weapons.

– Ken Hackathorn, “HK 416 5.56mm” (2006)

The Colt M4A1 carbine (p. 98) is a favourite with many American and other special operations units. However, its reliability is less than perfect. Therefore, the US JSOC CAG – the former “Delta Force” and current ACE – requested a weapon with improved performance from Heckler & Koch. The result was the *HK416*, a rifle with the same overall appearance and ergonomic layout as the Colt M4- and M16-series, but with the piston action of the H&K G36 family (p. 107) inside. Together with other improvements, this provides better reliability, especially under the arduous conditions in which special forces usually operate – that is, high volumes of fire over short periods of time, extensive use with sound suppressors, and employment in extreme environmental conditions such as over the beach, in desert sand, and so on.

The *HK416* is available with several barrel lengths, the most popular being the *HK416D10RS* with a 26-cm barrel. This is 70 cm long with the stock collapsed and weighs 3.6 kg loaded with a 30-round HRM steel magazine (unmodified **Conceal** roll). It was adopted by the CAG in 2004 and by the DEVGRU in 2006, followed by the French gendarmerie GIGN, German ZUZ (G38C), US ATF Special Response Teams (SRT), DCIS, DIA, FAMS, NASA Kennedy Space Center SWAT, USMS, etc. ACE operators typically mount an EOTech SU-231/PEQ reflex sight (p. 196) and Insight AN/PEQ-15 IR targeting laser/light (p. 198).

The *HK416D145RS* has a 37-cm barrel, is 80 cm long, and weighs 4.1 kg loaded. It is used by the Dutch army KCT, French air force CPA10 and army 1er RIPMA, Italian navy COMSUBIN, Malaysian navy PASKAL, Polish army GROM, Kentucky State Police SWAT, and Maine State Police SWAT. The LAPD SWAT platoon adopted it in 2008 and mounts the Trijicon ACOG 4× scope (p. 195) and SureFire M900 weapon light (p. 197). The semiautomatic *HK416S145RS* is used by the British West Mercia Police from 2009.

The *HK416D16RS* with 42-cm barrel was adopted by the Norwegian military. The US Marine Corps introduced it in 2011 as the *M27* automatic rifle to largely replace the FN M249 light machine gun (p. 169) in its squads. The *M27* has a bipod (\$180, 0.35 kg), Trijicon SU-258/PVQ

3.5× scope with piggybacked reflex sight (p. 196), and Insight AN/PEQ-16A IR targeting laser/light (p. 198). Complete with accessories and loaded with a 30-round magazine, the *M27* weighs 5.8 kg.

The *HK417*-series is enlarged to fire the 7.62×51mm NATO round. The shortest version is the *HK417D12RS*, which has a 31-cm barrel, is 80 cm long, and weighs 4.8 kg loaded. The German army KSK and navy KSM have adopted it as the *Gewehr 27* in 2010. The *G27* mounts an Aimpoint CompM2 collimating sight (p. 196), Aimpoint Magnifier 3× scope (p. 195), and Oerlikon LLM01 targeting laser/light (p. 198). Another user is the British Army SAS.

The *HK417D16RS* has a 41-cm barrel, is 90 cm long, and weighs 5 kg loaded. This is used by the Dutch army KCT and Italian navy COMSUBIN, among others.

The semiautomatic *HK417S20RS* has a 51-cm barrel, is 101 cm long, and weighs 5.3 kg loaded. The *HK417S20RS* has been adopted by the Australian army SASR, Danish navy FKP, French gendarmerie GIGN, Irish ARW, etc. The *HK417S20RS* is often fitted with an S&B PM II 3-12× scope (p. 195).

The *MR556A1* is a match rifle version of the *HK416D16RS*, intended for the US civilian market – while the *MR223* is sold in Europe. The *MR556A1* and *MR223* differ in detail, but look the same and their game stats are identical.

For an investigator, this series is a great choice. It has excellent ergonomics and is easily accessorized, yet is more reliable than most guns of its type. It is the choice of some of the most elite counter-terrorist units in the world. According to one first-hand account, SEALs from DEVGRU used *HK416D10RS* carbines to kill *al-Qa’ida* leader Osama bin Laden in Operation NEPTUNE SPEAR (2011) in Pakistan. The weapon’s main downside is its price and limited availability – few are in circulation yet.



TO USE, remove an empty magazine and insert a full magazine. Retract the charging handle on the receiver rear to chamber a round and cock the action. Set the selector to the red single bullet (semiautomatic) or the red 30 bullet mark (full-automatic). This takes one combat round. The weapon is now ready to fire. Rotate the selector to the white crossed-out bullet to make safe. Professional users fire single shots or short bursts of 3-5 rounds. The typical malfunction is a failure to feed.

“Special Ammunition” (p. 187) includes armour-piercing, hollow-point (Damage 2D8+2), and tracer (Damage 2D8 plus 1D2 Burn) rounds.

The HK416 comes with *one* 30-round HRM steel magazine (\$55 empty, 0.6 kg filled), but can also use magazines designed for the Colt M4A1. Most of the cheaper substitutes worsen Malf to 98, except for Magpul’s EMAG 30-round plastic magazine (\$25, 0.5 kg). A typical basic load is seven magazines; Marine gunners with the M27 are issued 22 magazines each. The MR556A1 is delivered with *one*

10-round magazine (\$55, 0.25 kg). The HK417 comes with *one* 20-round translucent plastic magazine (\$80, 0.7 kg).

The hollow pistol grip features a waterproof storage compartment for small items like a firing pin. The buttstock has two tubular compartments intended for four spare AA batteries to be used in accessories.

Most of these guns are prepared for over-the-beach operations and function immediately after surfacing from a dive or amphibious landing, or even underwater. Worsen Malf by only -1. See “Shooting into or under Water” (p. 25).

Any of the rifles can be supplied with a two-stage gas regulator (\$100) for optimum use with a sound suppressor such as the B&T Rotex-II quick-detach baffle suppressor (\$1,500, 0.7 kg). This halves Listen rolls. When the gas regulator is set for silenced use, the action does not cycle after each shot; worsen ROF to 1/2(1), but quarter Listen rolls (p. 194).

H&K HK416D10RS 5.56×45mm assault carbine (2004-) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	60	2(3) or 30	30+1	10	99

H&K HK416D145RS 5.56×45mm assault carbine (2004-) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	80	2(3) or 30	30+1	10	99

H&K HK416S145RS 5.56×45mm carbine (2004-) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	80	2(3)	30+1	10	99

H&K HK416D165RS (M27) 5.56×45mm assault carbine (2004-) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	90†	2(3) or 30	30+1	10	99

H&K HK417D12RS (G27) 7.62×51mm automatic carbine (2005-) – \$2,300, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+4	70	1(2) or 20	20+1	10	99

H&K HK417D165RS 7.62×51mm automatic carbine (2005-) – \$2,300, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+4	90	1(2) or 20	20+1	10	99

H&K HK417S20RS 7.62×51mm rifle (2005-) – \$2,300, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+4	110	1(2)	20+1	10	99

H&K MR556A1 5.56×45mm carbine (2011-) – \$2,750, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	90	2(3)	10/30+1	10	99

† Double Base Range if braced on bipod.

The rifles can be fitted with the same accessories as the Colt M4A1, including the 40×46mmSR Colt M203A2 (p. 178) underbarrel grenade launcher.

TO SEE the HK416D10RS in action, watch *The Unit* (set 2007/2008), in which it is used with EOTech 552 sight and SureFire light by US JSOC 1st SAG soldiers; *The Town* (set in 2010), in which it is used by bank robber Doug MacRae; *SEAL Team Six* (set in 2011), in which it is used with EOTech SU-231/PEQ sight, Insight AN/PEQ-15

laser, and suppressor by US Navy SEALs; *Zero Dark Thirty* (set in 2011), in which it is used with EOTech SU-231/PEQ sight, Insight AN/PEQ-15 laser, and suppressor by US Navy SEALs; *RED 2* (set in 2012), in which it is used by CIA agents; and *Skyfall* (set in 2012), in which it is used by MI6 spy Commander James Bond.

The HK416D145RS can be seen used with suppressor by Jakarta DET88 police officers in *The Raid* (set in 2010).



H&K-Enfield L85A2 IW

In the early 1970s, the British military began developing an assault rifle using the so-called “bullpup” configuration, which allows for a long barrel in a short package by placing the magazine behind the trigger. The design eventually became the basis of the “Small Arms for the 1980s (SA80)” programme. Two models were adopted, the *L85A1 Individual Weapon (IW)* and the *L86A1 Light Support Weapon (LSW)*. The L85A1 is an assault rifle with 52-cm barrel, a length of 78 cm, and a loaded weight of 5.1 kg (unmodified *Conceal* roll) including a L9A1 SUSAT 4× scope (p. 195). It can mount a 0.3-kg L3A1 bayonet (p. 200) with its 18-cm blade (*Spear* 20%, 1D8+1+db plus *Impale*). The L86A1 is an automatic rifle with 65-cm barrel, a length of 90 cm, and a loaded weight of 6.9 kg including scope and bipod.

Some 323,920 weapons including 22,391 L86A1s were made by the Royal Small Arms Factory at Enfield, England, almost all of them for the British armed forces. The only other militaries to adopt the L85A1 were the armies of Jamaica and Mozambique, and only for limited service. The L85A1 is also used by the Bolivian police *Grupo Delta*.

The Enfield weapons quickly attracted criticism, in particular due to their performance in Operation GRANBY (1991) in the Gulf. While accurate, troops complained about the weight and ergonomics, but most of all about the reliability. Bad design, cost-cutting measures, and shoddy manufacture led to constant jams, parts falling off, unintended magazine releases, and other problems unacceptable in a combat weapon.

After a decade of denial, the Ministry of Defence commissioned H&K to fix it. The Germans reworked some 200,000 of the weapons, replacing many parts in the process. The new patterns were designated the *L85A2* and *L86A2*. These remain current-issue with the British military. The *L22A2* added in 2005 is a carbine for use by tankers, helicopter crews, dog handlers, and other specialists. It has a 32-cm barrel, is 59 cm long, and weighs 4.5 kg loaded.

In 2007, all variants were upgraded with accessory rails around the handguard. The current-issue sight for deployed troops is the Trijicon ACOG 4× scope with piggybacked reflex sight (p. 196), and most add a vertical foregrip and an Oerlikon LLM01 targeting laser/light (p. 198). The Pilkington L14A2 4× night sight (p. 196) is also used.

For an investigator, the Enfield weapons system is only available if he is a member of the British armed forces. A few can be found on the black market. Between 2006 and 2011 alone, 141 L85A2 rifles and numerous L86A2s were “lost” – many of them stolen. Some were lifted from British barracks, others swiped by deployed troops and smuggled back to the UK. Most were never recovered, and some have ended up in the hands of gangsters and thugs.

Like most bullpup rifles, it cannot be fired from the left shoulder, as the cases would be ejected into the shooter’s face. This means that users have to increase exposure to fire around an off-side corner. Left-handed users have to learn to shoot from the right shoulder, which initially requires more effort, but can be eventually overcome. Compare “Shooting Stances” (p. 15).

TO USE, remove an empty magazine and insert a full magazine. Retract the charging handle on the right-hand side of the receiver to chamber a round and cock the action. Set the selector on the left-hand side of the receiver to R (repetition) or A (automatic). This takes one





combat round. The weapon is now ready to fire. Make safe by pushing in the safety button on the left-hand side of the receiver. Troops are trained to fire single shots or short bursts of 3-5 rounds. The typical malfunction is a failure to feed.

“Special Ammunition” (p. 187) includes tracer rounds (Damage 2D8 plus 1D2 Burn).

The L85A1 and L86A1 were issued with 30-round aluminium magazines (\$17 empty, 0.5 kg filled) identical to those employed in the Colt M4A1 (p. 98), while the A2 versions use 30-round H&K HRM steel magazines (\$55, 0.6 kg) or, since 2011, 30-round Magpul PMAG plastic magazines (\$15, 0.5 kg). British Army troops are issued six full magazines, plus 150 rounds on 10-round stripper clips to top up the magazines in the field. The old belt pouches hold two magazines, but today a chest rig (p. 192) is standard.

The prices listed are based on what the British government paid in the 1980s – £283 for the L85A1, £340 for the L86A1, plus £138 per L9A1 SUSAT. On today’s black market, the rifles are reported to sell for £4,000, while cartridges are as much as “10 quid a pop.”

TO SEE the L85A1 in action, watch *Dog Soldiers*^Δ (set in 2001), in which it is carried with blank ammunition by British Army soldiers; and *Red Cap* (set 2002/2003), in which it is used by British Army soldiers.

The L85A2 can be seen in *28 Days Later*^Δ (set after the Apocalypse), in which it is used by British Army soldiers.

Enfield L85A1 IW 5.56×45mm assault rifle (1985-1994) – \$1,300, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	110	2(3) or 20	30+1	10	96

Enfield L86A1 LSW 5.56×45mm automatic rifle (1985-1994) – \$1,550, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	140‡	2(3) or 20	30+1	10	96

H&K-Enfield L85A2 IW 5.56×45mm assault rifle (2001-2005) – \$2,350, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	110	2(3) or 20	30+1	10	99

H&K-Enfield L86A2 LSW 5.56×45mm automatic rifle (2001-2005) – \$2,600, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	140‡	2(3) or 20	30+1	10	99

H&K-Enfield L22A2 5.56×45mm assault carbine (2005-2006) – \$2,350, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	70	2(3) or 20	20/30+1	10	99

‡ Double Base Range if braced on bipod.



IMI Galil ARM

The Galil family of assault rifles consists of multipurpose personal weapons, designed to serve as the basic weapon for the infantry ... The Galil is a very robust weapon with high reliability in adverse and extreme conditions and has been in service with the Israel Defense Forces (IDF) since its development ... The Micro Galil was tested and chosen by the Israeli police, as well as other police entities worldwide, to be their weapon of service.

— Israel Weapon Industries catalogue (2012)

This assault rifle was developed by Israel Balashnikov, but after he changed his name to Israel Galili, his rifle was coined the *Galil*. It was put into production by Israel Military Industries (IMI) at Ramat Ha Sharon, Israel. The company became Israel Weapon Industries (IWI) in 2005. The Galil is based on the action of the Kalashnikov, but features numerous detail improvements and is chambered for Western cartridges.

The original pattern was the *Assault Rifle/Machine Gun (ARM) 354*. This is a selective-fire weapon chambered for the 5.56×45mm NATO. It has a 46-cm barrel, is 74 cm long with the stock folded, and weighs 5.1 kg loaded with a 35-round magazine. A bipod allows effective prone fire. Most can mount the 0.3-kg M7 bayonet (p. 200) with its 17-cm blade (**Spear** 20%, **1D8+1+db** plus **Impale**). This weapon was adopted by the Israeli Defence Force. Thousands were made. The *Galil ARM 372* is the same weapon in semiautomatic-only, intended for civilian sales, primarily in the USA.

The *Galil Assault Rifle (AR) 357* is similar to the ARM, but lacks the bipod. It weighs 4.7 kg loaded with a 35-round magazine. This has been widely adopted, including by the Chad army paratroopers, Estonian army, Honduran police, Portuguese army paratroopers, and Tongan army. Colombia and South Africa built it under licence (as the *R4*), while Serbia copies it. The *Galil AR 361* is a semiautomatic version.

The *Galil Short Assault Rifle (SAR) 365* has a 33-cm barrel. It is 61 cm long with stock folded and weighs 4.3 kg loaded with a 35-round. It is used by the Chilean army, Estonian army, Guatemalan army *Kaibiles*, and Mexican federal police GOPES. Colombia and South Africa (*R5*) produce it under licence.



The *Galil Micro Assault Rifle (MAR) 699* has a 21-cm barrel, length of 47 cm, and loaded weight of 3.4 kg (unmodified **Conceal** roll). It is in service with users such as the Angolan police PIR, Israeli navy *Shayetet 13*, Nicaraguan army COE, and Salt Lake City Police Department SWAT.

IMI also produced the Galil in 7.62×51mm NATO. The *ARM 336* has a 54-cm barrel, is 81 cm long with the stock folded, and weighs 5.4 kg loaded. The *AR 337* weighs 5.2 kg. It is used for example by the Botswana army Commando Regiment and Djibouti police *Brigade Spéciale*. The *ARM 332* and *AR 331* are semiautomatics. The *SAR 338* is 68 cm long and weighs 4.7 kg. It is employed by the Nepalese army paratroopers.

For an American investigator, a semiautomatic Galil is an excellent choice. The weapon is rugged, reliable, and fires effective ammunition. Since only some 7,000 were imported, it is not easy to find. The selective-fire Galils are very rare in the USA, but can be commonly encountered in Africa and Latin America in the hands of police and military personnel. They are also available on the black market, including in Mexico. In the Israeli military, the Galil has been superseded by more modern weapons, although the AR 355 and SAR 365 continue to be used by tankers, artillery crews, and reserve troops. The MAR 699 is used by Israeli police units. In 2006, the SAR 365 was used by Guatemalan *Kaibiles* in a disastrous secret operation under United Nations command against the cultists of the Lord's Resistance Army in the Congo.

TO USE, remove an empty magazine and insert a full magazine by rocking it in front to back. Move the selector to either **x** (*Automati*, or **A** for “automatic” on most export guns) or **z** (*Boded*, or **R** for “repetition”). Retract the charging handle to cock the action and chamber a round. This takes one combat round. The weapon is now ready to fire. Move the selector on **n** (*Nazur*, or **S** for “safe”) to make safe. Professional users fire single shots or short bursts of 3-5 rounds. The typical malfunction is a failure to eject. Subtract -5 percentiles from **Rifle** skill and halve Base Range if the gun is fired with the stock folded.

All 5.56×45mm models come with two 35-round magazines (\$35 empty, 0.7 kg filled). An extended 50-round magazine (\$50, 1 kg) designed for the ARM can be used in the others as well. The 7.62×51mm models come with two 25-round magazines (\$40, 0.9 kg). All models feature tritium sights (p. 196).

On the American collectors market, a full-automatic Galil costs about \$19,000.

The selective-fire versions require Federal licensing in the USA and are unobtainable in most other jurisdictions.

Even the semiautomatics are illegal in California and New York, as well as Canada, Germany, Japan, Mexico, and the UK.

TO SEE the Galil ARM 372 in action, watch *Heat* (set in 1994), in which it is used by bank robber Michael Cherrito.

The Galil MAR 699 is used in *The Bourne Identity* (set in 2002) by CIA hit man “Castel.”

For the Galil ARM 332, watch *The Way of the Gun* (set in 1999), in which it is used by thug “Mr Longabaugh.”

IMI Galil ARM 354 5.56×45mm assault rifle (1973-2005) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D8	BASE RANGE 100§‡	RATE OF FIRE 2(3) or 30	CAPACITY 35/50+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil ARM 372 5.56×45mm rifle (1983-1998) – \$1,500, rare.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D8	BASE RANGE 100§‡	RATE OF FIRE 2(3)	CAPACITY 35/50+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil AR 355 5.56×45mm assault rifle (1973-) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D8	BASE RANGE 100§	RATE OF FIRE 2(3) or 30	CAPACITY 35/50+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil AR 361 5.56×45mm rifle (1983-1998) – \$1,500, rare.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D8	BASE RANGE 100§	RATE OF FIRE 2(3)	CAPACITY 35/50+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil SAR 365 5.56×45mm assault carbine (1973-) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D8	BASE RANGE 70§	RATE OF FIRE 2(3) or 30	CAPACITY 35/50+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil MAR 699 5.56×45mm assault carbine (1993-) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D8	BASE RANGE 50§	RATE OF FIRE 2(3)B or 30	CAPACITY 35/50+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil ARM 336 7.62×51mm automatic rifle (1978-2005) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D6+4	BASE RANGE 110§‡	RATE OF FIRE 1(2) or 30	CAPACITY 25+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil ARM 332 7.62×51mm rifle (1983-1998) – \$1,500, rare.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D6+4	BASE RANGE 110§‡	RATE OF FIRE 1(2)	CAPACITY 25+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil AR 337 7.62×51mm automatic rifle (1978-2005) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D6+4	BASE RANGE 110§	RATE OF FIRE 1(2) or 30	CAPACITY 25+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil AR 331 7.62×51mm rifle (1983-1998) – \$1,500, rare.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D6+4	BASE RANGE 110§	RATE OF FIRE 1(2)	CAPACITY 25+1	HIT POINTS 10	MALFUNCTION 99
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IMI Galil SAR 338 7.62×51mm automatic carbine (1978-2005) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D6+4	BASE RANGE 70§	RATE OF FIRE 1(2) or 30	CAPACITY 25+1	HIT POINTS 10	MALFUNCTION 99
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§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

‡ Double Base Range if fired from bipod.



Izhmash AK

"Everyone knows the classic AK silhouette. You show civilians the AK" – Raf brandished the rifle expertly – "they throw themselves on the floor. You bring in your modern plastic auto-shotgun, they think it's a vacuum cleaner."

– Bruce Sterling, *"The Littlest Jackal"* (1999)

The most famous firearm in history, the *Avtomat Kalashnikova* ("Kalashnikov's assault rifle") was designed by Mikhail Kalashnikov. Known in Russia as the *AK* (rather than "AK-47," which really only applies to the batch trialed in 1947), it entered series production at Izhevskiy Mashinostroitelny Zavod (Izhmash) in Izhevsk, Russia, in 1949. The AK is a selective-fire rifle chambered for the 7.62×39mm M-43 cartridge. It has a 41-cm barrel, is 87 cm long, and weighs 4.8 kg loaded. The rifle can mount the 0.25-kg Izhmash 6Kh4 bayonet (p. 200) with its 15-cm blade (Spear 20%, 1D8+1+db plus Impale). It was also made in Albania, Bulgaria, East Germany, North Korea, and Poland.

In 1959, it was superseded by the *Avtomat Kalashnikova Modernizirovannyi* (AKM). Although cheaper and lighter due to modernized production techniques, it is identical in performance. Of the estimated 60-100 million Kalashnikovs made, most are of the AKM type. The AKM weighs 3.8 kg loaded. The *Avtomat Kalashnikova Modernizirovannyi Skladnoy* (AKMS) has a folding metal stock, for a minimum length of 64 cm and a weight of 4 kg. The AKM and AKMS have been made in Algeria, Bangladesh, Bulgaria, East Germany, Egypt, Hungary, Iran, Iraq, Nigeria, North Korea, Poland, Sudan, and Yugoslavia.



The *Avtomat Kalashnikova obrazets 1974 goda* ("Kalashnikov's assault rifle model of the year 1974") is chambered for the lighter and more accurate 5.45×39mm M-74 cartridge. It features a muzzle compensator (add +5 percentiles to the modified Attack chance when firing bursts). The AKS-74 has a folding metal stock. As many as 5 million were made by the Russians, and the AK-74 has been produced in Bulgaria, East Germany, North Korea, and Romania. Users include former Soviet countries as well as the Syrian army and Vietnamese naval infantry.

Modernized into the *AK-74M* with a folding plastic stock, this is the current infantry rifle of the Russian military.

The *Avtomat Kalashnikova Skladnoy obrazets 1974 goda Ukorotshennyi* ("Kalashnikov's assault rifle with folding stock, model of the year 1974, shortened") is a carbine version. It has a 21-cm barrel with flash hider and a minimum length of 49 cm with the stock folded. It weighs 3 kg loaded with a 30-round magazine (unmodified Conceal roll). The AKS-74U was designed for GRU Spetsnaz troops and other specialists requiring a compact weapon. It is in common use with Russian law enforcement agencies, and each Russian district police GNR response unit has an AKS-74U with four magazines in the car. (In 1984, *Soldier of Fortune* magazine coined the designation "AKR" for this, but that abbreviation is pure fantasy, as is "AKSU-74" or the American moniker "Krinkov.") Despite its compact size, this is an assault carbine firing a rifle cartridge, not a submachine gun.

In 1994, Izhmash introduced new Kalashnikovs optimized for export. The *AK-103* is an AKMS with muzzle compensator and plastic folding stock. It weighs 4.1 kg loaded. Hundreds of thousands have been made, mostly for export to countries such as Algeria, Bangladesh, Bhutan, Cambodia, Libya, and Venezuela. The AK-103 was adopted by the Russian justice department in 2001, and is a favourite with the FSB *Spetsgruppa Alfa*.

During the Cold War, the Kalashnikov was licensed to many countries in the Communist sphere – several continue to produce variants despite the protests of the Russians. A number of manufacturers make unlicensed or modified copies, ranging from the dubious hand-tooled guns of the infamous *bazaar* of Darra Adam Khel, Pakistan, to the popular quality products sold by Arsenal of Kazanlak, Bulgaria, which seem to evade virtually every arms embargo, turning up in trouble spots like the Congo or the former Soviet republic of Georgia.

Fabrica de Arme Cugir of Cugir, Romania, produces several Kalashnikov copies. Many feature a wooden vertical foregrip, but are otherwise identical to the originals. Their AKM pattern is designated the *Pistol Mitraliera model 1963* ("submachine gun model 1963"),



the AKMS the *PM Md.65*. Prior to its supposedly complete disarmament in 2005, the Provisional Irish Republican Army (PIRA) had several hundred of these, which the organization received between 1985 and 1987 via Libya; the odd rifle might still be cached somewhere in Eire.

The WASR-10 is a semiautomatic AKM produced in Romania, but modified and distributed only in the USA by Century Arms. It is worth several times its retail price on the Mexican black market, where smuggled AKs are popular with gangsters.

Fegyver és Gépgyár (FÉG) of Budapest, Hungary, produced several variants, the most distinctive being the *Automata Módosított Deszant 1965 (AMD-65)* ("assault rifle modified for paratroops model 1965"). This is a carbine with a 32-cm barrel, muzzle compensator (add +5 percentiles to the modified Attack chance when firing bursts), vertical foregrip, and metal folding stock, for a loaded weight of 4 kg and a minimum length of 65 cm (unmodified **Conceal** roll). The Hungarian military removed the AMD-65 from service in 2006, but it has been exported widely and can be encountered in Latin America, North Africa, and the Middle East. Tens of thousands have been supplied to the new Afghani police and border guards – and due to widespread corruption, are available to all and sundry in Southeast Asia. They are popular with mercenaries operating in that area, often fitted with accessory rails and modern optics.

NORINCO of Beijing, China, distributes several copies. One of the most commonly seen is the *Qīngwūqì Bùqiāng Zìdòng Shí 56* ("light weapon, automatic rifle, type 56"), often simply called the "Type 56." While no longer a front-line weapon with the Chinese military, the QBZ56 is still used by reserve forces and law enforcement agencies in China. The QBZ56-1 has a folding stock. At least 10 million were made, and huge numbers have been exported, especially to African and Asian countries – the Chinese rifles are standard weapons with the Cambodian army, Pakistani army SSG, and Zimbabwean army.

The NORINCO MAK-90 is a semiautomatic export variant. Prior to the 1994 ban on Chinese arms, a staggering one *million* of these were imported into the USA, where they sold like hot cakes to enthusiasts and survivalists, but also to right-wing militias, gangsters, and bank robbers ... It was used in the murder of two CIA employees at Langley in 1993 (*Delta Green*, p. 28). The MAK-90 came with an ugly wooden thumbhole stock (loaded weight 4.5 kg), but many have been subsequently fitted with normal stocks.

Zastava of Kragujevac, Serbia, produces the AKM and AKMS under the local designations *M70B1* and *M70AB2*. The *M92* is a carbine similar to the AKS-74U, with 24-cm barrel, muzzle compensator, and folding stock. It is 54 cm long and weighs 4.4 kg loaded. These patterns have been widely exported.

For an investigator, any Kalashnikov is an excellent choice. The rifles are rugged and reliable, require "Low Maintenance" (*Keeper's Companion* 2, p. 98), and are



cheap and available virtually everywhere. Disadvantages include limited accuracy and ergonomics. The cartridge, trigger, mediocre sights, and short sightline make the AK at best a medium-range weapon. The buttstock is too short for many shooters, although it may be just right when wearing bulky body armour. The combined safety/fire selector is stiff and noisy to operate (giving a target a potential warning with a successful Listen roll). Reloading is awkward since the bolt does not stay open, and due to the type of magazine release and the way the magazine has to be inserted.

Civilians generally have to make do with a semiautomatic variant if they want to keep things legal. In the USA, semiautomatics are extremely popular, the 7.62×39mm probably being the most commonly fired centrefire rifle cartridge today. The AK and QBZ56 were popular "bring-backs" for troops returning from Vietnam. Although some were legalized by registering them with the ATF during an amnesty in 1968 (p. 41), experts estimate that only a minority was registered. A veteran could well be in possession of a military Kalashnikov, legally or illegally. In 2006, three US Army Rangers robbed a bank in Tacoma, Washington, brandishing Kalashnikovs brought back from Iraq. Illegally imported semiautos are widely used in Mexico. Full-automatic models can be found on the black market in both Europe and North America. Considerable numbers were sold off cheaply by Soviet soldiers prior to their withdrawal from East Germany in 1994, while others were stolen from East European forces or came into civilian hands during the Yugoslav Wars (1991-1999).

Western special ops units include AK types in their foreign weapon kits for familiarization and training – the US Navy SEALs even have modified QBZ56 rifles with accessory rails. In 2011, US Army soldiers serving in a unit stationed in California playing the opposing force in training exercises stole 26 AKS-74 assault rifles to sell them on the black market.

Mercenaries often use weapons of this type, owing to the availability of rifle and ammunition in trouble spots in Africa and Asia. When 82 British and South African mercenaries embarked on overthrowing the dictator of Equatorial Guinea in 2004, they acquired 61 QBZ56 rifles with 45,000 rounds.

The Kalashnikov is the ultimate Bad Guy weapon. Cheaper and easier to find than any other assault rifle, it fires an effective round and is simple to use even by untrained shooters – which revolutionaries and terrorists usually are. AK patterns have featured prominently in almost every major shootout in recent years, including outrages like the Mumbai Attacks in India in 2008. They are widely used by poachers in Africa.

TO USE, remove an empty magazine and insert a full one by rocking it in front to back. Move the selector down to *AB* (*Avtomatuskiy*, or “automatic”) or further down to *OД* (*Odin*, or “one”). Retract the charging handle on the right-hand side of the receiver to chamber a round and cock the action. This takes one combat round. The weapon is now ready to fire. Move the selector up to make safe. Professional shooters fire single shots or short bursts of 3-5 rounds – amateurs can be expected to fire long, poorly aimed bursts. The typical malfunction is a failure to eject. Subtract -5 percentiles from **Rifle** skill and halve Base Range if the gun is fitted with a folding stock and is fired with the stock folded.

“Special Ammunition” (p. 187) includes armour-piercing and tracer rounds (Damage 2D6+1 plus 1D2 Burn). AP rounds used to be available on the American civilian market, but both importation into the USA and domestic manufacture was banned in 1984. However, possession is still legal in most US states, and AP ammunition can be found at gun shows (p. 40) and in survivalist caches (p. 42) – the bank robbers who instigated the “North Hollywood Shootout” employed AP rounds extensively.

Semiautomatic versions like the MAK-90 that have been illegally converted to full-automatic (p. 92) continue to surface in America, for example during the “Waco Standoff” in 1993 (*Delta Green*, pp. 44-45), the “North Hollywood Shootout” in 1997, and the Carson City “IHOP Massacre” in 2011.

The AKM comes with four empty 30-round magazines (\$20 empty, 0.8 kg filled). The 7.62×39mm rifles can use the extended 40-round magazine (\$30, 1.1 kg) and 75-round drum magazine (\$150, 2.1 kg) developed for the Molot RPK automatic rifle. There is even a Chinese-made 100-round drum magazine (\$250, 2.6 kg), which can be found on the American collectors’ market. Some sporters come with a 10-round magazine (\$20, 0.4 kg). The 5.45×39mm weapons can use a 30-round plastic magazine (\$20, 0.5 kg) and the extended 45-round magazine (\$30, 0.8 kg) made for the Molot RPK-74 automatic rifle. Both *Spetsnaz* troops and Islamic radicals are known to favour the 45-rounders in their AKS-74U carbines ... Chinese chest rigs (p. 192) and their numerous copies hold three magazines, while newer Russian patterns hold six.

A shipping crate for the AKM contains 10 rifles, each with four magazines, a 6Kh4 bayonet, a rifle sling (p. 193), a cleaning kit (p. 192) that fits into a compartment in the buttstock, and a magazine pouch for three magazines and a lubricant bottle. A full case weighs 93 kg. Russian

ammunition sealed in tin cans is ideal for caching (p. 42). A wooden crate weighs 28 kg and contains two cans holding 640 7.62×39mm rounds each, as well as one can opener. Opening a can takes a couple of minutes.

All full-sized rifles can be fitted with the RM Equipment M203PI grenade launcher (p. 178), which is issued by some militaries.

Late-production Kalashnikovs accept the detachable PBS-1 baffle sound suppressor (\$500, 0.6 kg), which adds 18 cm to length and halves Listen rolls. Most AKMs have the barrel threaded to mount the suppressor, while on the AK-74 and AK-100-series it replaces the muzzle compensator. The PBS-1 has a synthetic wiper, which is shot out after 2D10+10 shots. This does not significantly impact sound suppression, but worsens Malf to 96 and prevents the rifle from cycling, changing ROF to 1/2(1). Subsonic ammunition gives better suppression (quarter Listen rolls) and multiples the wiper life by 10. See “Sound Suppressors” (p. 193).

Most versions can be fitted with a handguard featuring accessory rails all-around (\$50). This can mount “Weapon Optics” (p. 195) on top, “Weapon Lights and Targeting Lasers” (p. 197) on the sides, and a vertical foregrip below. First employed by Western civilians and mercenaries, such rails are increasingly used by Eastern and Third World users as well, including in the Middle East and Africa. The FSB *Spetsgruppa Alfa* uses rails on the AK-74M and AK-103 with EOTech551 reflex sight, EOTech Magnifier 3× scope, and SureFire M951 light.

The prices listed assume the model in question is legal. In restrictive jurisdictions, prices are often twice as high. In Mexico, an AK sells for about 15,000 pesos (some \$1,190) on the black market. In southern France, an AKMS smuggled in from the Balkans costs €1,000-2,000 in good condition – although heavily used ones can be found for only €500. In Africa and parts of Asia, the going rate hovers between \$150 and \$250, but can be as little as \$50 in places like Angola or the Congo. Second-hand weapons are often worse for wear – and even a Kalashnikov can suffer a broken firing pin or a barrel that is rusted through. On the American collectors’ market, a registered selective-fire AK sells for \$15,000 and more.



NORINCO **MAK 90**
Semi-Auto Rifle

ONE OF TODAY'S BEST SEMI-AUTO BUYS!

\$189.87

RI652 Condition: New

Approved version of the famous AK rifle. Features stamped receiver, walnut finish thumbhole buttstock with recoil pad, chrome lined barrel, black oxide finish. Front sight adjustable for windage and elevation. Comes in box complete with two spare 5-rd. magazines, one oil bottle, cleaning kit and sling. Barrel 16.3", Overall 35.5". Weighs 8.2 lbs.

Accessories
MAS20 Spare 5-rd. mag. Each \$4.87 5 or more Each \$2.97

Cal. 7.62 x 39mm

Izhmash AK	7.62×39mm assault rifle (1949-1959)	– \$300, very rare, special license.
Izhmash AKM	7.62×39mm assault rifle (1959-1994)	– \$350, very rare, special license.
Izhmash AK-103	7.62×39mm assault rifle (1994-)	– \$1,000, very rare, special license.
Cugir AKM (Md.63)	7.62×39mm assault rifle (1963-)	– \$500, very rare, special license.
NORINCO QBZ56	7.62×39mm assault rifle (1956-)	– \$400, very rare, special license.
Zastava AKM (M70B1)	7.62×39mm assault rifle (1973-)	– \$475, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+2	BASE RANGE 90	RATE OF FIRE 1(2) or 20	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 99
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Izhmash AKMS	7.62×39mm assault rifle (1959-1994)	– \$350, very rare, special license.
Cugir AKMS (Md.65)	7.62×39mm assault rifle (1965-)	– \$500, very rare, special license.
NORINCO QBZ56-1	7.62×39mm assault rifle (1956-)	– \$400, very rare, special license.
Zastava AKMS (M70AB2)	7.62×39mm assault rifle (1973-)	– \$475, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D6+2	BASE RANGE 90§	RATE OF FIRE 1(2) or 20	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 99
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Izhmash AK-74	5.45×39mm assault rifle (1974-1990)	– \$1,000, very rare, special license.
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SKILL Rifle*	BASE CHANCE 25%†	DAMAGE 2D8	BASE RANGE 90	RATE OF FIRE 2(3) or 20	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 99
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Izhmash AKS-74	5.45×39mm assault rifle (1974-1990)	– \$1,000, very rare, special license.
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Izhmash AK-74M	5.45×39mm assault rifle (1991-)	– \$1,000, very rare, special license.
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SKILL Rifle*	BASE CHANCE 25%§†	DAMAGE 2D8	BASE RANGE 90§	RATE OF FIRE 2(3) or 20	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 99
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TOZ AKS-74U	5.45×39mm assault carbine (1979-1997)	– \$1,000, very rare, special license.
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SKILL Rifle*	BASE CHANCE 25%§	DAMAGE 2D8	BASE RANGE 50§	RATE OF FIRE 2(3) or 25	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 99
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FÉG AMD-65	7.62×39mm assault carbine (1967-1980)	– \$450, very rare, special license.
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SKILL Rifle*	BASE CHANCE 25%§†	DAMAGE 2D6+2	BASE RANGE 70§	RATE OF FIRE 1(2) or 20	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 99
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NORINCO MAK-90	7.62×39mm rifle (1990-1994)	– \$350, very common.
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Century Arms WASR-10	7.62×39mm rifle (1998-)	– \$450, very common.
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SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+2	BASE RANGE 90	RATE OF FIRE 1(2)	CAPACITY 10/30+1	HIT POINTS 10	MALFUNCTION 99
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Zastava M92	7.62×39mm assault carbine (1992-)	– \$500, very rare, special license.
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SKILL Rifle*	BASE CHANCE 25%§†	DAMAGE 2D6+2	BASE RANGE 50§	RATE OF FIRE 1(2) or 20	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 99
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§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

† Compensator increases hit chances, see description.

All selective-fire versions require Federal licensing in the USA. Full-automatics legally in the hands of civilians date to 1986 or earlier. They are illegal in most other countries. Even semiautomatics are illegal in some jurisdictions, including in California and New York, as well as Canada, Mexico, and the UK.

TO SEE the AK in action, watch *Blood Diamond* (set in 1999), in which it is used by treasure hunter Danny Archer.

The AKM can be seen in *The Park is Mine* (set in 1984), in which a “bring-back” is used by unemployed Mitch Garnett; *Virus* (set in 1998), in which it is used by merchant marine sailors; *The Unit #2.14* (set in 2006), in which it is used with SureFire light and sound suppressor by US JSOC 1st SAG soldiers; and *Red State* (set in 2010), in which it is used by Five Points Trinity Church cultists. The AKMS is featured in *Navy SEALs* (set in 1989), in which it

is used by US Navy SEALs; *The Hurt Locker* (set in 2004), in which it is used with rails and C-More reflex sight by mercenaries; and *The Kingdom* (set in 2006), in which it is used with rails and foregrip by FBI agent Ronald Fleury.

The AKS-74U can be seen in *Goldeneye* (set in 1994), in which it is used by MI6 spy Commander James Bond.

For the QBZ56-1, watch *The Devil's Own* (set in 1992), in which it is used by PIRA radical Frankie Maguire; *Green Zone* (set in 2003), in which it is used by US Army Chief Warrant Officer Roy Miller; and *Outpost^A* (set in 2007), in which it is used by mercenaries.



Marlin Model 444SS

[The .444 Marlin] is a short- to medium-range cartridge and should be adequate for any North American big-game. It would also be effective on most thin-skinned African game, except dangerous varieties.

– Frank Barnes, *Cartridges of the World* (2009)

The *Model 444* lever-action rifle is ultimately based on the *Model 1893* made by Marlin Firearms of New Haven, Connecticut. Using dated, but reliable technology, the arm is still popular for hunting, using the powerful .444 Marlin cartridge, which is basically a lengthened .44 Magnum. The stainless *Model 444SS* has a 56-cm barrel, for an overall length of 103 cm and a loaded weight of 3.5 kg. The similar *Model 336CS* is chambered for the .30-30 Winchester round, has a 51-cm barrel, is 97 cm long, and weighs 3.3 kg. The total production of the series has topped 6 million, but most are manufactured in .30-calibre.

For an investigator, the *Model 444SS* is a good choice. It is simple to use, convenient to carry, and fires a powerful round with “awesome knockdown power,” according to retailer Walmart. The weapon is a popular hunting rifle, and legal practically everywhere. It has an inconspicuous appearance, with its homely wooden stock, stainless steel action and barrel, and lack of an aggressive-looking banana magazine. Investigators will find it easy to acquire, carry, and explain away in case the authorities get involved ... A Marlin *Model 444* was

famously carried by US Army Special Forces Sergeant Jerry “Mad Dog” Shriver on recon operations in Cambodia during the Vietnam War.

TO USE, open up the action by moving the lever down and forward, which also cocks the external hammer, and insert a cartridge into the chamber. Close the action by moving the lever back again. This takes one combat round. The gun is now ready to fire. Load five more cartridges into the tube magazine under the barrel through the loading port on the right-hand side, which takes three combat rounds. Most users leave the chamber empty, which requires the shooter to operate the lever before being able to fire. This is a useful safety measure, but leaves the shooter with only five shots in an emergency and means that he cannot shoot immediately. Alternatively, load six and decock the hammer. Once you want to start shooting, cock the hammer with the thumb. Malfunctions include both failure to eject and failure to feed. The latter requires the weapon to be disassembled, which takes 2D6+6 combat rounds and a doubled **Craft (Gunsmith)** or a **Rifle** roll.

These rifles have swivels for a rifle sling (p. 193).

TO SEE the *Model 336CS* in action, watch *Shoot to Kill* (set in 1988), in which it is used by mountain guide Jonathan Knox; and *The Three Burials of Melquiades Estrada* (set in 2005), in which it arms ranch hand Melquiades Estrada.

Marlin Model 444 .444 Marlin rifle (1965-1983) – \$600, scarce.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 1D8+1D6+4	BASE RANGE 80	RATE OF FIRE 1(3/2)	CAPACITY 4+1	HIT POINTS 10	MALFUNCTION 99
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Marlin Model 444SS .444 Marlin rifle (1984-) – \$650, scarce.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 1D8+1D6+4	BASE RANGE 80	RATE OF FIRE 1(3/2)	CAPACITY 5+1	HIT POINTS 10	MALFUNCTION 99
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Marlin Model 336CS .30-30 Winchester rifle (1984-) – \$570, very common.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+2	BASE RANGE 110	RATE OF FIRE 1(3/2)	CAPACITY 6+1	HIT POINTS 10	MALFUNCTION 99
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Remington Model 700

The *Model 700* is a bolt-action rifle made by Remington Arms Co. of Ilion, New York. It is available with wooden or synthetic stocks, various types of barrels, and chambered for more than two dozen cartridges ranging from 4.32-mm (.17-calibre) to 11.63-mm (.458-calibre). Several million have been made to date.

The *Model 700BDL* is a hunting model. In the popular .30-06 calibre, it has a 59-cm barrel, is 108 cm long, and weighs 3.5 kg loaded. Between 1973 and 2004, the Model 700BDL was available for left-handed shooters with the bolt handle on the left side.

The *Model 700P* is intended for police users and typically comes with a synthetic stock. It is the basis for various law enforcement and military sniper rifles.

The US Marine Corps has adopted several variants based on the Model 700. The *M40A1* has a 61-cm match barrel, a fibreglass stock, and mounts an Unertl MST-100 10× scope (p. 195). It is 112 cm long and weighs 6.7 kg loaded. The *M40A3* has a new trigger and stock, and comes with a Harris bipod, for a loaded weight of 7.6 kg. The current *M40A5* has a new 64-cm barrel with a flash hider that can be fitted with a quick-detach SureFire FA762SS baffle sound suppressor (\$1,985, 0.5 kg). This adds 23 cm to length and halves Listen rolls (p. 194). The *M40A5* is 113 cm long and weighs 8.6 kg loaded with a 5-round detachable magazine. Weight includes an S&B M8541 3-12× scope (p. 195).

In 1988, the US Army adopted a version as the *M24 Sniper Weapon System (SWS)*. This has a 66-cm match barrel, is 109 cm long, and weighs 6.7 kg loaded. Weight includes a Leupold Ultra M3 10× scope (p. 195) (from 1998, a Leupold Mark 4). It weighs 24 kg in a hardshell gun case (p. 193) complete with all accessories. The US Army acquired more than 3,200, and the *M24* was also adopted by the militaries of Afghanistan, Brazil, Colombia, Egypt, El Salvador, Israel, Japan, and Taiwan. Another user is the NYPD Emergency Service Unit (ESU). Originally only available to government users, refurbished *M24* rifles were sold by Remington on the civilian market in 2012 for \$3,500, including scope and bipod, primarily to certified military snipers (active and retired) and federal agents.

H-S Precision of Rapid City, South Dakota, produce a copy of the *Model 700P* as the *Pro-Series 2000 Heavy Tactical Rifle (HTR)*. It has a 61-cm fluted match barrel, synthetic stock, and detachable 4-round magazine (a 10-round is optional). It comes with a Harris bipod and a Leupold Mark 4 3.5-10× scope (p. 195). It weighs 6.5 kg including bipod, scope, and 4-round magazine. The HTR was adopted in 2004 by the FBI for its SWAT teams, and is also supplied to other users such as the Argentine federal police GEOF, Israeli army, and US ATF.

For an investigator, the Remington *Model 700* or a variant is an excellent choice. It is more accurate out of the box than most semiautomatic rifles, and is easily customized into a tack-driver at a fraction of the cost of many other marksman rifles. Extremely widespread for hunting and sniping, it can be encountered worldwide.

TO USE, turn the bolt handle up and draw it back to open up the action and eject the last case. Insert four cartridges into the internal magazine. Close the action and thereby cock the internal striker. This takes two combat rounds. Variants with detachable magazine need only one combat round. The rifle is now ready to fire. If a fifth round is to be loaded into the chamber, insert it before the action is fully closed, adding one combat round to the loading time. After loading, the safety at the rear of the bolt can be applied. The typical malfunction is a failure to feed when the action will not close.

Detachable 4-round magazines cost \$80 empty and weigh 0.2 kg filled. Extended 10-round magazines are available for some models (\$125, 0.35 kg). Most versions have swivels for a rifle sling (p. 193). A Harris folding bipod costs \$130 and weighs 0.4 kg.

The price for the *M40-series*, *M24*, and *HTR* includes the listed scope.

Models in 7.62×51mm or .30-06 are illegal in Mexico.

TO SEE the *Model 700BDL* in action, watch *No Country for Old Men* (set in 1980), in which it is used with an Unertl 8× scope by welder Llewelyn Moss; and *The Hunted* (set in 2001), in which it is carried with Litton M993 4× night sight by CIA hit man Powell.



For the Model 700P, watch *SWAT* (set in 2002), in which it is used with Leupold 3-9× scope by LAPD SWAT officers; and *Shooter* (set in 2006), in which it is used with a Leupold Mark 4 16× scope by former Force Recon Marine Gunnery Sergeant Bob Lee Swagger.

The M40A1 can be seen in *Generation Kill* (set in 2003), in which it is used with Unertl MST-100 10× scope by Force Recon Marine Sergeant Pappy Patrick; and *NCIS*

#7.1 (set in 2009), in which it is used with Unertl MST-100 10× scope by NCIS agent Leroy Gibbs.

For the M40A3, watch *Shooter* (set in 2003), in which it is used with Unertl MST-100 10× scope by Force Recon Marine Gunnery Sergeant Bob Lee Swagger.

The M24 appears in *Clear and Present Danger* (set in 1993), in which it is used with Leupold Ultra M3 10× scope and suppressor by CIA hit man Sergeant Ding Chavez.

Remington Model 700BDL .220 Swift rifle (1992-) – \$985, common.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 1D10+1D8	BASE RANGE 120	RATE OF FIRE 1/2(1)	CAPACITY 4+1	HIT POINTS 10	MALFUNCTION 00
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Remington Model 700BDL 7.62×51mm rifle (1962-1995) – \$985, very common.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 120	RATE OF FIRE 1/2(1)	CAPACITY 4+1	HIT POINTS 10	MALFUNCTION 00
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Remington Model 700BDL .30-06 rifle (1962-) – \$985, very common.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 120	RATE OF FIRE 1/2(1)	CAPACITY 4+1	HIT POINTS 10	MALFUNCTION 00
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Remington Model 700BDL .300 Winchester Magnum rifle (1962-) – \$985, scarce.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D8+4	BASE RANGE 130	RATE OF FIRE 1/2(1)	CAPACITY 3+1	HIT POINTS 10	MALFUNCTION 00
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Remington Model 700P 7.62×51mm rifle (1986-) – \$1,150, common.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 130	RATE OF FIRE 1/2(1)	CAPACITY 4+1	HIT POINTS 10	MALFUNCTION 00
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Remington Model 700P .300 Winchester Magnum rifle (1986-) – \$1,300, rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D8+4	BASE RANGE 130	RATE OF FIRE 1/2(1)	CAPACITY 3+1	HIT POINTS 10	MALFUNCTION 00
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RTE M40A1 7.62×51mm rifle (1975-2000) – \$4,100, very rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 130	RATE OF FIRE 1/2(1)	CAPACITY 4+1	HIT POINTS 10	MALFUNCTION 00
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PWS M40A3 7.62×51mm rifle (2000-2009) – \$5,000, very rare.

PWS M40A5 7.62×51mm rifle (2009-) – \$6,750, very rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 130‡	RATE OF FIRE 1/2(1)	CAPACITY 5+1	HIT POINTS 10	MALFUNCTION 00
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Remington M24 7.62×51mm rifle (1988-) – \$4,000, very rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 130‡	RATE OF FIRE 1/2(1)	CAPACITY 5+1	HIT POINTS 10	MALFUNCTION 00
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H-S Precision PS 2000 HTR 7.62×51mm rifle (1990-) – \$4,900, rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 130‡	RATE OF FIRE 1/2(1)	CAPACITY 4/10+1	HIT POINTS 10	MALFUNCTION 00
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‡ Double Base Range if fired from bipod mount.



Ruger Mini-14

Ruger's Mini-14 in .223 has always been a handy and economical autoloader for the wilds, and ... the stainless Mini is an excellent choice for saltwater explorations, or any place that gets a little damp along the way.

– Denis Prisbrey, "Adventurin' Long Guns" (2008)

The *Mini-14* is a semiautomatic rifle employing a miniaturized version of the action perfected by John Garand for the M1 rifle (p. 126) and later used in the Springfield M14 (p. 127). It is made by Sturm, Ruger and Co. of Newport, New Hampshire. The original Mini-14 has a wooden stock and a 47-cm barrel. Overall length is 97 cm and it weighs 3.3 kg loaded with a 20-round magazine. The *Mini-14 Government Barrel (Mini-14GB)* has a bayonet mount to take the 0.3-kg M7 bayonet (p. 200) with its 17-cm blade (Spear 20%, 1D8+1+db plus Impale). The *Mini-30* is similar to the Mini-14, but chambered for the Russian 7.62×39mm M-43 (.30-calibre) cartridge, which has become popular in the USA.

The *Automatic Carbine 5.56-mm (AC-556)* is a selective-fire version of the Mini-14GB with settings for 3-round limited bursts and full-automatic. The *AC-556F* has a folding stock and a 33-cm barrel without bayonet mount. The AC-556 is 97 cm long and weighs 3.5 kg loaded with a 20-round magazine, while the AC-556F is only 61 cm long with the stock folded and weighs 3.6 kg loaded with a 20-round (unmodified *Conceal* roll).

Since 1978, all models are available in stainless steel (+\$70), adding a K-prefix to the designation. Over 500,000 rifles have been made so far.

The Mini-14 is a good choice for an investigator, being handy, inexpensive, and firing an effective round from a large magazine, while at the same time avoiding the military appearance of a black assault rifle. This was one of the reasons for the Mini-14GB's acceptance by many police agencies, including the Arizona Department of Public Safety, Oklahoma Highway Patrol, and Royal Ulster Constabulary. The only military to have adopted the rifle is that of the Bermuda islands, which still issues the Mini-14GB. The AC-556 has been a standard long arm of US Marine Security Guards at selected American



embassies since 1978, and is in service with the French police CRS and Paris police *Brigades de Recherche et d'Intervention (BRI)*. However, most organizations have replaced the design since the turn of the 21st century, the rifles typically ending up on the surplus market. The K-Mini-14GB rifles used by the NYPD Emergency Service Unit (ESU) between 1978 and 2009 have since been assigned to ordinary detectives for emergencies.

The Mini-14's availability has also seen it being used by Bad Guys, including by a bank robber in the "Miami Massacre" of 1986, by a PIRA radical in the "Jonesborough Ambush" of 1989, and by a Norwegian right-wing terrorist in 2011. Both accuracy and reliability of the Mini-14 are less than sterling compared to similar weapons – which makes it a poor basis for a sniper rifle, despite its frequent depiction as such in cinema.

TO USE, remove an empty magazine and insert a full magazine. Retract the bolt handle to cock the action and let it fly forward again to chamber a round. This takes one combat round. The rifle is now ready to fire. The typical malfunction is a failure to feed. Subtract -5 percentiles from **Rifle** skill and halve Base Range if the gun is fitted with a folding stock and it is fired with the stock folded.

The civilian versions come with *one* detachable 5-round magazine (\$20 empty, 0.15 kg filled), but a 20-round (\$30, 0.4 kg) is available from Ruger as well; the 20-round is standard for the Mini-14GB and AC-556 patterns. The 30-round magazine (\$40, 0.6 kg) is sold only to government agencies by Ruger and hence is not easy to find on the commercial market. Aftermarket add-ons include the 90-round MWG drum magazine (\$125, 1.6 kg) and the 100-round Beta C-MAG twin-drum magazine (\$300, 2.3 kg), which both worsen Malf to 96.

Depending on condition, the out-of-production AC-556 costs around \$7,000 on the US collectors' market.

The selective-fire versions require Federal licensing in the USA. The full-automatics in the hands of civilians date to 1986 or earlier. Even semiautos are illegal in many jurisdictions, including in Japan, Mexico, and the UK, but not in Canada or Germany.

TO SEE the Mini-14 in action, watch *Cabin Fever*^Δ (set in 2001), in which it is used by student Bert; and *The Thaw*^Δ (set in 2008), in which it is used by student Frederico Fulce.

The K-Mini-14 appears in *The Long Kiss Goodnight* (set in 1996), in which it is used with 4× scope by former CIA hit woman Charly Baltimore.

The K-Mini-14F is used by US Army Special Forces deserters in *The A-Team* (set 1983/1986).

The Mini-14GBF can be seen in *Ghost Dog* (set in 1999), in which it is deployed with a Bushnell Sportsman 4x scope and home-made suppressor by hit man "Ghost Dog"; and *The American* (set in 2010), in which it is used with 3-12x scope and home-made suppressor by hit man Jack.

Ruger Mini-14 5.56×45mm rifle (1974-) – **\$880, very common.**
Ruger Mini-14GB 5.56×45mm rifle (1975-1990) – **\$900, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	100	2(3)	5/20/30+1	10	97

Ruger Mini-14GBF 5.56×45mm rifle (1975-1990) – **\$1,025, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	100\$	2(3)	20/30+1	10	97

Ruger Mini-30 7.62×39mm rifle (1987-) – **\$920, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+2	100	2(3)	5/20+1	10	97

Ruger AC-556 5.56×45mm assault rifle (1976-1985) – **\$950, rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	100	2(3)B or 25	20/30+1	10	97

Ruger AC-556F 5.56×45mm assault carbine (1976-1985) – **\$1,075, rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8	70\$	2(3)B or 25	20/30+1	10	97

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

B Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.



Ruger Model 10/22

The Ruger 10/22 rifle is America's favorite .22 LR rifle ... Ideally suited for informal target shooting, "plinking," small game hunting and action-shooting events, Ruger has sold millions of 10/22 rifles since their introduction in 1964. With its legendary action and renowned reliable rotary magazine, all 10/22 rifles are sleek, perfectly balanced, rugged and superbly accurate.

– Ruger advertisement (2012)

Designed by William Ruger, the *Model 10/22* is a semiautomatic weapon chambered for the .22 Long Rifle rimfire cartridge. Its detachable 10-round rotary magazine fits flush with the underside of the rifle, but there are also larger, conventional box magazines available that extend downward. The *Model 10/22* carbine has a 47-cm barrel, is 94 cm long, and weighs 2.4 kg loaded with a 10-round magazine. Dozens of variants are available, with wooden or synthetic stocks, various barrels, different sights, etc.

The AC-556 appears in *Miami Vice #1.4* (set in 1984), in which it is used by hit man Ludovici Armstrong; and *Broken Arrow* (set in 1996), in which it is used by renegade USAF pilot Vic Deakins.

rifle looks like it has a heavyweight match barrel. The Ultra II is 88 cm long and weighs 2.8 kg loaded with 10 rounds. Quarter Listen rolls (p. 194). Such rifles are employed by law enforcement SWAT and hostage rescue units to quietly shoot out tires or street lights prior to a raid. Tritium sights (p. 23) add \$200.

TO USE, remove an empty magazine and insert a full magazine. Retract the bolt handle to cock the action and let it fly forward again to chamber a round. This takes one combat round. The rifle is now ready to fire. Apply the cross-bolt safety to put on safe. The typical malfunction is a misfire, followed by a failure to feed.

Hollow-point ammunition (Damage 1D6+3) is widely available, as are subsonic rounds (Damage 1D6, Base Range 20, Malf 96).

The Model 10/22 comes with *one* detachable 10-round rotary magazine (\$13 empty, 0.1 kg filled). A 25-round extended plastic box magazine (\$25, 0.3 kg) is available from Ruger. Aftermarket magazines of various capacities are made, including a 50-round plastic drum magazine (\$60, 0.6 kg). The latter worsens Malf to 96.

Ruger Model 10/22 .22 LR rifle (1964-) – \$275, very common.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 1D6+1	BASE RANGE 40	RATE OF FIRE 3(4)	CAPACITY 10/25+1	HIT POINTS 10	MALFUNCTION 97
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AWC Ultra II .22 LR rifle (1993-) – \$1,200, rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 1D6+1	BASE RANGE 40	RATE OF FIRE 3(4)	CAPACITY 10/25+1	HIT POINTS 10	MALFUNCTION 97
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SIG SG552 Commando

In 1986, the Swiss army introduced its *Sturmgewehr 90* ("assault rifle model 1990"). Commercially it is known as the *SG550*, developed by the Schweizerische Industrie-Gesellschaft (SIG) of Neuhausen, Switzerland. Based internally on the action of the Kalashnikov (p. 115), it is a refined weapon suitable for a nation of riflemen. More than 450,000 were made for the Swiss service alone. Other users include the Brazilian air force and the Vatican's *Pontifícia Cohors Helvetica* ("papal Swiss guard"). The SG550 has a 53-cm barrel and comes with a detachable bipod. Length is 77 cm with the plastic stock folded, and it weighs 4.4 kg loaded with a 20-round magazine. It can mount a 0.3-kg bayonet, (p. 200) with 18-cm blade (Spear 20%, 1D8+1+db plus Impale).

The *SG551* is a carbine version with a 36-cm barrel and a minimum length of 61 cm. It weighs 3.9 kg loaded with a 30-round magazine. The weapon has seen considerable success with military and law enforcement special operations units, including the French navy *Commandos Marine*, Indian NSG, Pakistani ISI, Spanish national police GEO, various Swiss police intervention units, and US DEA. In 1993, the German federal police GSG9 unit adopted it as the *G37*, followed by several German state police SEK units. These typically mount the Trijicon ACOG 4× scope (p. 195). The semiautomatic *SG551-SP* is issued by British armed response units of the Dyfed-Powys Police, Hertfordshire Police, and Staffordshire Police.

The *SG551 Sport* is semiautomatic for sale in European countries that allow it, such as France, Germany, the Netherlands, or Poland. It has a 43-cm match barrel and lacks a flash hider, but is otherwise similar.

The *SG552 Commando* is an even shorter version with a 23-cm barrel. It is 50 cm long with the stock folded and weighs 3.7 kg loaded with 30 rounds (unmodified *Conceal* roll). The SG552 is issued by the Argentine federal police GEOF, Egyptian central security forces, Spanish national police GEO, and US DOD PSD. It was replaced in production by the *SG553*, which has a redesigned gas system for improved reliability, made necessary due to the short barrel. The SG553 is a standard weapon with the Indian army NSG.

For an American investigator, the SG550-series is unlikely. Even the semiautomatic versions are quite rare, as few were imported. Some US agencies issue the SG551 or SG552. In Europe, the series is more common, both with official users and private citizens. It combines





the reliability of the Kalashnikov-series with improved accuracy and ergonomics – at a high price. SIG rifles are rare on the black market, although some are in circulation in Europe, primarily stolen Swiss service rifles.

Most Swiss militia members – about 60% of all men between 18 and 34 as well as a few women – have a full-automatic Stgw90 in their cupboard, in case of war. Until 2008, Swiss soldiers also stored a sealed can of 50 cartridges at home. The ammunition had to be handed back by 2009, but not all was returned. Privates leave the militia at age 34, at which point they can buy their issued rifle for 100 Swiss francs (\$105). These are altered to semiautomatic-only (ROF 2(3)) and marked P (for *Privat* – “privately-owned”). At least 13,000 Swiss servicemen have opted to do so. Swiss investigators (or foreign investigators burgling a home in Switzerland) thus might have relatively easy access to powerful weaponry, although they might need to acquire ammo through other channels.

When the German *Akademie für zukünftige Gesundheit* cult was taken down in the Dominican Republic in 2012, police confiscated an arsenal that included a SG550 and a SG552.

TO USE, remove an empty magazine and insert a full magazine. Retract the bolt handle on the right-hand side to cock the action and let it fly forward again to chamber a round. Set the fire selector to either the red 1 (semiautomatic), 3 (3-round limited burst), or 20 (full-automatic). This takes one combat round. The gun is now ready to fire. Rotate the selector to the white S to make safe. Trained operators fire single shots or short bursts of 3–5 shots. The typical malfunction is a failure to eject. Subtract -5 percentiles from **Rifle** skill and halve Base Range when it is fired with the stock folded.

The SG550 comes with *one* 20-round magazine (\$60 empty, 0.35 kg filled), while the SG551, SG552, and SG553 come with *one* 30-round magazine (\$80, 0.5 kg). The SG551 Sport includes *one* 10-round magazine (\$90, 0.2 kg). The magazines are made of translucent plastic, allowing the user to see at a glance how many rounds remain. Lugs moulded into the sides of the 20- and 30-rounders allow several magazines to be clipped together side-by-side, to speed up reloading. In the Swiss army, the Stgw90 is issued with six 20-round magazines. The Beta C-MAG twin-drum magazine holds 100 rounds (\$310, 2.3 kg), but worsens Malf to 98.

A compartment in the hollow pistol grip can hold a cleaning kit (p. 192). The trigger guard folds to the side to allow trigger manipulation with winter gloves (p. 24).

Even semiautomatic versions are illegal in some jurisdictions, including California and New York, Japan, Mexico, and the UK. The SG551 Sport is restricted in Canada.

TO SEE the SG551 in action, watch *Ronin* (set in 1997), in which it is used by mercenary Sam.

The SG552 appears in *The Bourne Identity* (set in 2002), in which it is used by a CIA mercenary; *The Transporter* (set in 2002), in which it is used with Kern RV collimating sight by mercenary Frank Martin; *The Bourne Ultimatum* (set in 2004), in which it is used with Zeiss 4.5–14× scope and suppressor by CIA hit man Paz; *Miami Vice* (set in 2005), in which it is used by Miami police detective Sonny Crockett; *The Unit #1.2* and *#1.13* (set in 2006), in which it is used with C-More reflex sight by US JSOC 1st SAG soldiers; *Salt* (set in 2010), in which it is used by CIA spy Evelyn Salt; and *The Cabin in the Woods*^A (set in 2012), in which it is used by The Organization cultists..

SIG SG550 (Stgw90) 5.56×45mm assault rifle (1987-) – \$2,800, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	110\$‡	2(3)B or 25	20/30+1	10	99

SIG SG551 (G37) 5.56×45mm assault carbine (1993-) – \$2,975, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	80\$	2(3)B or 25	20/30+1	10	99

SIG SG551-SP 5.56×45mm carbine (1993-) – \$2,975, very rare, special license.**SIG SG551 Sport 5.56×45mm carbine (2007-) – \$2,700, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	80\$	2(3)	20/30+1	10	99

SIG SG552 Commando 5.56×45mm assault carbine (1998-2007) – \$3,150, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	50\$	2(3)B or 25	20/30+1	10	98

SIG SG553 Commando 5.56×45mm assault carbine (2007-) – \$3,150, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D8	50\$	2(3)B or 25	20/30+1	10	99

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

‡ Double Base Range if fired from bipod mount.

B Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.



Springfield M1 Garand

Bushido is all very well in its way, but it is no match for a .30-06.

– Jeff Cooper, *Commentaries* (1999)

The *M1* semiautomatic rifle was developed by John Garand when he worked at the Springfield Armory of Springfield, Massachusetts. It was used heavily by the American services during WWII and the Korean War. Government arsenals and private contractors produced around 6.25 million *M1* rifles. The Garand fires the powerful .30-06 Springfield cartridge. It has a 61-cm barrel, is 110 cm long, and weighs 4.5 kg loaded. It can mount a 0.4-kg *M1* bayonet (p. 200) with 25-cm blade (**Spear** 20%, 1D8+1+db plus Impale). The rifle is loaded using a reusable 8-round *en bloc* clip rather than with a detachable magazine. When the last shot is fired, the clip is ejected with an embarrassing “ping,” indicating to anyone nearby that the weapon is now empty ...

The *M1* continued in US Navy and Coast Guard reserve as well as National Guard service until the 1970s. Huge numbers were provided to US allies, especially in Europe, Latin America, the Middle East, and Southeast

Asia, although all have since replaced the rifle in front-line service. The Garand is still used by competition shooters, especially in the USA, but also elsewhere. Since 1955, any US citizen who is a member of the National Rifle Association (NRA) and a shooting club affiliated with the government-sponsored Civilian Marksmanship Programme (CMP) can buy a surplus *M1*, and many have entered the commercial market.

Despite its age, a Garand can give excellent service to an investigator – “sixteen shells from a thirty-ought-six.” The rifle is powerful, accurate, reliable, and relatively easily available, including in many jurisdictions that restrict the civilian possession of modern “assault weapons.” An aged investigator could own an old service weapon, while a younger man could have inherited it. Some people even hunt with the rifle. The Garand keeps showing up in former or current trouble spots like Ethiopia, Latin America, or Southeast Asia. Its main disadvantage is its weight and bulk, making it cumbersome to tote around indoors or generally in urban areas.

A “Garand M2” (*Call of Cthulhu*, p. 64) never existed.

TO USE, retract the bolt handle on the right-hand side to open the action and cock the internal striker. Insert an 8-round clip. When the bolt is closed, it chambers a cartridge (which is the reason it cannot be loaded with an additional round in the chamber). Unpractised users can get their thumb caught by the forward-running bolt (the infamous “M1 thumb”), which is painful, but not a real problem. The rifle is now ready to fire. This takes one combat round. To make safe, engage the safety at the front of the trigger guard. The typical malfunction is a failure to eject.

“Special Ammunition” (p. 187) includes armour-piercing, hollow-point (Damage 2D6+6), and tracer (Damage 2D6+4 plus 1D2 Burn) rounds, all of which are legal to own in most US states. This might be especially interesting to American investigators because AP cartridges in other rifle calibres, while likewise legal, are nearly impossible to find on the civilian market today, but those in .30-06 can still be scrounged up. The M2 AP round penetrates more than 1 cm of steel at 90 m.

An empty clip costs \$5 (reproductions cost \$1.50) and weighs 0.25 kg filled. Military ammunition usually comes

preloaded in 8-round clips. Six full clips are packed in a canvas bandoleer, for a ready supply of 48 shots. A bandoleer weighs 1.6 kg; an M19A1 metal box (p. 192) holding four bandoleers weighs 8 kg. Today, the CMP sells a can of surplus ammo (200 loose cartridges) for only \$110 including shipping. A bandoleer of WWII-vintage M2 AP ammo in clips (48 rounds) costs \$65.

A cleaning kit (p. 192) fits into a compartment in the buttstock. The M1 comes with a leather rifle sling (\$20, 0.2 kg).

The price given is that charged by the CMP for a beat-up, but serviceable surplus rifle; it offers various grades costing as much as \$1,150. Prices on the collectors’ market vary widely.

TO SEE the M1 in action, watch *Jaws*^A (set in 1974), in which it is used by Amity police chief Martin Brody; *Uncommon Valor* (set in 1982), in which it is used by pensioner Colonel Jason Rhodes; and *Gran Torino* (set in 2007), in which a “bring-back” is wielded by pensioner Walt Kowalski.

Springfield M1 Garand .30-06 rifle (1937-1957) – \$525, common.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 130	RATE OF FIRE 1(2)	CAPACITY 8	HIT POINTS 10	MALFUNCTION 98
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Springfield M14

They opened the trunk. Inside were several large plastic cases. Reggie removed an M21 sniper rifle and a twenty-round magazine, then handed them to Jill. “Load it,” he barked. Jill put the mag in and chambered a round, then briefly sighted on a tree through the scope. “Ready,” she said, slinging it over her shoulder.

– John Tynes, “The Corn King” (2001)

The M1 Garand (p. 126) was replaced in US military service by the M14, which uses the same basic action, but fires the 7.62×51mm NATO cartridge and replaces the loading clip with a 20-round detachable magazine. It has a 56-cm barrel, is 112 cm long, and weighs 5.1 kg loaded. It can mount a 0.3-kg M6 bayonet (p. 200) with 17-cm blade (Spear 20%, 1D8+1+db plus Impale). The original rifle was capable of selective fire, but most were converted to semiautomatic since the heavy recoil makes it uncontrollable in burst fire.

Some 1.4 million were made at Springfield Arsenal and by private contractors including Winchester, plus another million in Taiwan for its military (as the T57). Between the 1970s and 1990s, surplus M14 rifles were widely distributed as US military aid, prominent receivers including Colombia, Estonia, and the Philippines. Many

of these have relegated it to reserve service. Numbers went to Ethiopia and Somalia, and have turned up in the hands of pirates in the Arabian Sea.

Since 1997, surplus rifles have been supplied to American law enforcement agencies including the CBP, NPS Rangers, California Department of Fish & Game, Maine State Police, Montana Highway Patrol, Oklahoma Department of Fish & Wildlife, Utah Highway Patrol, Washington State Patrol, Wyoming State Police, and local agencies such as Louisiana’s Chitimacha Tribal Police Department and Michigan’s Oakland County Sheriff’s Department.

The M21 is a semiautomatic match variant with a Leatherwood ART II 3-9× scope (p. 195). It weighs 5.8 kg loaded. Some 1,435 were built at the Rock Island Arsenal of Rock Island, Illinois. It entered service in 1969 as the XM21 and was officially designated the M21 in 1975. The M21 was the US Army’s sniper rifle from the Vietnam War until it was replaced by the Remington M24 (p. 120). It continued to see service at least until Operation DESERT STORM (1991).

The M25 is similar to the M21, being built on M14 receivers for Army Special Forces and Navy SEALs by



Brookfield Precision Tool of Brookfield, Massachusetts. A few hundred were made. It normally mounts a Bausch & Lomb or Leupold 10× scope (p. 195).

The M1A is a semiautomatic copy of the M14 made by the privately-owned Springfield Armory of Geneseo, Illinois. This is a popular weapon among US citizens, with more than 150,000 having been made.

Beginning in 2002, the US military took thousands of M14 rifles out of storage for use as designated marksman rifles in the War on Terror. The *M14 Enhanced Battle Rifle (EBR)* is used by the US Army, with more than 6,200 in service. It normally mounts a Leupold Mark 4 3.5-10× scope (p. 195).

The *MK 14 MOD 0 Enhanced Battle Rifle (EBR)* was developed for the US Navy SEALs by the Naval Surface Weapons Center at Crane, Indiana, and also acquired by the USCG. It consists of an M14 action fitted with a 46-cm match barrel, an aluminium stock with various sight and accessory rails, as well as a retractable shoulder piece. It mounts a Nightforce NXS 2.5-10× scope (p. 195). Its shortest length is 89 cm and its loaded weight 6.9 kg including scope.

For an American investigator, the commercial M1A is an excellent choice. These rifles fire a powerful, long-reaching cartridge – the longest recorded sniper kill with an M21, during the Vietnam War, was at 900 m.

Investigators serving with the US military might have access to the original M14 or a more specialized pattern. However, both rifle and its ammunition are fairly heavy to *schlepp* over long distances. In 2009, no less than three selective-fire M14s were found in a Vietnam veteran's cache (p. 42) in Bellevue, Washington.

TO USE, retract the bolt handle to open the action and cock the internal striker. Remove an empty magazine and insert a full one. Pull the bolt slightly to the rear and let snap forward, chambering a cartridge. The rifle is now ready to fire. This takes one combat round. To make safe, apply the safety at the front of the trigger guard. The typical malfunction is a failure to eject.

Optional "Special Ammunition" (p. 187) includes armour-piercing, hollow-point (Damage 2D6+6), and tracer rounds (Damage 2D6+4 plus 1D2 Burn). However, the military normally only uses full metal jacket rounds in this weapon.

Each rifle comes with two 20-round magazines (\$40 empty, 0.7 kg filled), or two 10-rounders in those jurisdictions that do not allow larger capacities. The M14 normally comes with a canvas rifle sling (\$30, 0.3 kg). Belt pouches hold two magazines each.

The M21 can be used with a SIONICS SS-1 baffle sound suppressor (\$500, 0.6 kg), which increases length by 12 cm and halves Listen rolls (p. 194).

Except for the M21, the prices listed do not include scopes. Only the M1A has been commercially distributed, but a few dozen M14s are legally in the hands of American collectors. In the early 1990s, full-automatic, as-new M14s from US storage were available on the international arms market to qualified purchasers for as little as \$225.

Springfield M14 7.62×51mm automatic rifle (1959-1964) – \$825, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 120	RATE OF FIRE 1(2) or 20	CAPACITY 20+1	HIT POINTS 10	MALFUNCTION 98
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RIA M21 7.62×51mm rifle (1969-1970) – \$5,000, very rare.

BPT M25 7.62×51mm rifle (1988-1992) – \$3,200, very rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 120	RATE OF FIRE 1(2)	CAPACITY 20+1	HIT POINTS 10	MALFUNCTION 98
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Springfield M1A 7.62×51mm rifle (1974-) – \$1,700, common.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 120	RATE OF FIRE 1(2)	CAPACITY 10/20+1	HIT POINTS 10	MALFUNCTION 98
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NSWC MK 14 MOD 0 EBR 7.62×51mm rifle (2004-) – \$2,400, very rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 100†	RATE OF FIRE 1(2)	CAPACITY 20+1	HIT POINTS 10	MALFUNCTION 98
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RIA M14 EBR 7.62×51mm rifle (2009-) – \$3,000, very rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6+4	BASE RANGE 120†	RATE OF FIRE 1(2)	CAPACITY 20+1	HIT POINTS 10	MALFUNCTION 98
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† Double Base Range if fired from bipod mount.

The M14 requires Federal licensing in the USA – even when restricted to semiautomatic – and is banned in most other jurisdictions. All patterns are illegal in Japan, Mexico, and the UK.

TO SEE the M14 in action, watch *Black Hawk Down* (set in 1993), in which it is used with Aimpoint CompM2 sight by US JSOC CAG soldier Sergeant Randall Shuggart; *Congo^A* (set in 1994), in which it is used by

porter Kahega; and *Body of Lies* (set in 2003), in which it is used with bipod and US Optics MST-100 10× scope by CIA mercenary Bassam.

The M25 can be seen in *The Objective^A* (set in 2001), in which it is used with Leupold 10× scope by Australian SASR soldier Sergeant Pete Sadler; and *Tears of the Sun* (set in 2002), in which it is used with Leupold 10× scope by US Navy SEAL Petty Officer “Silk” Owens.



Steyr AUG A1

Now see what she got. That's a Steyr Aug [sic]. Steyr Aug's a bad motherfucker. Listen ... Shit's expensive, man. Comes from Austria. My customers don't know shit about it, so there ain't no demand.

– Ordell Robbie, **Jackie Brown** (set in 1996)

Adopted in 1977, the *Armee Universal Gewehr* (“army universal rifle”) or AUG (the abbreviation is pronounced “ah-oo-geh”) was developed by Steyr Mannlicher of Kleinraming, Austria. It was the first successful assault rifle employing the “bullpup” layout, with the action behind the trigger, giving a short overall length. Upgraded to the AUG A1 configuration in 1982, the weapon offers unique features, many of them novel at the time of its introduction, and still useful today.

The rifle’s modular construction permits the barrel to be rapidly exchanged, and several lengths are available. By removing the barrel, the rifle can be better concealed, the longer of the two components being just 55 cm. Assembly takes one combat round. The back-raked carrying handle incorporates an integral Swarovski 1.5× scope for fast aimed shots (+2 DEX). The stock and other components are plastic, including the translucent magazines. The latter allow the shooter to visually check how many shots he has left. The trigger guard encloses the entire hand, so that the weapon can be fired while wearing gloves or mittens (p. 24). Like most bullpup weapons, the AUG cannot be fired from the non-dominant shoulder, since it would eject the cases into the shooter’s face. This is normally the left shoulder, but by exchanging the bolt (which takes too long to be done in combat), an armourer can set up the rifle to eject to the left, which allows it to be fired from the left shoulder – but then it cannot be fired from the right side ...

The rifle has a 51-cm barrel, for an overall length of 79 cm and a weight of 3.6 kg loaded with 30 rounds. With the 41-cm carbine barrel, length goes down to 69 cm and weight to 3.3 kg. The 35-cm commando barrel reduces length to 64 cm and weight to 3.2 kg. Some full-size rifles, including those used by the Irish army, but

not those of the Austrian army, have a bayonet mount for the 0.3-kg Eickhorn KCB77 bayonet with its 17-cm blade (Spear 25%, Damage 1D8+1+db plus Impale).

The AUG A1 was adopted by the Austrian army and police as the *Sturmgewehr 77A1* (“assault rifle model 1977, pattern 1”). It is issued by the Algerian intelligence department GIS and gendarmerie DSI, Argentine army *Comandos*, Falklands Defence Force, Irish army, Nigerian state security service, Pakistani SSG, Philippine army Scout Rangers, Saudi Arabian army and national guard, and Tunisian army. Australia built it under license as the *F88* for the Australian and New Zealand militaries. Malaysia also produced it under license.

In 1988, the US Customs Service acquired 1,800 AUG A1 Carbines limited to 3-round bursts (ROF 2(3)B). These are still in service with Immigration and Customs Enforcement (ICE) Homeland Security Investigations (HSI) agents, but are being replaced by the Colt M4 (p. 98) from 2007. Burst-fire carbines are standard for the Austrian federal police and customs service.

The AUG A1 SA is a semiautomatic rifle version sold in North America. Some 5,000 were distributed in Canada and the USA. The AUG A1 SA has also been issued to the firearms officers of British constabularies such as the Avon & Somerset Police, Cambridgeshire Police, Derbyshire Police, Gloucestershire Police, and Northern Scotland Constabulary.

The AUG A1 HBAR-T has a 62-cm heavy barrel with integral bipod for use as designated marksman rifle or automatic rifle. It has a mount for a telescopic sight. A muzzle compensator improves automatic fire with it (add +5 percentiles to the modified Attack chance when firing bursts). It is 89 cm long and weighs 6.1 kg including 42-round magazine and Kahles ZF69 6× scope (p. 195).

The AUG A2 replaces the integral sight with an accessory rail. It is available in rifle and carbine format. The AUG A2 Carbine is used by Bavarian police SEK units and the Italian *Carabinieri* GIS. Many users employ it with the EOTech552 reflex sight (p. 196).



The AUG A3 SF has an integral 1.5× sight and several attachment rails for additional “Weapon Optics” (p. 195) and “Weapon Lights and Targeting Lasers” (p. 197). It comes with a carbine barrel. In 2007, the AUG A3 SF was adopted by the Austrian army JaKdo as the StG 77A3, mounting an Oerlikon LLM01 targeting laser/light (p. 198).

The AUG A3 SA is a semiauto variant with carbine barrel and sight rail. Those for sale in the USA are partially made there to circumvent import laws.

The Steyr AUG is an excellent rifle, particularly for operations in harsh conditions – it is no coincidence that it was adopted by several forces that operate primarily in cold or desert areas. Many armies and a few law enforcement agencies use the weapon, and investigators belonging to such organizations will have access to them. American civilian investigators have the choice of several semiautomatic AUG versions, although these are relatively scarce.

Steyr AUG A1 (StG 77A1) 5.56×45mm assault rifle (1982-) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6	BASE RANGE 110	RATE OF FIRE 2(3) or 25	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 98
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Steyr AUG A1 5.56×45mm assault carbine (1982-) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6	BASE RANGE 90	RATE OF FIRE 2(3) or 25	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 98
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Steyr AUG A1 Commando 5.56×45mm assault carbine (1982-) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6	BASE RANGE 80	RATE OF FIRE 2(3) or 25	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 98
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Steyr AUG A1 HBAR-T 5.56×45mm automatic rifle (1982-) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%†	DAMAGE 2D6	BASE RANGE 130‡	RATE OF FIRE 2(3) or 25	CAPACITY 30/42+1	HIT POINTS 10	MALFUNCTION 98
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Steyr AUG A1 SA 5.56×45mm rifle (1983-1989) – \$1,500, rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6	BASE RANGE 110	RATE OF FIRE 2(3)	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 98
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Steyr AUG A2 5.56×45mm assault rifle (1997-) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6	BASE RANGE 110	RATE OF FIRE 2(3) or 25	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 98
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Steyr AUG A2 5.56×45mm assault carbine (1997-) – \$1,500, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6	BASE RANGE 90	RATE OF FIRE 2(3) or 25	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 98
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Steyr AUG A3 SF (StG 77A3) 5.56×45mm assault carbine (2004-) – \$1,700, very rare, special license.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6	BASE RANGE 90	RATE OF FIRE 2(3) or 25	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 98
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Steyr AUG A3 SA 5.56×45mm rifle (2009-) – \$2,100, rare.

SKILL Rifle*	BASE CHANCE 25%	DAMAGE 2D6	BASE RANGE 100	RATE OF FIRE 2(3)	CAPACITY 30+1	HIT POINTS 10	MALFUNCTION 98
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† Compensator increases hit chances, see description.

‡ Double Base Range if braced on bipod.

One downside is that the AUG cannot be fired from the non-dominant shoulder, requiring the user to expose more of himself if he wants to shoot around an off-side corner. The A1 and A2 patterns do not lock the bolt open when the magazine is empty, which makes reloads a bit slower than with some other rifles. A bolt lock and quick-release was added on the A3. Shooters raised on conventional rifles sometimes have trouble with the bullpup ergonomics, including the back-heaviness and the position of the magazine release, but this is usually remedied with sufficient training.

TO USE, remove an empty magazine. Retract the charging handle to cock the internal hammer, and engage it in the receiver recess. Insert a full magazine. Let the cocking lever fly forward to chamber a round. This takes one combat round. The weapon is now ready to fire. Push the cross-bolt safety to the right side (indicated by a white dot) to make safe. The AUG has a two-stage trigger that allows the shooter to select the fire mode by trigger pressure; when pulled back slightly, it fires single shots, when pulled all the way, burst fire ensues. Professional users fire single shots or short bursts of 3-5 rounds. The typical malfunction is a failure to eject.

“Special Ammunition” (p. 187) includes armour-piercing, hollow-point (Damage 2D8+2), and tracer (Damage 2D8 plus 1D2 Burn) rounds.

The AUG comes with two 30-round plastic magazines (\$40 empty, 0.5 kg filled). An extended 42-round

magazine is available (\$75, 0.7 kg), as is a 100-round Beta C-MAG twin-drum magazine (\$250, 2.3 kg). The latter worsens Malf to 97.

The buttstock holds a cleaning kit and lubricant bottle (p. 192). The A3 variants have a flash hider that allows fitting a quick-detach baffle suppressor like the AWC Raider II (\$950, 0.7 kg). This increases length by 15 cm and halves Listen rolls (p. 194).

Several armies issue the rifle with the 40×46mmSR RM M203PI underbarrel grenade launcher (p. 178).

The selective-fire patterns require Federal licensing in the USA; full-automatics in the hands of civilians date to 1986 or earlier. In most other jurisdictions, even the semiautomatic versions are illegal, including in Germany, Mexico, and the UK.

TO SEE the AUG A1 in action, watch *The Hidden*^A (set in 1986), in which it is used by hooker Brenda Lee Van Buren; *Die Hard* (set in 1987), in which it is used by bank robber Karl; *The Package* (set in 1988), in which it is used with suppressor by US Army Ranger Thomas Boyette; and *La Femme Nikita* (set in 1989), in which it is used with suppressor by DGSE hit woman Nikita.

For the AUG A1 HBAR-T, see *The Usual Suspects* (set in 1994), in which it is used with Kahles ZF69 6× scope by burglar Michael McManus.

The AUG A3 SF can be seen in *A Good Day to Die Hard* (set in 2012), in which it is used with EOTech XPS2 reflex sight by gangsters.



Winchester Model 70

The original *Model 70* bolt-action rifle was introduced by the Winchester Repeating Arms Co. of New Haven, Connecticut, in 1936. It is still offered by Winchester, but the actual weapons are now made by FN Manufacturing Inc. of Columbia, South Carolina, the owners of the brand. Two million have been made of all versions, giving some credit to Winchester advertising it as the “All-American Rifle.”

Calibres include .270 Winchester, 7.62×51mm NATO (.308 Winchester), and .30-06 Springfield. These come with 56-cm barrels, are 107 cm long, and weigh around 3.4 kg loaded. Magnum chamberings like the .300 Winchester Magnum, .375 Holland & Holland Magnum, and .458 Winchester Magnum have 61-cm barrels, are 114 cm long, and weigh up to 4.2 kg loaded.

For an investigator, the Model 70 is an excellent choice. It is not just an affordable hunting weapon available in powerful calibres, some rated for big game up to rhinoceros and elephant, but also a credible combat arm. Cuban radical Fidel Castro used a scoped

Winchester in .30-06 during the Cuban revolution (1957-1959). Similar rifles mounting a Unertl Model 75 8× scope saw service with US Marine Corps snipers during the Vietnam War, including with famed Gunnery Sergeant Carlos Hathcock. The Model 70 has been adopted for precision shooting by several law enforcement agencies. In Canada, the RCMP used it with a Leupold 3-9× scope (p. 195) as a patrol rifle until about 2004, and some remain in service with the RCMP ERT.

TO USE, turn the bolt handle up and draw it back to open up the action and eject the last empty case. Insert five cartridges into the internal magazine. Close the action and thereby cock the internal striker. This takes three combat rounds. The rifle is now ready to fire. If a sixth round is to be loaded into the chamber, insert it before the action is fully closed. After loading, the safety at the rear of the bolt can be applied. The typical malfunction is a failure to feed.

The Model 70 has swivels for a rifle sling (p. 193). Most users mount a telescopic sight (p. 195).

TO SEE the Model 70 in action, watch *Tremors*^A (set in 1989), in which it is used in .458-calibre by big-game hunter Heather Gummer; *The Lost World: Jurassic Park*^A (set in 1996), in which it is carried in .458-calibre by

big-game hunter Ajay Sidhu; and *Dreamcatcher*^A (set in 2002), in which it is used in .30-calibre by professor Gary Jones and psychiatrist Dr Henry Devlin.

Winchester Model 70 .270 Winchester rifle (1936-) – \$900, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+2	120	1/2(1)	5+1	10	00

Winchester Model 70 7.62×51mm rifle (1952-) – \$900, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+4	120	1/2(1)	5+1	10	00

Winchester Model 70 .30-06 Springfield rifle (1936-) – \$900, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+4	120	1/2(1)	5+1	10	00

Winchester Model 70 .300 Winchester Magnum rifle (1963-) – \$950, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D8+4	130	1/2(1)	4+1	10	00

Winchester Model 70 .375 Holland & Holland rifle (1937-) – \$1,350, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	15%	2D8+5	130	1/2(1)	4+1	10	00

Winchester Model 70 .458 Winchester Magnum rifle (1956-) – \$1,350, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	15%	1D10 +1D8+3	130	1/2(1)	3+1	10	00



Winchester Model 94

Developed by John Browning and made by Winchester Repeating Arms, the *Model 94* (originally introduced as the *Model 1894*) is the most popular lever-action rifle ever designed. The total production has reached a staggering 7.5 million. The main variant in production today is a handy carbine with a 51-cm barrel, for an overall length of 96 cm and a loaded weight of 3 kg.

For an American investigator, the Winchester Model 94 is excellent. Simple to use, convenient to carry, and firing an effective round. The weapon is still popular as

a deer rifle, and both weapon and its ammunition can be found in every gun store in the USA and Canada. It is much more inconspicuous than a “black rifle.”

TO USE, open up the action by moving the lever down and forward, which also cocks the external hammer, and insert a cartridge into the chamber. Close the action by moving the lever back again. This takes one combat round. The gun is now ready to fire. Load six more cartridges into the tube magazine under the barrel through the loading port on the right-hand side,

Winchester Model 94 .30-30 Winchester carbine (1895-) – \$1,250, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+2	110	1(3/2)	6+1	10	99

which takes three combat rounds. Most users leave the chamber empty, which requires the shooter to operate the lever before being able to fire. This is a useful safety measure, but leaves the shooter with only six shots in an emergency and means he cannot shoot immediately. Alternatively, load seven and decock the hammer. Once you want to start shooting, cock the hammer with the thumb. Malfunctions include both failure to eject and failure to feed. The latter requires the weapon to be disassembled, which takes 2D6+6 combat rounds and a doubled Craft (Gunsmith) or a Rifle roll.

The Model 94 has swivels for a rifle sling (p. 193). Due to its top ejection, it cannot easily mount a scope.

TO SEE the Model 94 carbine in action, watch *Tremors*^A (set in 1989), in which it arms handyman Val McKee; *The Long Kiss Goodnight* (set in 1996), in which it is used by private eye Mitch Hennessy; *Cabin Fever*^A (set



in 2001), in which it is used by shopkeeper Tommy; and *Blood Creek*^A (set in 2009), in which it is used by vigilante Victor Marshall.



SHOTGUNS

A large-bore shotgun is a most effective killing instrument ... The barrel may be sawed off for convenience, but this is not a significant factor in its killing performance. Its optimum range is just out of reach of the subject. 00 buckshot is considered the best shot size for a twelve gage gun, but anything from single balls to bird shot will do if the range is right.

— CIA Headquarters, “A Study of Assassination” (1953)

SHOTGUNS ARE THE MOST COMMON FIREARMS WORLDWIDE. They are easy to acquire everywhere, effective depending on ammunition, and are available in all price classes. They are uncomplicated to use and maintain, and when loaded with shot, easier to hit with than any other gun.

Contrary to popular myth, shotguns do not spread deadly projectiles over a large area. The so-called “pattern” of an unchoked combat shotgun increases by 2-3 cm per metre from the muzzle, meaning the circle of buckshot pellet hits is about fist-sized at 3 m, 20 cm wide at 7 m, 40 cm at 15 m, and 75 cm at 30 m. Ignore the rules for attacking multiple targets under “Shotgun” (*Call of Cthulhu*, p. 74). Only in the third Base Range band and beyond is it likely to hit several close-together targets. The Keeper should limit their number to two or three at most. Shotguns are of little use against armoured targets (see “Armour Penetration,” p. 26).

Hunting shotguns have long barrels, usually 71-76 cm long, which makes them cumbersome to carry and difficult to use in close quarters. Shotguns intended for combat are therefore often sawn off. This makes the gun handier and removes the choke in the barrel’s muzzle. Almost all hunting guns have a choke, a muzzle constriction that prevents the shotload from scattering too quickly. A gun without choke therefore has less effective range. As the shot pattern widens, it also increases the probability of a hit. Reducing the barrel length of a sporting gun to about two-thirds (so-called “riot length” of 45-55 cm) reduces Base Range to 2/3 and adds +5 percentiles to **Shotgun** skill. Reducing

the barrel length to one-third (15-35 cm) halves Base Range and adds +10 percentiles to **Shotgun** skill. See “Shotgun Damage and Base Range” (*1920s Investigator’s Companion*, p. 111). Ignore the “Weapons Table” (*Call of Cthulhu*, p. 64) and “Shotgun” (*Cthulhu Now*, p. 22), which state that beyond 10 m, a sawn-off shotgun does no Damage and is “harmless” — a potentially lethal underestimation! Sawing off a shotgun’s barrel does *not* substantially reduce muzzle energy, meaning the pellets fly as far and hit as hard as from a normal barrel. What changes is the shot pattern and thus the likelihood to hit with all or several pellets simultaneously. Sometimes the shoulder stock is removed, as well. This makes the weapon more compact, but also more difficult to aim and control, reducing the Attack roll by -5 percentiles and halving the Base Range. Sawing off the barrel and/or shoulder stock requires a doubled **Craft (Gunsmith)** or **Mechanical Repair** roll.

Many double-barrelled shotguns have two triggers, allowing both barrels to be fired in the same combat round. As the triggers are in a row, the shots are not *actually* simultaneous, but are treated as one for practical purposes. Firing both barrels is uncomfortable, especially in 12-gauge or heavier calibre, but this has no game effect. Alternatively, a double-barrelled shotgun can discharge one barrel at the shooter’s DEX and the other at half his DEX in the same round. See “Choosing a Shotgun” (*Call of Cthulhu*, p. 63).

Modern shotgun shells are made of plastic with a brass base to hold the primer, which unlike earlier paper-hull shells makes them impervious to moisture.



Baikal IZH-43

The double-barrel shotgun has much going for it. It is shorter in length than most of its competitors, its manual of arms is so uncomplicated that even the most tactically illiterate can handle it, and, finally, it is faster for the first two shots than anything else on the market... If you are faced with more than two gorillas, or if you miss with either of the two shots, you are in trouble.

– Gabriel Suarez, *The Tactical Shotgun* (1996)

Made by Izhevsky Mekhanichesky Zavod (Izhmekh) of Izhevsk, Russia, the *IZH-43* is sold worldwide under the trade name “Baikal.” It is a double-barrelled shotgun with two triggers and internal hammers. The hunting version in 12-gauge has 72-cm choked barrels, is 112 cm long, and weighs 3.7 kg loaded. Smaller-bore guns have 66-cm barrels and weigh 3.4 kg loaded. The *IZH-43KH* has external hammers and 51-cm unchoked barrels, changing overall length to 91 cm and loaded weight to 3.5 kg. The *IZH-43KH* is sold as the *Bounty Hunter* in the USA and some other Western countries, primarily for use as a “coach gun” in Cowboy Action Shooting competitions –

but it also makes a good home-defence weapon. Between 2005 and 2008, the *IZH-43* was sold as the Remington *SPR220 Spartan* in the USA. The 12-gauge models are chambered for 12-gauge 3” cartridges, but can fire the more common 12-gauge 2.75” shells interchangeably (Damage 4D6/2D6/1D6).

For an investigator, the *IZH-43* is a nice weapon. It is easy to load, shoot, and hit with, making it ideal for the undiscriminating user who has no time or inclination to delve into the finer points of gunplay. Both gun and ammunition are easier to acquire than most other firearms, legally or illegally, and the weapon is cheap. There are only two major disadvantages – it holds just two shots, and at least the basic hunting weapon is



Baikal IZH-43 12-gauge 3” shotgun (1977-) – \$350, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	4D6+2/2D6 +1/1D8	15/30/75	2(2)	2	10	00
<i>sawn-off barrels</i>							
	40%	4D6+2/2D6 +1/1D8	8/15/35				
<i>sawn-off barrels and stock</i>							
	35%#	4D6+2/2D6 +1/1D8	4/8/18			8	

Baikal IZH-43KH 12-gauge 3” shotgun (2003-) – \$450, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2/2D6 +1/1D8	10/20/50	2(2)	2	10	00

Baikal IZH-43 20-gauge 3” shotgun (1977-) – \$350, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	2D6/1D6 /1D3	15/30/75	2(2)	2	10	00

Baikal IZH-43 .410-calibre 3” shotgun (1977-) – \$350, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	2D5/1D4 /1D2	10/20/50	2(2)	2	10	00

Includes penalty of -5 percentiles for lacking a stock.

difficult to carry concealed or to deploy indoors. The latter problem can be solved by employing a hacksaw ... Although Russian in origin, the IZH-43 can be found worldwide. Thousands have been imported into Western countries including the USA.

TO USE, break open and pry out any spent shells, which takes one combat round. Insert two fresh shells and snap closed. On the IZH-43, opening and closing the gun cocks the internal hammers; on the IZH-43KH, the external hammers need to be cocked manually. This takes a second combat round. The gun is now ready to fire. Engage the safety at top of the grip to make it safe. Its two triggers allow either one barrel to be fired or both barrels in the same combat round. The typical malfunction is a misfire. Squeeze the other trigger to fire the second cartridge. Alternatively, reload.

Probably the most useful configuration is to shorten the barrels to about 30 cm (p. 134), but to leave the

buttstock in place. This gives an overall length of 70 cm and a loaded weight of 3.3 kg. The resulting weapon is handy but still easy to control. Sawing off the stock as well results in a much smaller weapon (unmodified *Conceal* roll), but makes it more difficult to shoot.

A useful accessory is a buttstock shell holder (\$5), a sleeve that slips over the stock and holds five cartridges in loops. A cartridge bandoleer or dump pouch is also appropriate. See "Firearms Accessories" (p. 192).

Many jurisdictions do not allow shorter-barrelled versions like the IZH-43KH, including Mexico and the UK. Sawn-off weapons are illegal almost everywhere; however, in the USA, they can be Federally licensed (p. 33).

TO SEE the IZH-43 in action, watch *16 Blocks* (set in 2005), in which a sawn-off gun is used by NYPD detective Jack Mosley; and *Supernatural*^A (set 2005/2011), in which a sawn-off gun is used by big-game hunter Dean Winchester.



Benelli M3 Super 90

The M3 Convertible is a no-nonsense shotgun that military and police all over the world depend on. This shotgun can be quickly changed from a fast cycling semi-auto for conventional loads to a manual pump action for low energy special purpose loads such as gas, beanbag and rubber bullet loads ... If your life depends on it, then depend on a Benelli.

– Benelli catalogue (2012)

The *M3 Super 90* is made by Benelli Armi of Urbino, Italy. It is a semiautomatic shotgun with underbarrel tube magazine. Turning a knob at the front of the handguard disables the semiautomatic function and releases the handguard, which can then be pumped back and forth like on a pump-action gun. The sporting version has a 65-cm choked barrel, is 131 cm long, and weighs 3.7 kg loaded with two shells. The combat model has a 50-cm unchoked riot barrel, is 116 cm long, and weighs 3.7 kg loaded with seven shells.

The *M3 Tactical Super 90* has a top-folding stock, which collapsed reduces length to 78 cm. It weighs 4 kg loaded with seven shells.

The *M3T Super 90 Entry* designed for police SWAT units has a 36-cm unchoked entry barrel and a folding stock, for a minimum length of 64 cm (unmodified *Conceal* roll). It weighs 3.7 kg with five shells. The stock can be removed entirely, ideal for close-quarter combat or "Door Breaching" (p. 27). Weight becomes 3.3 kg.

All patterns are chambered for 12-gauge 3" cartridges, but can fire the more common 12-gauge 2.75" shells interchangeably (Damage 4D6/2D6/1D6).

Many forces use the M3T, often the Entry model with the stock removed, including the British London Metropolitan Police SCO19, Canadian forces JTF2, French army 1er RPIMa, various German police SEK units, Indonesian army KOPASSUS and navy KOPASKA, Irish ARW and police ERU, Italian state police NOCS, New Zealand army, etc.

For an investigator, the Benelli M3 Super 90 is a good choice. It offers reliable, fast-firing semiautomatic action as well as manual pump-action for use with "Special Ammunition" (p. 187). However, it is heavier than many dedicated semiautomatic or pump-action guns, and more complicated to operate.

TO USE, retract the bolt handle on the right-hand side, opening the action and cocking the internal hammer. Insert a shell into the ejection port on the right and push the bolt release button, closing the bolt and chambering the round. This takes one combat round. The shotgun is now ready to fire. Insert seven more shells into the tube magazine below the barrel, which takes four combat rounds. Apply the safety to make it safe. Optionally, leave the chamber empty and insert seven shells into the magazine, then cycle the first into the chamber prior to firing it by retracting the bold handle. The typical

malfunction is a failure to eject, usually because the stock is not securely tucked into the shoulder, a phenomenon similar to “limp-wristing” (p. 51). Many less-than-lethal specialty rounds can only be fired effectively in pump-action mode, reducing ROF to 1(3/2). Subtract -5 percentiles from **Shotgun** skill and halve Base Range if the M3T is fired with the stock folded or removed.

Shotguns used for hunting in the USA, but also those in Canada, Germany, or Italy, need their magazine to be plugged to take only two shells. See “Weapons and the Law” (p. 32). The plug can be removed with a **Shotgun** or a doubled **Craft (Gunsmith)** or **Mechanical Repair** roll.

Optional tritium-illuminated sights (\$100) for “Shooting in Darkness” (p. 22) are available.

The Entry model with 36-cm barrel requires Federal licensing in the USA, and is prohibited in Germany. The folding stock models are restricted in California. All models are restricted in Canada, and prohibited in Japan, Mexico, and the UK.

TO SEE the M3 Super 90 in action, watch *Heat* (set in 1994), in which it is used by bank robber Michael Cheritto; and *The Unit #1.1* (set in 2004), in which it is used by US JSOC 1st SAG soldiers.

An M3T Super 90 Entry without stock is used by big-game hunter “Blade” Brooks in *Blade^A* (set in 1997).

Benelli M3 Super 90 12-gauge 3" shotgun (1989-) – \$1,590, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	4D6+2	15/30/75	2(3)	2/7+1	10	98

/2D6+1/1D8

Benelli M3 Super 90 12-gauge 3" shotgun (1989-) – \$1,590, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2	10/20/50	2(3)	7+1	10	98

/2D6+1/1D8

Benelli M3T Super 90 12-gauge 3" shotgun (1990-) – \$1,790, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%§	4D6+2	10/20/50§	2(3)	7+1	10	98

/2D6+1/1D8

Benelli M3T Super 90 Entry 12-gauge 3" shotgun (1990-) – \$1,790, rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	40%§	4D6+2	8/15/35§	2(3)	5+1	10	98

/2D6+1/1D8

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.



Benelli M4 Super 90 (M1014)

With features and reliability that do it for the U.S. military, the Benelli M4 is an excellent choice for your own home defense plan.

– Benelli catalogue (2012)

Benelli’s *M4 Super 90* is a semiautomatic shotgun with underbarrel tube magazine, designed specifically for police and military use. The basic version has a 47-cm unchoked riot barrel, is 101 cm long, and weighs 4 kg loaded with four shells. It has a sight rail on the receiver for “Weapon Optics” (p. 195).

The *M4 Super 90 Tactical* has an extended magazine and either a fixed or telescoping stock, which when

collapsed reduces length to 89 cm. It weighs 4.2 kg loaded with seven shells.

The *M4 Super 90 Entry* designed for police SWAT units has a 36-cm unchoked entry barrel and telescoping stock, for a minimum length of 77 cm (unmodified *Conceal* roll). It weighs 3.9 kg loaded with four shells.

All patterns are chambered for 12-gauge 3" cartridges, but can fire the more common 12-gauge 2.75" shells interchangeably; the US military only issues the shorter rounds.

In 2001, a variant of the *Tactical* was adopted by the US Marine Corps as the *M1014*. The British military

acquired it as the *L128A1* in 2009. Many other forces also use it, including the Australian army SASR, German army and federal police GSG9, Italian *Carabinieri* GIS and state police NOCS, LAPD SWAT platoon, and many others.

For an investigator, the M4 Super 90 is a superb choice. Conventional pump-action shotguns are slower to fire and despite their reputation for reliability are prone to “short-stroking” (p. 51) under stress. Consistently and flawlessly cycling the action requires coordination and a certain upper body strength which female investigators or chicken-chested librarians might not possess. A self-loader is faster to fire, and the new Benelli action boasts the required reliability which many others lack. Unlike designs with a detachable box or drum magazine, its internal tube magazine can be replenished at will and does not extend downward to get in the way when moving or shooting from the prone. The capability to mount a modern optic also is a plus.

TO USE, retract the bolt handle on the right-hand side, opening the action. Insert a shell into the ejection port on the right and push the bolt release button, closing the bolt and chambering the round. This takes one combat round. The shotgun is now ready to fire. Optionally, insert six (or seven) shells into the tube magazine below the barrel, which takes three (or four) combat rounds. Apply the safety to make it safe. The typical malfunction is a failure to eject. Many less-than-lethal speciality rounds will not cycle the action, reducing ROF to 1/2(1).

Shotguns used for hunting in the USA, but also those in Canada, Germany, or Italy, need their magazine to be



plugged to take only two shells. See “Weapons and the Law” (p. 32). The plug can be removed with a **Shotgun** or a doubled **Craft (Gunsmith)** or **Mechanical Repair** roll. In the US military, the M1014 is issued with two belt pouches that hold 25 shells each.

Tritium-illuminated sights (p. 23) are available as an option (\$100). These are standard on the M1014.

The Entry model with 36-cm barrel requires Federal licensing in the USA, but is legal in Germany and some other countries. The telescoping stock models are restricted in California. All models are restricted in Canada, and prohibited in Japan, Mexico, and the UK.

TO SEE the M4 Super 90 in action, watch *Today You Die* (set in 2004), in which it is used by burglar Harlan Banks; *Miami Vice* (set in 2005), in which it is used by Miami police detective Ricardo Tubbs; and *Zombieland*^Δ (set after the Apocalypse), in which it is used by survivor “Tallahassee.”

Benelli M4 Super 90 12-gauge 3" shotgun (1998-) – \$1,800, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2	15/30/75	2(3)	4+1	10	98

/2D6+1/1D8

Benelli M4 Super 90 Tactical 12-gauge 3" shotgun (1998-) – \$1,800, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2	10/20/50	2(3)	6+1	10	98

/2D6+1/1D8

Benelli M4 Super 90 Entry 12-gauge 3" shotgun (1999-) – \$1,900, rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	40%	4D6+2	8/15/35	2(3)	4+1	10	98

/2D6+1/1D8

Benelli M4 Super 90 (M1014) 12-gauge 3" shotgun (2001-) – \$1,900, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2/2D6+1/1D8	10/20/50	2(3)	6+1	10	98

firing 12-gauge 2.75" military ammunition

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6	7/15/35		7+1		

/2D6/1D6



Beretta DT10

The gun is fantastic. It's reliable, well balanced, delivers minimal recoil and points very well. I love it, I have won a lot with it and I have a lot of confidence with it. I can honestly say that even if I wasn't sponsored by them it would be the gun I would buy.

– Richard Faulds, Olympic Gold Medallist 2000 (2007)

The *DT10* made by Fabbrica d'Armi Pietro Beretta of Gardone, Italy, is a top-of-the-range shotgun with 76-cm over-and-under choked barrels, internal strikers, and automatic ejectors. It is 116 cm long and weighs 4.1 kg loaded. It was designed for trap- and skeet-shooting competitions, but is quite serviceable for hunting fowl.

While the *DT10* is far from a perfect weapon for an investigator owing to its size, two-shot restriction, and high price tag, it is nevertheless a likely weapon for a well-off character. Many people engage in clay shooting, and this gun is perfect for that sport. Also, the *DT10* is legal practically everywhere, even in hoplophobic jurisdictions like Japan or the UK. Its barrels can be sawn off to make a more practical close-quarters weapon, but only a *crétin* would ruin a finely crafted gun like this ...

TO USE, break open, thereby ejecting any remaining shells and cocking the internal strikers. Insert two shells and snap closed. This takes one combat round. The *DT10* is now ready to fire. Engage the safety at the top of the grip to make it safe. Both barrels can be fired successively (but not simultaneously) in the same combat round. The typical malfunction is a misfire. Squeeze the trigger

again to fire the second cartridge. This takes no extra time. Alternatively, reload.

It will normally be loaded with birdshot (p. 187), halving Damage. To go with the gun, Beretta offers a small cartridge bag with shoulder strap, which holds 100 shells (\$50, 7 kg filled). A hunter might opt for Beretta's more practical cartridge belt instead, which holds 30 shells (\$55, 2.1 kg), or even just for a cartridge wallet, which allows six shells to be carried safely in a coat pocket (\$30, 0.5 kg).

TO SEE the *DT10*, watch *The Sopranos* #5.8 (set in 2004), in which gangster Tony Soprano presents one to his father-in-law.



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Beretta DT10 12-gauge 3" shotgun (1999-) – \$10,650, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	4D6+2 /2D6+1/1D8	15/30/75	2(2)	2	10	00



Daewoo USAS-12

It is a well-known fact [sic] that the Islamic terrorists killing our troops in Iraq are not afraid of the M4 and its 5.56mm bullet, but they are terrified of shotguns. You can imagine how they would react to the AA-12 with 20 rounds of buckshot ...

– Gary Johnston, "A Killer Shotgun for the War on Terror" (2005)

In 1972, Maxwell Atchisson started development of the world's first full-automatic shotgun using detachable magazines. By 1981, a prototype of his *Atchisson Assault 12-gauge* (*AA-12*) had been built and soon, Daewoo

of Pusan, South Korea, started tooling up to make the weapon. At the time, Daewoo were producing the Colt M16A1 assault rifle (p. 102) under licence for the South Korean military. In 1986, it finally entered production, appearing like a beefed-up M16A1, down to

the pistol grip, the curved magazine, and the carrying handle incorporating the rear sight. The production configuration has a 46-cm unchoked riot barrel, is 96 cm long, and weighs 6.2 kg loaded with a 10-round box magazine, or 7.3 kg with a 20-round drum magazine.

The weapon was renamed the *Universal Sporting Automatic Shotgun 12-gauge* (USAS-12) in order to better sell it on the American market – guns available to the general public need to have a “sporting purpose.” Most of the 30,000 made were in fact semiautomatic for sale to civilians. A few small nations bought token numbers for trial, for use by units like the Peruvian army FOES – even the police of Papua New Guinea got one! None adopted it for service. Some were sold commercially in other countries, such as Belgium and Switzerland. In 1994, the ATF re-classified the USAS-12 as “non-sporting,” legally making it a “destructive device” because of its large calibre. This requires similar licensing as a machine gun (p. 33). Subsequently, production ceased. Ramo Defense of Nashville, Tennessee, tried to sell off the remaining stock to government users only, but few buyers could be found and the company folded in 2003.

In 2004, Military and Police Systems (MPS) of Piney Flats, Tennessee, introduced the *Auto Assault 12-gauge* (AA-12), a further development of Atchisson’s design intended for military and police exclusively. It fires full-automatic-only from an open bolt and lacks a selector, but any trained user (with at least 5 skill points in **Shotgun**) can fire single shots by quickly tapping the trigger. The new AA-12 has been offered unsuccessfully to numerous organizations including the US Marine Corps. A few “samples” were sold to licensed machine gun dealers, but by 2009, less than two dozen had been made, and by 2014 it has still not entered production. There seem to be more in the hands of movie armourers than of actual combat shooters.

For an investigator, these guns superficially offer many advantages. Even the semiautomatic versions are fast-firing; have a high magazine capacity for a shotgun; allow quick reloading; can be easily set up for either right-

or left-handed shooters; deal a lot of damage; and can fire a variety of “Special Ammunition” types including buckshot, rifled slugs, and beanbags (p. 187). Due to their heavy weight and the type of action employed, the guns have mild recoil for a shotgun.

Smart investigators will quickly realize that the guns and their feed devices are extremely heavy and uncomfortably bulky. The magazine capacities are small for an automatic weapon; even the big drum only holds 20 shots. Spare magazines are a burden – *each* drum weighs 2.1 kg and has the dimensions of a small cooking pot, and the box magazines still weigh 1 kg with just 10 shots, and are 26 cm long. The automatic versions are very rare and require special licensing, and the ROF is so slow that experienced shooters can almost match it on semiautomatic! The semiautomatic version requires as much paperwork as a real machine gun. Most speciality rounds will not cycle in the weapon, worsening ROF to 1/2(1) and Malf to 96. Finally, the effective range of the ammunition, especially ordinary shot, is limited to a few dozen metres. In 2008, *Armed Forces Journal* cited one military evaluator of the AA-12 as saying: “It’s a solution looking for a problem.”

Still, thousands of USAS-12 shotguns are legally owned by American citizens, and an investigator might get a hold of one or encounter it during his investigations. When the compound of the Branch Davidian cult in Waco, Texas, was searched in 1993 (*Delta Green*, pp. 44-45), at least one USAS-12 and over a dozen magazines were found. The gun also turns up in Mexican gangster armouries.

TO USE, remove an empty magazine and insert a full magazine. Retract the bolt handle to cock the action. This takes one combat round. The shotgun is now ready to fire. Rotate the selector to *Safe* to make safe. The typical malfunction is a failure to feed or eject. Due to its weight, users with STR 7 or lower are at -10 percentiles to **Shotgun**.

The USAS-12 comes with *one* 10-round magazine. Spares cost \$30 empty and weigh 1 kg filled; the 20-round drum costs \$250 and weighs 2.1 kg filled.

Daewoo USAS-12 12-gauge 2.75" assault shotgun (1986-1994) – **\$4,000, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6	7/15/35	2(3) or 10	10/20+1	12	97

/2D6/1D6

Daewoo USAS-12 12-gauge 2.75" shotgun (1990-1994) – **\$1,500, rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6	7/15/35	2(3)	10/20+1	12	98

/2D6/1D6

MPS AA-12 12-gauge 3" assault shotgun (2004-) – **\$12,000, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2	10/20/50	10	8/20	12	97

/2D6+1/1D8

The USAS-12 is no longer made; the list price in 1994 was \$995. Today, used semiautomatic guns in excellent condition cost about \$1,500 on the American collectors' market, while the rare full-automatics are much more. The high price of the AA-12 is the result of every gun being a pre-production sample.

All models require Federal licensing in the USA and cannot be licensed in many jurisdictions, including in California and New York, as well as Canada, Germany, Japan, Mexico, and the UK.

TO SEE the USAS-12 in action, watch *On Deadly Ground* (set in 1994), in which it is used by former CIA spy Forrest Taft; *Stargate SG-1*^A (set 1997/2006), in which it is used by USAF Stargate Command soldiers; and *Machete* (set in 2010), in which it is used by hit man Osiris Amanpour.

The AA-12 can be seen in *The Expendables* (set in 2010), in which it is used with SureFire light and explosive slugs by mercenary Hale Caesar; and *Predators*^A (set in 2010), in which it is used with SureFire light and explosive slugs by mercenary Royce.



Izhmash Saiga-12

A semi-automatic shotgun was as good a weapon as any against the thing, its wide blast cone shredding the tissues of the attacker and, at this range, burning it with muzzle-flash as well, but the injuries were quick to heal, blindly questing black threads twisting together to fill gaps as John frantically scuttled away, shooting again and again.

— Greg Stolze, *Mask of the Other* (2012)

The *Saiga-12* (named after a Russian antelope and the bore of its barrel) is a semiautomatic shotgun using the Kalashnikov action (p. 115). Produced by Izhevskiy Mashinostroitelniy Zavod (Izhmash) in Izhevsk, Russia, the *Saiga-12* is a sporting gun with a conventional wooden or synthetic buttstock and a 58-cm choked barrel. It is 115 cm long and weighs 3.9 kg loaded with a 2-round magazine. It is chambered for 12-gauge 3" cartridges, but can fire the more common 12-gauge 2.75" shells interchangeably (Damage 4D6/2D6/1D6).

The *Saiga-12 Korotkaya* ("short") has a 43-cm unchoked riot barrel, pistol grip, and folding stock. It is 67 cm long with the stock folded and weighs 4 kg with a 5-round magazine (unmodified *Conceal* roll). Those sold in Russia have an integral lock that prevents it from being fired when the stock is folded, but export guns lack this.

For an investigator, the *Saiga-12* is a good choice. The weapon shares the ruggedness of its famous predecessor, although it is not quite as reliable as the AK, and it also suffers from the Kalashnikov's poor ergonomics. Nevertheless it is a better combat weapon than many of the Western limited-production "assault shotguns." It is legal in most jurisdictions, offers fast follow-up shots, and can be reloaded more quickly than a tube-magazine shotgun. Although the Russian gun is plain, Western aftermarket manufacturers offer many accessories to kit it out, including better stocks, "Weapon Optics" (p. 195), and "Weapon Lights and Targeting Lasers" (p. 197).

The *Saiga-12* is a popular weapon with hunters in Russia, while the *Saiga-12K* is used by various Russian private security companies and law enforcement agencies, including MVD OMON units. The *Saiga-12* is also popular in the USA. Many Americans buy the sporting gun and then have it modified into a better fighting tool by shortening the barrel and accessorizing it. A few smaller American police departments are even using shortened guns for their tactical teams. When the German *Akademie für zukünftige Gesundheit* cult was taken down in the Dominican Republic in 2012, its arsenal included a *Saiga-12K*.

Tromix Lead Delivery Systems of Inola, Oklahoma, rebuilds it into its *Saiga S17* model. This has a 20-cm entry barrel, H&K iron sights, an FN pistol grip, a folding stock, and a muzzle attachment for "Door Breaching" (p. 27). It is 49 cm long with the stock folded and weighs 3.5 kg loaded with a 5-round magazine (unmodified *Conceal* roll). The price includes the cost of a plain *Saiga-12*.

TO USE, remove an empty magazine and insert a full magazine by rocking it in front to back. Retract the charging handle on the right-hand side of the receiver to chamber a round and cock the action. This takes one combat round. The weapon is now ready to fire. Move the safety up to make safe. Subtract -5 percentiles from *Shotgun* skill and halve Base Range if the gun is fitted with a folding stock and it is fired with the stock folded.



Each Saiga-12 comes with *one* 2-round magazine (\$30 empty, 0.3 kg filled). Shotguns used for hunting in the USA, as well as those used in Canada or Germany, are only legal when employed with 2-round magazines. See "Weapons and the Law" (p. 32). The Saiga-12K comes with *one* 5-round magazine (\$30, 0.5 kg); an 8-round magazine (\$35, 0.75 kg) is available. American aftermarket suppliers offer extended 10-round magazines (\$50, 1 kg) and 20-round drum magazines (\$100, 2 kg).

Tritium-illuminated sights (\$120) for "Shooting in Darkness" (p. 22) are available for the Saiga S17. The

latter can even be fitted with a Red Jacket BMF-S-12 baffle sound suppressor (\$900, 0.9 kg), which increases length by 34 cm, but halves Listen rolls (p. 194).

The Saiga S17 is illegal in Canada, Delaware, Hawaii, Illinois, Indiana, Massachusetts, New Jersey, New York, Rhode Island, and Washington. All models are restricted in Canada, and prohibited in Japan, Mexico, and the UK.

TO SEE a modified Saiga-12 with 25-cm barrel, no stock, and 20-round drum, watch *Drive Angry*^A (set in 2010), in which it is used by cultist Jonah King.

Izhmash Saiga-12 12-gauge 3" shotgun (1997-) – \$625, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	4D6+2	15/30/75	2(3)	2/5/8+1	10	98

/2D6+1/1D8

Izhmash Saiga-12K 12-gauge 3" shotgun (1997-) – \$625, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%§	4D6+2	10/20/50§	2(3)	5/8+1	10	98

/2D6+1/1D8

Tromix Saiga S17 12-gauge 3" shotgun (2001-) – \$2,500, rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	40%§	4D6+2	4/8/18§	2(3)	5/8+1	10	98

/2D6+1/1D8

§ Subtract -5 percentiles from Base Chance and halve Base Range when used with stock folded.



Mossberg Model 500

Mossberg's 500 pump-action shotguns offer an amazing amount of gun for an unbeatable price. The variety of stock, barrel and finish options alone would assure the place of the 500 in the hearts of outdoorsmen. But, of course, its performance in the field goes a long way in cementing its reputation with millions of hunters as well.

– Mossberg catalogue (2012)

The *Model 500* was introduced by Oscar Mossberg and Sons of North Haven, Connecticut, in 1961. It is a classic pump-action shotgun with internal hammer and tube magazine below the barrel. Owing to its reliability and low price, it is extremely popular worldwide. Mossberg have produced more than 9 million so far. There are different versions available for sport and combat.

The *Model 500A Field* is an all-purpose hunting weapon with a 71-cm choked barrel. It is 121 cm long and weighs 4 kg loaded with six shells. It is offered in many configurations, including with plain wooden stocks,

black synthetic stocks, and even complete camouflage paint jobs. Many American hunters use this gun.

The *Model 500C Bantam* is a sporting gun in a lighter gauge with a short buttstock for use by smaller shooters – tellingly, it is not only available with the standard stock options, but also with pink plastic ... It has a 56-cm choked barrel, for an overall length of 104 cm and a weight of 3.2 kg loaded with six shells.

The *Model 500A Tactical Police 6-Shot* is a police weapon, with a 47-cm unchoked riot barrel, a total length of 100 cm, and a loaded weight of 3.4 kg. The *Model 500ATP6* has been made with wooden or synthetic stocks. In America, it is also popular as a home-defence gun.

One variant, the *Model 500ATP6 Cruiser*, replaces the shoulder stock with a pistol grip. Together with its 47-cm unchoked riot barrel, this makes it compact, ideal for use indoors or from within a car. The *Model 500ATP6C* is 73 cm long and weighs 3 kg loaded with six shells.



The *Model 500A MIL-S* is a riot gun with a 51-cm unchoked riot barrel made to military specifications, chambered for 12-gauge 2.75" shells only. It weighs 3.5 kg loaded with five shells. This has been widely adopted by the US Navy, Marine Corps, and Coast Guard, as well as in smaller numbers by the US Army and Air Force, with tens of thousands in service since 1981, primarily for guard and military police duties. Many foreign forces have also acquired it.

The *Model 500A Mariner* has a corrosion-resistant, matte nickel finish and black synthetic stocks for use in maritime environments such as on a yacht or fishing boat. It comes with a 51-cm unchoked riot barrel, is 104 cm long, and weighs 3.7 kg with nine shells.

The *Model 590 Special Purpose* has a 51-cm unchoked trench barrel with heat shield and an extended magazine, for a total weight of 3.8 kg.

The *Model 590A1* is a variant for military service, using heavy-duty components. It has a 51-cm unchoked riot barrel, for a total weight of 3.5 kg. Thousands have been acquired by the USMC for use with the Security Force Regiment including the Embassy Security Group as well as military police personnel. The *Model 590A1* has been the standard NYPD shotgun since 2008.

The *Super-Shorty* offered by Serbu Firearms of Tampa, Florida, is a sawn-off version of the *Model 500ATP6C*. It has a 17-cm unchoked entry barrel, a pistol grip, and a folding foregrip for better control. It is 42 cm long (doubled **Conceal** roll) and weighs 2.1 kg loaded with two shells in the magazine and one in the chamber. Due to the short barrel and factory pistol grip, the *Super-Shorty* needs to be Federally registered as "any other weapon" (p. 33). It has swivels to allow the weapon to be slung concealed under the strong arm. The gun can also be carried in a leg holster (\$150, 0.5 kg), which has three loops for spare shells.

For an investigator, a Mossberg pump-action is an excellent choice. The weapon is sturdy, easy to use, inexpensive, and available the world around. For hunting, police patrol, home defence, and other activities that require only few shots, a pump-action is the perfect weapon. The Mossberg has an ambidextrous thumb safety, an advantage over its closest rival, the Remington Model 870 (p. 145).



TO USE, move the handguard back to open the action, cock the hammer, and eject any spent shell. Insert a shell into the ejection port on the right side. Move the handguard forward to chamber the round. The shotgun is now ready to fire. This takes one combat round. Insert five (or seven) more shells into the tube magazine, which increases reloading time to three (or four) combat rounds. Apply the safety on top of the tang to make safe. Instead of this, most military and police users leave the chamber empty ("cruiser ready"), requiring the shooter to operate the pump before being able to fire. This is a useful safety measure, but means that the gun is not immediately ready to use and is also loaded with one shell less than possible. The typical malfunction is a failure to eject, often induced by "short-stroking" (p. 51).

All variants are available with and without sling swivels (p. 193). Shotguns used for hunting in the USA, but also in Canada, Germany, and the UK, need their magazine to be plugged to take only two shells. The plug can be removed with a **Shotgun** or a doubled **Craft (Gunsmith)** or **Mechanical Repair** roll.

The buttstock can be replaced by a **Speedfeed** synthetic stock (\$85), which has spring-loaded tubes to hold four spare shells. The Tacstar Sidesaddle shell holder (\$25) is screwed to the left-hand side of the receiver and holds either four or six spare cartridges ready for speedloading (p. 14).

Many jurisdictions require minimum barrel lengths for pump-actions; for example, only the *Model 500A Field* is legal in Mexico and the UK. In Germany, the *Model 500ATP6C* and Serbu *Super-Shorty* are banned due to the pistol grip-only configuration.

TO SEE the *Model 500A* in action, watch *The Wire* (set 2003/2007), in which it is used with sawn-off barrel and pistol grip by thug Omar Little.

For the *Model 500ATP6*, watch *Red State* (set in 2010), in which it is used by Five Points Trinity Church cultist Mordechai Cooper.

The *Model 500ATP8* can be seen in *The Walking Dead*^A (set after the Apocalypse), in which it is used by Cynthiana Sheriff's deputy Rick Grimes.

For the *Model 500ATP6C*, watch *The Perfect Storm* (set in 1991), in which it is used by merchant marine sailor Billy Tyne; *The Crimson Rivers* (set in 1999), in which it is used with SureFire light by Gendarmerie Nationale detective Commissaire Principal Pierre Niemans; *Alien Raiders*^A (set in 2007), in which it is used by researcher Kane; and *Osombie*^A (set in 2011), in which it is used by US Army Special Forces soldier "Joker."

The *Model 590A1 Mariner* can be seen in *The Way of the Gun* (set in 1999), in which it is used by mercenary Jeffers.

For the *Model 590SP*, watch *Heat* (set in 1994), in which it is used by LAPD detectives.

To see the *Super-Shorty*, watch *The Kingdom* (set in 2006), in which it is used by *al-Mabahith al-'Amma* police officer 'Amid Faris al-Ghazi; and *Burn Notice* #3.2 (set in 2008), in which it is carried by mercenary Fiona Glenanne.

Mossberg Model 500A Field 12-gauge 3" shotgun (1961-) – \$375, *very common.*

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	4D6+2 /2D6+1/1D8	15/30/75	1(3/2)	2/5+1	10	99
<i>sawn-off barrel</i>	35%		8/15/35				
<i>sawn-off barrel and stock</i>	35%#		4/8/18			8	

Mossberg Model 500A Bantam 20-gauge 3" shotgun (1990-) – \$375, *common.*

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	2D6+2 /1D6+1/1D4	10/20/50	2(3)	2/5+1	10	99

Mossberg Model 500ATP6 12-gauge 3" shotgun (1965-) – \$415, *very common.*

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	10/20/50	1(3/2)	5+1	10	99

Mossberg Model 500ATP6C 12-gauge 3" shotgun (1989-) – \$460, *common.*

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%#	4D6+2 /2D6+1/1D8	5/10/25	1(3/2)	5+1	10	99

Mossberg Model 500ATP8 12-gauge 3" shotgun (1974-) – \$435, *very common.*

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	10/20/50	1(3/2)	7+1	10	99

Mossberg Model 500A MIL-S 12-gauge 2.75" shotgun (1981-) – \$400, *rare.*

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6 /2D6/1D6	7/15/35	1(3/2)	5+1	10	99

Mossberg Model 590SP 12-gauge 3" shotgun (1987-) – \$500, *very common.*

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	10/20/50	1(3/2)	8+1	10	99

Mossberg Model 590A1 12-gauge 3" shotgun (1987-) – \$500, *rare.***Mossberg Model 590A1 Mariner** 12-gauge 3" shotgun (1989-1993) – \$500, *rare.*

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	10/20/50	1(3/2)	8+1	10	99

firing military ammunition **4D6
/2D6/1D6** **7/15/35**

Serbu Super-Shorty 12-gauge 3" shotgun (2005-) – \$700, *rare, special license.*

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%#	4D6+2 /2D6+1/1D8	4/8/18	1(3/2)	2+1	8	99

Includes penalty of -5 percentiles for lacking a stock.



Remington Model 870

If the Model 870 were introduced today, it would be hailed as a major advance in pump-action shotgun design – the ultimate in strength, durability, silky-smooth bind-free action, and sleek classical lines. Yet this remarkable shotgun has been around for almost half a century, and has become the best-selling shotgun of any type in history, with over ten million made.

– Remington catalogue (2012)

The Model 870 is the most popular pump-action shotgun ever made. It is manufactured by Remington Arms of Madison, North Carolina. The gun is a particularly sturdy design, with internal hammer and twin action bars for reliable and smooth operation. Dozens of models have been made.

The *Model 870 Wingmaster* is a fowl-hunting version with a 71-cm choked barrel. The underbarrel tube magazine takes four shells, but is usually plugged for two-plus-one due to hunting laws. Overall length is 123 cm and weight is 3.6 kg loaded with three rounds. Since 1985, it is chambered to take the longer 3-inch shotshells.

The *Model 870 Riot* was the first law enforcement pattern, with a 51-cm unchoked barrel. It is 103 cm long and weighs 3.5 kg loaded with four shells. It was superseded by the *Model 870 Police Magnum*, which features heavy-duty components for increased endurance and reliability. This has normally a 46-cm unchoked riot barrel and either a 4-round or an extended 6-round magazine. It is 98 cm long and weighs 3.2 kg loaded with four shells. The Model 870P is the choice of the majority of American law enforcement agencies, including the LAPD, Los Angeles County Sheriff's Department, St Louis Police Department, and Tulsa Police Department. It is copied in China as the NORINCO QBF97.

The Model 870P is available with a 36-cm entry barrel. This is preferred by many Federal agencies. A plain gun with rifle sights for slug use is the FBI's and DEA's current

issue shotgun. It is 88 cm long and weighs 3.5 kg loaded with four shells. This is also standard for the RCMP.

Set up for “Door Breaching” (p. 27), it comes with a 25-cm unchoked entry barrel and the buttstock replaced by a pistol grip – this is also known as a “whipit” gun. The breacher configuration is 51 cm long and weighs 3 kg with three shells. Entry guns are often carried with a single-point sling (p. 193) under the off-hand arm, in addition to a primary weapon. Such guns are used by most Western special ops and SWAT units, including the German army KSK and federal police GSG9, Polish army GROM, US Navy SEALs, etc.

The *Model 870 Marine Magnum* has been specifically designed for use as a self-defence weapon on yachts or for other seaboard activities. It features a 46-cm unchoked riot barrel, a corrosion-resistant, bright nickel finish, plastic furnishing, and an extended 6-round magazine. It is 98 cm long and weighs 3.7 kg loaded.

The *Tactical Response 870 (TR-870) Model 90102 FBI* was developed by Scattergun Technologies of Nashville, Tennessee. It consists of a rebuilt Remington gun customized with aftermarket parts including tritium sights (p. 23), integral SureFire M618 light (p. 198), and a 4-round TacStar Sidesaddle shell carrier (below). It has a 46-cm unchoked riot barrel, is 97 cm long, and weighs 4.4 kg with four shells in the magazine and four spares in the Sidesaddle. This version was adopted by the FBI in 1992 and was also commercially available.

The *TR-870 Model 90120 Border Patrol* has tritium sights, an extended magazine, and a 6-round Sidesaddle. It weighs 4.4 kg with six shells in the magazine and six spares in the Sidesaddle. This is issued by the US CBP.

The *Masterkey S* offered by Knight's Armament Co. (KAC) of Miami, Florida, is a rebuilt Model 870P that mounts under a carbine like the Colt M4A1 (p. 98) for use in “Door Breaching.” It has a 24-cm unchoked entry barrel

Remington Model 870 Wingmaster 12-gauge 2.75" shotgun (1950-1985) – \$410, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	4D6	10/20/50	1(3/2)	2/4+1	10	99

/2D6/1D6

Remington Model 870 Wingmaster 12-gauge 3" shotgun (1985-) – \$410, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	4D6+2	15/30/75	1(3/2)	2/4+1	10	99
<i>sawn-off barrel</i>	<i>35%</i>		<i>8/15/35</i>				
<i>sawn-off barrel and stock</i>	<i>35%#</i>		<i>4/8/18</i>			8	

Remington Model 870 Wingmaster 20-gauge 3" shotgun (1985-) – \$410, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	2D6+2 /1D6+1/1D4	10/20/50	2(3)	2/4+1	10	99

Remington Model 870 Riot 12-gauge 2.75" shotgun (1950-1985) – \$400, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	7/15/35	1(3/2)	4+1	10	99

Remington Model 870 Police Magnum 12-gauge 3" shotgun (1985-) – \$575, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	10/20/50	1(3/2)	4/6+1	10	99

Remington Model 870 Entry 12-gauge 3" shotgun (1985-) – \$575, rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	8/15/35	1(3/2)	4+1	10	99

Remington Model 870 Breacher 12-gauge 3" shotgun (1985-) – \$575, rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%#	4D6+2 /2D6+1/1D8	4/8/18	1(3/2)	3+1	10	99

Remington Model 870 Marine Magnum 12-gauge 3" shotgun (1993-) – \$830, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	10/20/50	1(3/2)	6+1	10	99

SGT TR-870 Model 90101 FBI 12-gauge 3" shotgun (1991-1999) – \$1,350, rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	10/20/50	1(3/2)	4+1	10	99

SGT TR-870 Model 90120 Border Patrol 12-gauge 3" shotgun (1992-) – \$1,100, rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	35%	4D6+2 /2D6+1/1D8	10/20/50	1(3/2)	6+1	10	99

KAC Masterkey S 12-gauge 3" shotgun (1991-) – \$1,950, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	40%	4D6+2 /2D6+1/1D8	8/15/35	1(3/2)	3+1	8	99

Includes penalty of -5 percentiles for lacking a stock.



and loaded adds 2.5 kg to the weight of the host weapon. The Masterkey S has been adopted by the Australian army SASR and US JSOC CAG; the latter deployed it during Operation GOTHIC SERPENT (1993) in Somalia.

For investigators, any Model 870 variant is an excellent gun. It combines a sturdy and smooth action with utter reliability, and is the basis for many conversions from gunsmiths and aftermarket companies. The plain gun is perfectly capable of most tasks it is put to, but it is typically modified to enhance its combat utility. A short barrel, extended magazine tube, and better sights are particularly useful. The Model 870P is the most commonly used tactical shotgun worldwide.

While a pump-action lacks the firepower for an extended firefight, it is perfectly suitable for most law enforcement uses – and it can work in a military environment, as well. The British Army SAS successfully employed the Model 870 Riot (as the L74A1) during the Malay Emergency in the 1950s. When the Belgian and French mercenaries led by the infamous Colonel Bob Denard could not acquire military weapons for a coup in 1978 in the Comoros islands, they used various civilian guns, including Model 870s, to overpower the islands' assault rifle-equipped armed forces!

TO USE, move the handguard back to open the action, cock the hammer, and eject any spent shell. Insert a shell into the ejection port on the right side. Move the handguard forward to chamber the round. The shotgun is now ready to fire. This takes one combat round. Insert four (or six) more shells into the tube magazine, which takes two (or three) combat rounds. Apply the cross-bolt safety at the rear of the trigger guard to make safe. Instead of this, most military and police users leave the chamber empty (“cruiser ready”), requiring the shooter to operate the pump before being able to fire. This is a useful safety measure, but means the gun is not immediately ready to use and is also loaded with one shell less than possible. The typical malfunction is a failure to eject, often induced by “short-stroking” (p. 51).

“Special Ammunition” (p. 187) includes birdshot, rifled slugs, and various less-than-lethal loads. The FBI issues both buckshot and rifled slugs.

All variants are available with and without sling swivels (p. 193). Shotguns used for hunting in the USA, but also in Canada, Germany, and the UK, need their magazine to be plugged to take only two shells. The plug can be removed with a **Shotgun** or a doubled **Craft (Gunsmith)** or **Mechanical Repair** roll.

In 1972, Remington introduced a folding stock (\$100) that folds on top of the gun, reducing overall length by 25 cm. The buttstock can be replaced by a Speedfeed synthetic stock (\$85), which has spring-loaded tubes to hold four spare shells. A useful accessory is the Tacstar Sidesaddle shell holder (\$25), which is screwed to the left-hand side of the receiver and holds either four or six spare cartridges ready for speedloading (p. 14).

Barrels shorter than 46 cm require Federal licensing in the USA and cannot be licensed in Germany and the UK. Those with a 46-cm, 51-cm, or 53-cm barrel cannot be licensed in Mexico or the UK.

TO SEE the Model 870P in action, watch *Night of the Creeps*^A (set in 1986), in which it is used by Crestwood police detective Ray Cameron; *Terminator 2*^A (set in 1995), in which it is used with folding stock by survivalist Sarah Connor; *Lock, Stock & Two Smoking Barrels* (set in 1997), in which it is used with pistol grip by thugs; *Way of the Gun* (set in 1999), in which it is used by thugs “Mr Longabaugh” and “Mr Parker”; *Blood Work* (set in 2001), in which it is used with Sidesaddle by retired FBI agent Terry McCaleb; *Tears of the Sun* (set in 2002), in which it is used with Sidesaddle by US Navy SEAL Chief Petty Officer Kelly Lake; *Aliens vs. Predator: Requiem*^A (set in 2004), in which it is used with SureFire light by Gunnison sheriff Eddie Morales; *The Town* (set in 2009), in which it is used with Sidesaddle by FBI agent Adam Frawley; and *Dawn of the Dead*^A (set after the Apocalypse), in which it is used with SureFire light by Milwaukee police officer Kenneth.

For the Model 870 Wingmaster, watch *Shooter* (set in 2006), in which it is used with sawn-off barrel by teacher Sara Fenn; and *The Unit #1.4* (set in 2006), in which it is used by US JSOC 1st SAG soldier Master Sergeant Mack Gerhardt.



SUBMACHINE GUNS

The submachine gun hopped in his hands like a thing alive and he clenched his teeth and tried to hold on to the rattling contraption as best he could. The blackness of the stairwell was lit in stark white flashes like a strobe light as each round leapt from the barrel. Coffey looked down the stairs in those brief moments of light and saw madness looking back at him with a hundred lidless eyes ... Tiny black dots appeared in the mass of the beast as Coffey fired, little black pinholes in the sickly pink skin that closed as soon as they appeared, leaving behind not even the slightest trace of a wound.

— Dennis Detwiller, *Delta Green: Through a Glass, Darkly* (2011)

THE SUBMACHINE GUN (SMG) IS A FULL-AUTOMATIC MILITARY AND law enforcement weapon. Civilian investigators have little chance to get their hands on one, unless they are wealthy collectors with a suitable licence (p. 32) or they shop on the black market (p. 40). Rank-and-file police officers and soldiers will also have limited contact with these weapons, since many organizations have either never issued them or have replaced them with assault carbines, an ongoing trend since the 1990s. Submachine guns are mainly used by military special operations units or law enforcement SWAT teams to meet specific requirements, although preferences, policies, and tactics vary widely.

A sub-set of the submachine gun class is the personal defence weapon (PDW), a type of firearm invented in the late 1960s and officially requested by NATO in the late 1980s. While it could be argued that any compact, close-distance weapon, including a handgun or machine pistol, would fall under this term, the accepted definition focuses on the use of small-calibre, rifle-like rounds different from the pistol cartridges employed in submachine guns. The PDW rounds offer better penetration against body armour than pistol ammunition, yet are lighter, smaller, and easier to shoot than full-size rifle cartridges.

Both SMGs and PDWs are generally lightweight, compact, and easy to use due to low recoil and limited noise and flash. They fire cartridges that are less powerful than rifle rounds. Small arms instructor Ken Hackathorn

notes that, “for better or for worse, most Americans have a very inaccurate and perverse idea of what SMGs are used for or what can be done with one in the hands of a professional. The real fact is that submachine guns rarely provide a fraction of the effect that is seen on the typical movie or TV show.” While they lack effective range, penetration, and takedown power compared to rifles and carbines, this has little impact when used in urban situations. Indoors, SMGs are more comfortable to shoot as noise signature is lower. They are also easier to suppress than weapons using rifle cartridges. Their compact size makes them excellent “car guns.”





Colt SMG R0635

... the cheaper Colt SMG [is] very attractive to those agencies who must work with a tighter budget ... Anyone familiar with the M16 rifle will be comfortable with the handling and firing of the Colt SMG.

— Ken Hackathorn, "Colt M635 vs. H&K MP5" (1993)

In the 1980s, the Colt Firearms Co. of Hartford, Connecticut, introduced a series of submachine guns based on its CAR-15 carbines (p. 98). The basic version is the *SMG R0635*. Chambered for the 9×19mm Parabellum round, it has a 27 cm barrel, is 66 cm long with the stock retracted, and weighs 3.2 kg loaded with a 32-round magazine.

Thousands were made for US law enforcement agencies, including the Diplomatic Security Service (DSS) Mobile Security Division (MSD), Federal Bureau of Prisons (BOP) Special Operations Response Team (SORT), as well as the Atlanta Police Department Special Response Team (SRT), Metropolitan Police District of Columbia Emergency Response Team (ERT), and Newark Police Department Emergency Service Unit (ESU). The USMS SOG used it during the 1990s.

It has been a standard weapon of the USMC Embassy Security Group (ESG) and Fleet Anti-Terrorism Security Teams (FAST) since 1987, and Force Recon Marines employed it during Operation JUST CAUSE (1989) in Panama. Foreign users include the Argentine army *Comandos*, Bangladeshi Dhaka Metropolitan Police, Ecuadorian air force *Grupo Comandos Paracaidistas*, Honduran police *Cobras*, Malaysian air force PASKAU, and Mexican federal police.

The *SMG R0639* is restricted to 3-round bursts. The largest user of this pattern was the DEA, which acquired some 3,000 and issued them to its agents between 1988 and 2004.

The *SMG R0633HB* is a compact version designed for the US Department of Energy (DOE), which bought 1,200 for its nuclear materials couriers. These Federal agents carry the weapon concealed in their "document and materials" shoulder bag. The barrel was shortened to 18 cm and the foresight designed to fold down for a smoother draw from the bag. The gun is 53 cm long and weighs 3.1 kg with a 32-round magazine. An integral hydraulic buffer keeps its ROF manageable. The DEA also bought some, but less than 2,000 were made before production ceased.

The *SMG R0636* is similar to the R0635, but features an integral sound suppressor. It has a ported 15-cm

barrel, a length of 70 cm, and weighs 3.6 kg loaded. Quarter Listen rolls (p. 194). Some were used by DEA Clandestine Laboratory Enforcement Teams (CLET) for raiding drug kitchens, since it lacks a muzzle flash that could ignite explosive fumes.

The *SMG R0991* is a modernized version of the R0635 with rails on the receiver to mount "Weapon Optics" (p. 195) and around the handguard to attach "Weapon Lights and Targeting Lasers" (p. 197). It weighs 3.6 kg loaded. The R0991 is used in small numbers by the US State Department.

The Colt SMG provides several advantages for an investigator. It shares the overall handling with the M16 family, allowing easy transition to the gun for US military veterans. (Thus supporting the idea that the **Submachine Gun** skill should be subsumed into the **Rifle** skill, p. 12.) It can mount all the accessories developed for the Colt M4A1 (p. 98). As a full-auto gun, it is probably unobtainable for an investigator, unless he is with a law enforcement agency — and although it was popular during the 1990s, many agencies no longer issue it.

TO USE, remove an empty magazine and insert a full magazine. Retract the charging handle on the receiver rear to chamber a round and cock the action. Rotate the selector to either *Semi* or *Auto* (*Burst* on the R0639). This takes one combat round. The gun is now ready to fire. Rotate the selector to *Safe* to make safe. Professional users fire single shots or short bursts of 3-5 rounds. The typical malfunction is a failure to feed.

The gun is can fire +P loads with hollow-point bullets (Damage 1D10+3). See "Special Ammunition" (p. 187).

The Colt SMG comes with *one* 32-round magazine (\$60 empty, 0.7 kg filled). A 20-round magazine (\$80, 0.4 kg) is available, but seldom seen.

The guns require Federal licensing in the USA. About 100 are held in collectors' hands, and these sell for around \$25,000. In most other jurisdictions, all versions are illegal, including in Canada, Germany, Japan, Mexico, and the UK.

TO SEE the Colt SMG R0635 in action, watch *The Replacement Killers* (set in 1996), in which it is used with scope and suppressor by hit man John Lee; *Seven Days #1.15* (set in 1997), in which it is used by NSA agent Frank Parker; *Mission: Impossible II* (set in 1999), in which it is used with C-More reflex sight and brass catcher by

Colt SMG R0635 9×19mm submachine gun (1985-2009) – \$1,200, very rare, special license.

Colt SMG R0991 9×19mm submachine gun (2009-) – \$1,250, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	1D10	40	2(3) or 30	20/32+1	10	98

Colt SMG R0639 9×19mm submachine gun (1985-2009) – \$1,200, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	1D10	40	2(3)B	20/32+1	10	98

Colt SMG R0633HB 9×19mm submachine gun (1987-1995) – \$1,500, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	1D10	30	2(3) or 25	20/32+1	9	98

Colt SMG R0636 9×19mm submachine gun (1988-1995) – \$1,800, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	1D8	20	2(3) or 30	20/32+1	10	98

B Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.

IMF agent Luther Stickell; *A Man Apart* (set in 2002), in which it is used by DEA agent Sean Vetter; and *Collateral*

(set in 2003), in which it is used with SureFire light by FBI agents.

ČZ Sa vz.61 Škorpión

The *Samopal vzor 1961 Škorpión* (“submachine gun model of 1961 Scorpion”) was developed at Česká Zbrojovka (ČZ) of Uherský Brod, Czechoslovakia. It is a light gun firing a low-powered cartridge, which was developed as a close-quarters weapon for officers and vehicle crews who cannot carry a rifle, but need something better than a pistol. A selective-fire gun with a short folding stock, the Škorpión is a reasonable choice for close-in defence.

It was adopted by the Czechoslovakian army and police, and was sold in considerable numbers, mainly in Africa. Some 210,000 were made. Zastava of Kragujevac, Yugoslavia, produced it under licence as the *M84*. The vz.61 has a 12-cm barrel, is 27 cm long with stock folded (doubled Conceal roll), and weighs 1.5 kg loaded with a 20-round magazine.

For an investigator, the vz.61 Škorpión is a fairly unlikely weapon – unless he is a Czech police officer, the *Policie České* still issuing the weapon as a force multiplier, not unlike the pump-action shotgun in American police cruisers.

From 1975, the Škorpión was the preferred sidearm of Argentine radical Illich “Carlos the Jackal” Ramírez Sánchez. In 1978, a Škorpión was employed by the Italian *Brigate Rosse* (“red brigade”) terror group to assassinate policemen and politicians. Libya bought thousands in 1984, and subsequently supplied small batches to



various terrorist outfits. In 2010, two were confiscated from a cell of the Greek *Sectha ton Epanastaton* (“sect of revolutionaries”). The North Korean navy issues it to the crews of the mini-submarines that prowl the South Korean coast.

The Škorpión appeared in Western countries in the hands of ordinary criminals in the 1990s, many of these coming out of the turmoil of former Yugoslavia. In Europe, the guns are regularly employed in bank robberies and gang warfare. In 1993, a Škorpión was used to shoot a London police detective. A German policy broker bought one off a Croatian friend and murdered a creditor with it in 2004, firing it concealed from inside an envelope; later he claimed that he had originally acquired the weapon to single-handedly hunt down terrorists ... Two vz.61 guns were found in possession of a 20-year-old gang member in Northolt, England, in 2009. Also in 2009, a German pensioner tried to use a Škorpión with suppressor to massacre a Jehovah’s Witness congregation, since he saw them as a cult responsible for his estrangement from his daughter.

If an investigator needs to arm up on the European black market, he is likely to score an illegal Škorpión of Czech or Yugoslavian manufacture. In countries like Colombia or the Czech Republic, new guns can be bought by civilians with a firearm license. While the small calibre is unlikely to instil confidence, the weapon is as concealable as a handgun and offers full-automatic firepower, a feature that is likely to appeal to investigators.

TO USE, remove an empty magazine and insert a full magazine. Retract the bolt handle to cock the internal hammer and let it fly forward to chamber a round. Set the fire selector to either 1 (semiautomatic) or 20 (full-automatic). This takes one combat round. The gun is now ready to fire. Rotate the selector to 0 to make safe. Trained shooters fire single shots or bursts of 3-5 shots. The typical malfunction is a failure to eject. The Škorpión is not designed to shoot hollow-points, which lead to failures to feed – worsen Malf by -1 percentile. Subtract -5 percentiles from **Submachine Gun** skill and halve Base Range when it is fired with the stock folded.

ČZ Sa vz.61 Škorpión .32 ACP submachine gun (1963-1979) – **\$600, very rare, special license.**
ČZ Sa vz.61E Škorpión .32 ACP submachine gun (1991-) – **\$600, very rare, special license.**
Zastava M84 .32 ACP submachine gun (1985-1992) – **\$350, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§	1D8	30S	3(4) or 25	10/20+1	8	98

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

FN P90

The recoil from the 5.7mm round is much less than even the 9mm. The ... ball is not only flat shooting, but also capable of penetrating car doors and auto-glass with minimum ricochet potential. In contrast, the bullet is designed to stay intact and start a controlled tumble once it penetrates a soft medium, thus reducing any over-penetration worries ...

– Sandy Wall, “Experiences with the FN P90” (2003)

The P90 is a “space age” gun that, while it did not invent it, pretty much defined the modern personal defence weapon (p. 148). Produced by Fabrique Nationale (FN) of Herstal, Belgium, it was developed to a NATO requirement for a weapon suitable for military personnel who could not conveniently carry a rifle, such as staff personnel, vehicle and artillery crews, etc. It was designed around a cartridge capable of defeating light body armour, the 5.7×28mm FN.

The P90 employs the so-called “bullpup” arrangement, in which the action lies behind the trigger in the otherwise empty buttstock. This allows for a 26-cm long barrel in a gun that is only 50 cm in length (unmodified **Conceal** roll). Largely made of plastic, the

The vz.61 comes with one 10-round magazine (\$17 empty, 0.15 kg filled) and two 20-round magazines (\$17, 0.3 kg). In the Czech and Slovak militaries, the vz.61 is issued with a leather flap holster (p. 193) that holds the gun loaded with a 10-rounder, and a leather pouch for two 20-rounders. A shoulder holster (p. 192) for concealed carry by police officers and agents was also made.

The gun can be fitted with a quick-detach wiper sound suppressor (\$500, 0.35 kg), which adds 20 cm to length. It halves **Listen** rolls, but lasts only 1D10+20 shots before the rubber inserts have to be replaced (p. 194).

In the Czech Republic, used vz.61 submachine guns can be bought legally for half the price.

All models require Federal licensing in the USA and cannot be licensed in Canada, Germany, Japan, Mexico, or the UK.

TO SEE the Sa vz.61 Škorpión in action, watch *The Long Kiss Goodnight* (set in 1996), in which it is used by former CIA hit woman Charly Baltimore; *Virus*^A (set in 1998), in which it is used by AANII field researcher Nadia Vinogradiva; and *Body of Lies* (set in 2003), in which it is used by CIA spy Roger Ferris.



P90 weighs 3.1 kg loaded. Its magazine takes 50 rounds, but does not impede the weapon’s smooth outline, made possible by having it lie on top of the gun, parallel to the barrel. The cartridges are fed to the chamber by way of a spiral ramp. The translucent magazines show at a glance how much ammunition is remaining. The controls are accessible from either side and the cases are ejected straight down, making the P90 fully ambidextrous. It features an integral tritium-illuminated Ring Sight reflex sight. This gives +3 DEX and +5 percentiles to **Submachine Gun** skill, and provides a bonus for “Shooting in Darkness” (p. 22).

The P90 Triple Rail lacks the integral sight and has three accessory rails instead, allowing the user to mount an optic and various targeting aids.

More than 20,000 P90s have been sold so far. While FN intended the weapon to be issued on a large scale to second-line troops, most users have acquired the P90 for special operations units only. It was first used in *Operación CHAVÍN DE HUANTAR* (1997), a hostage rescue by the Peruvian army FOES. Other users include the Austrian army JaKdo, Belgian army *Para-Commandos* and federal police CGSU, British West Midlands Police (restricted to ROF 3(4)), Canadian Montréal police *Groupe Tactique d'Intervention (GTI)*, French gendarmerie GIGN and police RAID, Irish ARW, former Libyan intelligence service, Pakistani army SSG, US ICE Federal Protective Service (FPS), USSS Uniformed Division, Washington, DC, Capitol Emergency Response Team (CERT), Alaska State Troopers Special Emergency Response Team (SERT), Montana State Police SWAT, Houston Police Department SWAT, and many others.

The PS90 is semiautomatic with 41-cm barrel and integral sight rail. Length changes to 67 cm and loaded weight with 30 rounds to 3.2 kg. It is mainly sold to American and Canadian civilians, with magazines blocked to take 10 or 30 rounds. However, it can still use the 50-roundner.

For investigators, the P90 is an unlikely weapon, unless they are members of a unit that issues it. It has been available to collectors in some countries, including Switzerland. In 1999, four were confiscated from a Swiss *Armeenachrichtendienst* ("army intelligence service") accountant, who was convicted of embezzling millions to buy some 200 modern firearms (including other full-auto weapons like an H&K G3A4, two IMI Galil SAR 365s, three TOZ AKS-74Us, a Daewoo USAS-12, and two H&K MP5A5s) and 70,000 rounds of ammunition. He kept most of the materiel in a leased storage room. In court, the man claimed that he was ordered by his superior to build an arsenal for a secret agency independent of the government ... In 2005, two workers at FN were arrested after having stolen two P90s and nine Five-seveN pistols together with 2,100 rounds from the factory.

The PS90 carbine is freely available in the USA and some other countries. Specimens smuggled from the US into Mexico are regularly seized from Mexican gangsters.

The design is not perfect. The complicated feeding arrangement sometimes leads to failures to feed, and the magazines are awkwardly long and difficult to swap out – speedloads (p. 14) are impossible. While much thought



was put into its ergonomics and it is fully ambidextrous, the unusual arrangement of the grips, stock, and sights does not allow a comfortable stance for some shooters.

TO USE, remove an empty magazine and insert a full magazine. Retract the cocking handle and let it fly forward to cock the internal hammer and chamber a round. Set the rotary dial-type selector near the trigger to either 1 (single shot) or A (automatic). This takes one combat round. The gun is now ready to fire. Rotate the selector to S to make safe. The P90 has a two-stage trigger in full-auto mode; when pulled back slightly, it gives off single shots, when pulled back all the way, burst fire ensues. Trained operators fire single shots or short bursts of 3-5 shots. The typical malfunction is a failure to feed.

The standard round fires a full metal jacket projectile with hardened steel core that is not a true armour-piercing round, but combined with its high velocity and sectional density offers superior penetration. Optional ammo includes hollow-point (Damage 2D6+2), subsonic (Damage 2D6-2, Base Range 25), and tracer (Damage 2D6 plus 1D2 Burn). Most jurisdictions, including the USA, only allow HP and subsonic ammo to be sold on the civilian market.

FN P90 5.7×28mm submachine gun (1990-) – \$1,650, very rare, special license.
FN P90TR 5.7×28mm submachine gun (1999-) – \$1,575, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	2D6	50	3(4) or 30	50+1	10	98

FN PS90 5.7×28mm carbine (2005-) – \$1,600, rare.
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SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6	60	3(4)	10/30/50+1	10	98

The P90 comes with two 50-round magazines. Spares cost \$50 empty and weigh 0.5 kg filled. The PS90 has magazines blocked to take either 10 or 30 rounds. All magazines are 28 cm long and do not stow well in belt pouches. Most users employ double-pouch holders that strap to the upper leg.

A cleaning kit (p. 192) and lubricant bottle fit into the butt. The gun can be ordered with an integral Lasserex P90 targeting laser (\$1,200, 0.15 kg), which comes either with a visible red laser beam or an invisible IR laser with an effective range of 100 m (p. 198). It has a battery life of 50 hours. A nylon brass catcher (\$50, 0.05 kg) holding 50 cases can be attached to the ejection port.

Replacing the P90's flash hider (\$100) allows use of the Gemtech SP90 quick-detach baffle sound suppressor (\$1,450, 0.55 kg), which adds 18 cm to length and

halves Listen rolls (quarter Listen rolls with subsonic ammunition). See "Sound Suppressors" (p. 193).

Selective-fire models require Federal licensing in the USA, while the PS90 can be sold over the counter. In Canada, the P90 is illegal, but the PS90 can be bought on a restricted licence. All versions are banned in Germany, Japan, Mexico, and the UK.

TO SEE the P90 in action, watch *3000 Miles to Graceland* (set in 2000), in which it is used by mercenary Hamilton; *Stargate SG-1*^A (set 2000/2006), in which it is used with StreamLight light by USAF Stargate Command soldiers; and *Hostage* (set in 2004), in which it is used by hit man "Mr Jones."

The PS90 is used by smuggler Rich Taylor in *Gun* (set in 2009).



Guide Lamp M3

The Submachineguns [sic], Caliber .45, M3 and M3A1 ... are air-cooled, blowback-operated, magazine-fed, automatic shoulder-fired weapons ... They are light, compact, and rugged.

— US Army Headquarters, *FM 23-41 Submachineguns, Caliber .45, M3 and M3A1* (1974)

During WWII, the US military required a submachine gun that was cheaper and faster to produce than the Auto-Ordnance M1 Thompson. The design adopted as the *M3* in 1942 is primarily made of stamped steel, and due to its similarity to a mechanic's greaser, it became known as the "Grease Gun." It was manufactured by the Guide Lamp Division of General Motors at Detroit, Michigan, a factory that otherwise produced automobile headlamps. Guide Lamp stamped out more than 606,000 M3s and 82,000 M3A1s during WWII, and the Ithaca Gun Co. of Ithaca, New York, produced another 33,200 M3A1s in 1955/1956.

The M3 has a 20-cm barrel, is 58 cm long with the stock retracted, and weighs 4.6 kg loaded. The government paid a mere \$20.50 for each. The M3A1 is even more simplified and weighs 4.5 kg loaded. Some are fitted with an optional flash hider, for a total weight of 4.6 kg.

The "Grease Gun" was not popular, most American soldiers preferring the Thompson. From 1959, the guns were superseded by the Springfield M14 rifle (p. 127). Thousands were given away as military aid, including to Greece, Guatemala, Japan, Laos, the Philippines,

Turkey, and South Vietnam. In Vietnam, it was supplied to indigenous *Montagnard* groups trained by US Army Special Forces (*Delta Green*, p. 39), and in Burma many were given to the Karen guerrillas. Taiwan built it under license as the *T36*.

The M3A1 was not *actually* removed from US service until recently, being a basic issue item for armoured fighting vehicles – tanks and other armoured vehicles carried two as standard inventory for the crews' defence. While the Colt M4 (p. 98) was adopted in 1994 to replace it, reserve units had to soldier on with the old gun for at least another decade, especially combat engineers and mechanics. The US Army still had 12,637 in service in 2001. Today, some National Guard units (compare *Arkham Now*, p. 35) *still* have it in their motor pools. Others also continue to use it. It was the Japanese military SMG until 1999, and continues to be held in reserve. From 2004, the Philippines navy and marine corps actually *reissued* the M3 from its reserve stocks.

In 1944, one thousand M3s were fitted with a perforated barrel and an integral baffle sound suppressor by High Standard of Hartford, Connecticut. Four

thousand M3A1s were converted in 1945. The suppressed M3A1 is 76 cm long and weighs 5.1 kg loaded. Halve Listen rolls (p. 193). These guns were developed for clandestine operations of the OSS, and continued to be used by American troops until the early 1990s, primarily in special ops units, but also by some long-range patrol and sniper elements of infantry units during the Vietnam War. A suppressed M3A1 was carried by US Army Special Forces Sergeant Jerry "Mad Dog" Shriver when he went missing on his last MACV-SOG operation in Cambodia in 1969. Several were fielded by 1st SFOD-D troops in Operation EAGLE CLAW (1980), the ill-fated hostage-rescue mission in Iran. An M3A1 OSS might be an illegal "bring-back" of a veteran; in 2009, a cache (p. 42) uncovered in a storage shed in Bellevue, Washington, held one of these rare guns. An M3 Silenced was found in 2000 together with a Colt M16A1, an Ingram M10, and other automatic weapons in the former arsenal of Boston gangster "Whitey" Bulger.

A "Grease Gun" would not be typical for an investigator, but it is likely easier to obtain than more modern weapons (p. 46), especially in the vicinity of US military bases and in parts of Asia. In 2009, police found an M3A1 under the bed of a man in Leeds, England. The gun is famously rugged and its slow ROF makes it easier to control than comparable guns. It is difficult to accessorize, however, and one of the biggest complaints about it has always been the weight and bulk of its magazines. The magazines are also difficult to fill without a loading tool, and prone to jams.

TO USE, remove an empty magazine. Rack the charging handle to cock the internal hammer. The M3A1 omits the handle; insert a finger in the hole in the firing block and retract it. This is difficult while wearing winter gloves (p. 24). Insert a full magazine. This takes one

combat round. The gun is now ready to fire. Close the hinged firing port cover to make safe. Trained shooters fire short bursts of 3-5 shots – its cyclic rate is so slow that even untrained shooters can accomplish this. Single shots can be fired by tapping the trigger. The typical malfunction is a failure to feed. The design lacks a trigger safety; when the firing port cover is open and the gun is dropped or given a sharp jolt, the heavy bolt can move involuntarily and start the gun firing! A Luck roll avoids such an occurrence. Subtract -5 percentiles from **Submachine Gun** skill and halve Base Range if the gun is fired with the stock retracted.

"Special Ammunition" (p. 187) is restricted to tracer rounds (Damage 1D10+2 plus 1D2 Burn) in military use; commercial hollow-points (Damage 1D10+4) worsen Malf to 97.

Magazines cost \$10 empty and weigh 1 kg filled. A canvas shoulder bag holds eight of the magazines. The M3 has a lubricant tube clipped to the left side of the receiver, while the M3A1 stows an oil can in the grip.

A transferable M3 or M3A1 costs some \$16,000 on the US collectors' market.

The guns require Federal licensing in the USA. In most other jurisdictions, all versions are illegal, including in Canada, Germany, Japan, Mexico, and the UK.

TO SEE the M3A1 in action, watch *Dead Presidents* (set in 1969), in which it is used by Force Recon Marine Staff Sergeant Cleon; *Street Kings* (set in 2007), in which it is used by thug "Coates"; and *Sinners and Saints* (set in 2009), in which it is used by New Orleans police detective Sean Riley.

For the M3A1 Silenced, see *Attack Force Z* (set in 1945), in which it is used by INTER-ALLIED SERVICES DEPARTMENT Z Special Unit soldiers.

Guide Lamp M3 .45 ACP submachine gun (1943-1945)	\$825, very rare, special license.
Guide Lamp M3A1 .45 ACP submachine gun (1945)	\$700, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%\$	1D10+2	40\$	15	30	10	98

High Standard M3 Silenced .45 ACP submachine gun (1944)	\$1,100, very rare, special license.
High Standard M3A1 Silenced .45 ACP submachine gun (1945)	\$950, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%\$	1D10	20\$	15	30	10	98

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

H&K MP5A3

The MP5 is arguably the best designed and most effective submachine gun ever produced ... The manual of arms is simple, easy to learn, and for room or indoor combat, the MP5 remains the top choice.

– Ken Hackathorn, “Subgun Supreme” (2009)

In 1964, Heckler & Koch at Oberndorf, Germany, started designing a submachine gun called the HK54, based on the G3A3 rifle (p. 104). When this was adopted by the West German *Bundesgrenzschutz* in 1966, the designation was changed to *Maschinengewehr 5* (“submachine gun model 5”). It eventually spawned an extensive family of more than 120 variants, with hundreds of thousands made. Its fame was founded by the GSG9’s *Aktion FEUERZAUBER* (1977) in Somalia and especially the SAS’ televised Operation NIMROD (1980) in London.

From 1971, the basic model became the MP5A2, a handy weapon with a plastic shoulder stock, chambered for the 9×19mm Parabellum cartridge. It has a polygonally-rifled 23-cm barrel, is 68 cm long, and weighs 2.7 kg loaded with a 30-round magazine. The MP5A3 is even more popular, and differs only in its retractable metal stock, for a minimum length of 49 cm and a loaded weight of 2.9 kg (unmodified **Conceal** roll). Several countries acquired licences to build the MP5A2 and MP5A3 for their military and police forces, including Greece, Iran, Mexico, Norway, Pakistan, Saudi Arabia, and Turkey. The guns have been copied in China (mainly for export), Sudan, and Switzerland.

German police cars have a locked compartment for an MP5A3 and six magazines, although it is not always taken along. The weapons are widely used by German special police including the federal police GSG9 counter-terrorist unit, as well as foreign organizations like the British Army SAS (as the L92A1) and Police Service of Northern Ireland, Canadian RCMP ERT, New Zealand army SAS, etc.

The MP5A4 is similar to the MP5A2, but has an ambidextrous pistol grip and selector, offering 3-round bursts as well as full-automatic fire. The MP5A5 is the modernized equivalent of the MP5A3. The MP5A5 is issued by the Algerian gendarmerie DSI, Argentine federal police GEOF, Egyptian police, French army 1er RPIMA, navy *Commandos Marine*, and gendarmerie GIGN, Indian NSG, Italian *Carabinieri* GIS and state police NOCS, Japanese police SAT, Malaysian navy PASKAL, Polish army GROM, Singapore police, South African Police Service (SAPS) Special Task Force (STF), and many others.

The MP5-N was developed for the US Navy SEALs, who adopted it in 1985. It is similar to the MP5A5, but lacks the burst-fire option and has a barrel prepared to mount a KAC Navy baffle sound suppressor (\$1,500, 0.8 kg), which adds 17 cm to length and halves Listen rolls. The suppressor is best employed with the MK 144 MOD 1 subsonic round (quarters Listen rolls), which due to



its hollow-point construction is only legal in counter-terrorist operations (Damage 1D8+2, Base Range 20). See “Sound Suppressors” (p. 193). The MP5-N has tritium sights (p. 23).

The SEALs phased the MP5-N out of service in 2007, but it is still issued by the Australian army SASR, British Army SAS and Royal Marines SBS (L92A2), Canadian Forces JTF2, Irish ARW, USMC Special Reaction Teams (SRT), USSS, LAPD SWAT, NYPD Emergency Service Unit (ESU), etc. Those employed by LAPD SWAT mount a SureFire M900 light (p. 198), and sometimes also an EOTech551 reflex sight (p. 196). The NYPD ESU uses the SureFire M628 light (p. 198).

The MP5SFA2 and MP5SFA3 are similar to the MP5A4 and MP5A5, respectively, but semiautomatic only. These carbines were originally developed for the FBI, which acquired more than 700 from 1986, and have subsequently become popular with most British constabularies including the London Metropolitan Police, as well as other law enforcement agencies such as the Royal Bermuda Police, RCMP, and Finnish police. The MP5SFA3s used by the Met’s SCO19 firearms officers are fitted with a SureFire M628 light, and increasingly with an EOTech552 reflex sight (p. 196).

The *Schalldämpfer* (“sound suppressor”) models feature a ported barrel and an integral baffle sound suppressor with a service life of 20,000 shots. This reduces Damage and Base Range, but halves Listen rolls. It is not effective with subsonic ammunition, as that further reduces Damage (p. 194). The MP5SD2 is the equivalent of the MP5A2, with an overall length of 78 cm and a loaded weight of 3.6 kg, while the MP5SD3 has the retractable stock of the MP5A3, being 61 cm long and weighing 3.9 kg. The MP5SD5 has a fixed stock and the new pistol grip, and the MP5SD6 has a retractable stock and the new grip. (Note that there is no “MP5SSD.”)



H&K MP5A2 9×19mm submachine gun (1971-) – \$1,800, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	1D10	40	2(3) or 25	15/30+1	10	98

H&K MP5A3 (L92A1) 9×19mm submachine gun (1971-) – \$2,050, very rare, special license.**H&K MP5-N (L92A2)** 9×19mm submachine gun (1985-) – \$2,350, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%\$	1D10	40\$	2(3) or 25	15/30+1	10	98

H&K MP5A4 9×19mm submachine gun (1984-) – \$2,100, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	1D10	40	2(3)B or 25	15/30+1	10	98

H&K MP5A5 9×19mm submachine gun (1984-) – \$2,350, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%\$	1D10	40\$	2(3)B or 25	15/30+1	10	98

H&K MP5SFA2 9×19mm carbine (1986-) – \$1,900, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	1D10	40	2(3)	15/30+1	10	98

H&K MP5SFA3 9×19mm carbine (1986-) – \$2,150, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%\$	1D10	40\$	2(3)	15/30+1	10	98

H&K MP5SD2 9×19mm submachine gun (1974-) – \$2,700, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	1D8+1	20	2(3) or 25	15/30+1	10	98

H&K MP5SD3 (L91A1) 9×19mm submachine gun (1974-) – \$3,000, very rare, special license.**H&K MP5SD-N (L91A2)** 9×19mm submachine gun (1985-2001) – \$3,500, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%\$	1D8+1	20\$	2(3) or 25	15/30+1	10	98

H&K MP5SD5 9×19mm submachine gun (1984-) – \$3,200, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	1D8+1	20	2(3)B or 25	15/30+1	10	98

H&K MP5SD6 9×19mm submachine gun (1984-) – \$3,500, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%\$	1D8+1	20\$	2(3)B or 25	15/30+1	10	98

H&K MP5K (L80A1) 9×19mm submachine gun (1976-) – \$1,600, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	10%#	1D10	15	2(3) or 30	15/30+1	8	98

H&K MP5KA4 9×19mm submachine gun (1984-) – \$1,600, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	10%#	1D10	15	2(3)B or 30	15/30+1	8	98

H&K MP5KA7 9×19mm submachine gun (1991-) – \$1,800, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§	1D10	30§	2(3) or 30	15/30+1	8	98

H&K MP5/10A2 10×25mm submachine gun (1992-1999) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%	1D8+1D6	45	2(3)b	30+1	10	98

H&K MP5/10A3 10×25mm submachine gun (1992-1999) – \$2,300, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§	1D8+1D6	45§	2(3)b or 25	30+1	10	98

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

B Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.

b Instead of full-automatic fire, the shooter can fire as many 2-round limited bursts as he can fire single shots.

Includes penalty of -5 percentiles for lacking a stock.



The MP5SD3 is in service with many special ops units, including the Brazilian army *Comandos*, Chilean navy *Buzos Tácticos*, Colombian army AFEAU, German army KSK and federal police GSG9, Irish ARW, and Italian navy COMSUBIN. The US Army Rangers acquired some from 1980, but seldom use them any longer. The MP5SD6 is used by the Argentine navy *Comandos Anfibios*, French army 1er RPIMa, navy *Commandos Marine*, and gendarmerie GIGN, Mexican marines FES, and South Korean national police 868 Teuk Gong Dae (“commandos”).

The MP5SD-N is an MP5SD6 with Navy trigger, tritium sights, and a suppressor made of stainless steel rather than aluminium. This can be safely fired even if not entirely drained after surfacing from under water, and has twice the service life. The MP5SD-N weighs 4.1 kg loaded. It is still used by the US Navy SEALs, and is also in service with the British Army SAS and SBS (as the L91A2).

The *Kurz* (“short”) models have a 12-cm barrel and no stock. A vertical foregrip below the barrel provides some control and prevents the off-hand from slipping in front of the muzzle. The MP5K is 33 cm long and weighs 2.3 kg loaded with a 15-round magazine (doubled Conceal roll). The MP5KA4 has the ambidextrous pistol grip with 3-round burst option. The MP5KA7, also known as the MP5K-PDW, is a K model with a folding stock. It weighs 3.4 kg loaded with a 30-round magazine. The MP5K was issued as a survival weapon to US Army 160th SOAR aircrews from 1986, but is no longer used. The British SAS and RMP CP field it as the L80A1. The MP5KA4 is a favourite of the Australian army SASR.

The MP5/10-series is chambered for the powerful 10×25mm Auto cartridge. This is much rarer than the basic version. In 1994, the FBI acquired 3,600 of the MP5/10A2 for its special agents, with fixed stock and restricted to single shots and 2-round limited bursts. These are typically carried in the agent’s BuCar. A further 1,400 of the MP5/10A3 with retractable stock and full-auto option were bought for SWAT-qualified agents and the HRT. The FBI guns are generally fitted with a SureFire M628 light; those used by SWAT and HRT often also mount an Aimpoint CompM2 collimating sight (p. 196). (Despite featuring prominently in various media, neither an “MP-10” nor an “MP5/10SD” or “MP5/10SSD” exists.)

For an investigator, the “Hockler” (as it has been called by SAS squaddies) would be an excellent choice. Variants allow its use in all tactical applications in which a pistol-calibre weapon is useful – that is, primarily in urban settings. In fact, the pistol cartridges it fires are probably its only limitation. Most of these weapons are found exclusively in the hands of law enforcement and military users, but a small collectors’ market exists in the USA and countries like Belgium and Switzerland.

Occasionally, they can be encountered on the black market or in the hands of criminals. In 2003, Swedish police found an MP5K stolen from the Yugoslavian police in a cache (p. 42) in Stockholm belonging to the *Srpska Mafija* (“Serbian mafia”). Two MP5A3s lifted from the Norwegian army were used in a high-profile bank robbery in Stavanger, Norway, in 2004. In 2006, the ATF confiscated the illegal firearms collection of a veteran US Army Special Forces officer; among dozens of machine guns hidden behind fake wall panels in his Upland, California, home was one MP5A5. Two MP5/10A3s were stolen from an FBI vehicle in Washington, DC, in 2007. In 2011, burglars looted 21 MP5-Ns from a “secure” LAPD building – these were modified to fire non-lethal training ammunition, but could be reconverted with the right parts.

Once the most fashionable long arm in use with police and military special operations, the MP5-series is no longer as popular as it used to be. Many services have replaced it with assault carbines chambered for the 5.56×45mm NATO cartridge, which is more powerful, more accurate, has better range, and is not actually more prone to overpenetrate or ricochet, as had been claimed previously. However, the MP5 can still be found with many units, particularly for indoor operations, in which the pistol cartridges are much less distracting to shoot, especially in such a compact weapon.

TO USE, remove an empty magazine. Retract the cocking lever to cock the internal hammer, and engage the handle in the recess in the receiver. Insert a full magazine. Let the cocking lever fly forward by hitting it sharply from above right (the “HK slap”), chambering a round. Set the fire selector to either the red *E* (*Einzelschuss*, or “single shot”) or *F* (*Feuerstoss*, or “burst”). This takes one combat round. The gun is now ready to fire. Rotate the selector to the white *S* (*Sicher*, or “safe”) to make safe. Newer ambidextrous models use red and white pictograms instead and often add a setting for limited 2-round or 3-round bursts. Trained shooters fire single shots or short bursts of 2-5 shots. The typical malfunction is a failure to eject. Subtract -5 percentiles from **Submachine Gun** skill and halve Base Range if the gun is fitted with a retractable stock and it is fired with the stock retracted.

Military users employ only full metal jacket rounds, but many law enforcement agencies issue hollow-points. See “Special Ammunition” (p. 187). The FBI’s 10×25mm load is the Federal Hi-Shok hollow-point.

The MP5-series comes with *one* 30-round magazine (\$75 empty, 0.55 kg filled); a 15-round magazine for prone

shooting or concealed use in the K models is available (\$75, 0.3 kg). Extended 40-round magazines were produced in the 1970s, but never common (\$75 empty, 0.7 kg filled). All types are available for half the price from aftermarket makers. Two magazines can be clipped together using a clamp (\$120, 0.15 kg). The Beta C-MAG twin-drum magazine holding 100 rounds (\$320, 2.3 kg) is seldom seen because it is bulky and worsens Malf to 97. For the MP5/10-series, only 30-round magazines are available (\$80, 0.65 kg). A plastic brass catcher (\$40, 0.1 kg) holds 60 spent cases, preventing them from endangering crew and machine if the weapon is fired aboard a helicopter – or from being scattered at a crime scene (p. 45).

Any model can be fitted with tritium sights (\$120). Typical “Weapon Optics” (p. 195) include the Hensoldt FERO Z24 4× scope.

Models with an ambidextrous trigger group can be fitted with a winter trigger (\$75) – a lengthened trigger that can be squeezed while wearing gloves or mittens (p. 24). Since the winter trigger is not protected by the trigger guard, the Keeper can require occasional Luck rolls to prevent unintended discharges.

Full-size MP5s are delivered with an H&K R3/3 three-point sling (p. 193). The K models can be concealed with a 15-round magazine under the arm, suspended by a one-point sling or the purpose-made shoulder harnesses offered by H&K: there is the older leather version (\$150), which is used by the USSS, among others, and a newer nylon variant (\$185) that features two pouches for 30-rounders under the other arm for balance.

The MP5K can be carried ready to shoot in a Hofbauer attaché case (1978-1990). This costs \$1,350 empty and weighs 6.8 kg with the loaded gun and a spare 30-round magazine. A trigger is located in the handle and the gun fires through a concealed port in the side; the spent shells are collected in the case. Only “Unaimed Shots” (*Call of Cthulhu*, p. 63) can be fired with this awkward assembly, at 1/5 of **Submachine Gun** skill. The briefcase was designed for close-defence by bodyguards. If it is shot one-handed like a watering can by holding the case “naturally,” the shooter has to make a Luck roll for every Attack, to avoid being hit by his own shots, as the case tends to rotate back and up due to recoil!

In the Third World, a Pakistani POF MP5A3 or Chinese NORINCO MP5A4 (NR08) sells for as little as \$400. On the American collectors’ market, a genuine H&K MP5A3 costs about \$18,000.

All versions require Federal licensing in the USA; even the MP5SFA2 and MP5SFA3 are considered “machine guns” because the pistol grip containing the fire selector can be readily exchanged. Most full-automatics in the hands of civilians date to 1986 or earlier, or are assembled from parts. In most other jurisdictions, all versions are illegal, including in Canada, Germany, Japan, Mexico, and the UK.

TO SEE the MP5A2 in action, watch *Stargate* (set in 1994), in which it is used with Hensoldt FERO Z24 4× scope and SureFire light by USAF Stargate Command

soldiers; *Dog Soldiers*^Δ (set in 2002), in which it used with SureFire light by British Army soldiers; and *Red State* (set in 2010), in which it is used by ATF agents.

The MP5A3 can be seen in *Predator*^Δ (set in 1987), in which it is used by mercenaries; *La Femme Nikita* (set 1996/2000), in which it is used by Section One agents; *Ronin* (set in 1997), in which it is used by PIRA radical Deirdre; *Ultraviolet*^Δ (set in 1998), in which it is used with SureFire light by CIB agents; *Dreamcatcher*^Δ (set in 2002), in which it is used by US Army "Blue Boys" soldiers and psychiatrist Dr Henry Devlin; and *Ultimate Force* (set 2001/2005), in which it is used with SureFire light by SAS soldiers.

For the MP5A5, watch *The Assault* (set in 1994), in which it is used with SureFire light by GIGN officers.

The MP5SD3 can be seen in *Navy SEALS* (set in 1989), in which it is used by US Navy SEALS; *The Jackal* (set in 1996), in which it is used by hit man "The Jackal"; and *Special Forces* (set in 2010), in which it is used with Aimpoint T-1 sight by French army 1er RPIMa soldier "Tic-Tac."

For the MP5SD-N, watch *The Unit #4.1* (set in 2008), in which it is used by US JSOC 1st SAG soldiers.

To see the MP5K, watch *Ronin* (set in 1997), in which it is used by mercenary Spence; and *The Unit* (set 2005/2008), in which it is used by US JSOC 1st SAG soldiers. The MP5K in the attaché case can be seen in *The Replacement Killers* (set in 1997), in which it is used by hit man Ryker.

For the MP5KA7, watch *The Kingdom* (set in 2006), in which it is used by FBI agent Janet Mayes.

H&K MP7A1

Smaller than a conventional submachine gun, the 4.6mm MP7A1 is a compact and lightweight Personal Defense Weapon that can be carried like a handgun yet is capable of rifle-like effectiveness. The ... ammunition provides the penetration approaching that of an assault rifle round and is able to defeat the types of body armor frequently found in the hands of terrorists and criminal gangs ... Due to its light weight, small size and minimal width the MP7A1 is especially suitable for VIP protection details, pilots, drivers, guards, and support personnel who require hands-free carry of their defensive weapon while performing other tasks.

– Heckler & Koch catalogue (2012)

The *Maschinenpistole 7 Ausführung 1* ("submachine gun model 7, pattern 1") was developed by Heckler & Koch as a personal defence weapon (p. 148) capable of penetrating body armour. It introduced a new cartridge, the 4.6×30mm H&K. The magazine in the grip gives the weapon a good balance even when fired single-handed, but it is designed to be used two-handed from the shoulder with stock extended and folding foregrip deployed. The MP7A1 has a polygonally-rifled 18-cm barrel, is 42 cm long with the stock retracted, and weighs 2.1 kg loaded with a 20-round magazine (doubled *Conceal* roll). Accessory rails can mount "Weapon Optics" (p. 195) and "Weapon Lights and Targeting Lasers" (p. 197).



The MP7A1 is standard issue in the German and Norwegian militaries. The Germans mount the Hensoldt RSA collimating sight, the Norwegians the Aimpoint CompM4 collimating sight (p. 196). The German army KSK employs it from 2003, typically with the EOTech551 reflex sight (p. 196), Oerlikon LLMo1 targeting laser/light (p. 198), and B&T Rotex-II sound suppressor. The US Navy SEALS use it from 2006, mounting the Aimpoint T-1 collimating sight (p. 196) or EOTech551 reflex sight, Insight AN/PEQ-16A targeting laser/light (p. 198), and B&T Rotex-II suppressor. The *Action Division* commandos of the French DGSE use the MP7A1 with Aimpoint T-1 sight, Laser Devices DBAL-I2 targeting laser (p. 198), SureFire light (p. 198), and B&T Rotex-II.

Law enforcement users include the Albanian police RENEA, Dubai police, German federal police GSG9 and various state police SEK units, Irish police ERU, Malaysian police PGK, South Korean national police 868 Teuk Gong Dae ("commandos"), and Californian Santa

H&K MP7A1 4.6×30mm submachine gun (2003-) – \$1,550, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§	2D6	50§	3(4) or 30	20/30/40+1	8	98

H&K MP7SFA1 4.6×30mm carbine (2004-) – \$1,550, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%§	2D6	50§	3(4)	20/30/40+1	8	98

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

Clara County Sheriff's Office. The GSG9 uses a similar set-up as the KSK.

The MP7SFA1 is virtually identical, but restricted to semiautomatic fire. The British Ministry of Defence adopted this in 2004 with an Aimpoint CompM2 collimating sight for its security police.

For an investigator, the MP7A1 would be an unlikely weapon unless he is a member of a high-speed special ops unit. The gun is compact, accurate, and despite low felt recoil fires a rifle-like round capable of defeating 0.9 cm of mild steel or body armour up to NIJ III (p. 28). There has been some doubt regarding its small calibre, but the various users seem to be confident in its capabilities. A handful are available on the black market, including two stolen in 2007 from a German army depot.

TO USE, remove an empty magazine and insert a full magazine. Retract the charging handle at the rear of the receiver to cock the action and let it fly forward again to chamber a round. Set the fire selector to either the single red bullet (semiautomatic) or the three red bullets (full-automatic). This takes one combat round. The gun is now ready to fire. Rotate the selector to the white crossed-out bullet to make safe. Trained operators fire single shots or short bursts of 3-5 shots. The typical malfunction is a failure to eject. Subtract -5 percentiles from **Submachine Gun** skill and halve Base Range if the gun is fired with the stock retracted.

The standard round fires a projectile with hardened steel core that is not a true armour-piercing round, but combined with its high velocity and sectional density offers good penetration. "Special Ammunition" (p. 187) includes HP (Damage 2D6+2), frangible, subsonic (Damage 2D6-2, Base Range 25), and tracer (Damage 2D6 plus 1D2 Burn).

The MP7A1 comes with one 20-round magazine (\$70 empty, 0.25 kg filled); extended 30-rounders (\$85, 0.35 kg) and 40-rounders are available (\$85, 0.45 kg).

It can be fitted with a B&T Rotex-II quick-detach baffle sound suppressor (\$1,300, 0.6 kg) which adds 18 cm to length and halves Listen rolls (quartered with subsonic ammo). See "Sound Suppressors" (p. 193).

The MP7A1 requires Federal licensing in the USA and is illegal in most other jurisdictions, including in Canada, Germany, Japan, Mexico, and the UK.

TO SEE the MP7A1 in action, watch *Live Free or Die Hard* (set in 2006), in which it is used with Hensoldt RSA sight by bank robber Emerson; *Burn Notice* (set in 2008), in which it is used by mercenary Fiona Glenanne; *24* (set 2009/2014), in which it is used by CTU agent Jack Bauer; *Haywire* (set in 2011), in which it is used with EOTech551 sight by Garda ERU officers; *RED 2* (set in 2012), in which it is used with ITAC HoloSight reflex sight by MI6 spy Victoria Winters; and *Zombieland^A* (set after the Apocalypse), in which it is used by survivor "Tallahassee."

H&K UMP

In 1999, Heckler & Koch introduced the *Universelle Maschinengewehr* ("universal submachine gun"), a modern design of largely plastic construction, simpler and cheaper than the successful MP5-series (p. 155). Specifically aimed at the American law enforcement market, it is chambered for the .45 ACP or .40 S&W cartridges. It has a polygonally-rifled 20-cm barrel, is 45 cm long with the stock folded, and weighs 3 kg loaded with 25 rounds of .45 ACP. A 9×19mm Parabellum version followed. The UMP has a large trigger guard that allows squeezing the trigger with gloves (p. 24). Accessory rails can be added to mount "Weapon Optics" (p. 195) and "Weapon Lights and Targeting Lasers" (p. 197).

The UMP in .45-calibre is popular with American police such as the state police forces of New Hampshire and Pennsylvania, as well as specialized units like the Phoenix Police Department Special Assignments Unit (SAU) or Salt Lake City Police Department SWAT. From 2005, it is available in limited numbers to US Army Special Forces and the AWG. Other users include the West Australia Police Tactical Response Group (TRG), Jordanian army CTB71, Indonesian navy PASKAL, and Mexican marines FES.

In .40-calibre, it was adopted in 2000 by the CBP and USMS and in 2001 by the DEA. It is also used by the CIA Security Protective Service (SPS) and Pentagon Force Protection Agency (PFPA), as well as local police agencies



like the Baltimore Police Department Tactical Unit and Miami Police Department SWAT.

The UMP in 9×19mm is standard issue for the French gendarmerie and Malaysian maritime enforcement agency. It is employed by specialized units like the Romanian army *Batalionul 1 Operații Speciale Vulturii* ("1st special operations battalion - Eagles"), South African Police Service (SAPS) National Intervention Unit (NIU), and Thai navy *Navy Tam-laai Dtai Nám Jōo-johm* ("underwater demolition team").

For a civilian, the UMP is probably unobtainable. However, it is used by many police and military forces, and a member of such a service might have access to it. The UMP has many advantages, being light, accurate, and reliable, but as it was designed for the big .45 ACP cartridge, it is remarkably bulky.

H&K UMP .45 ACP submachine gun (1999-) – \$1,150, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§	1D10+2	40\$	1(2) or 20	25+1	10	98

H&K UMP .40 S&W submachine gun (1999-) – \$1,150, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§	1D10+1	40\$	2(3) or 25	30+1	10	98

H&K UMP 9×19mm submachine gun (2002-) – \$1,150, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§	1D10	40\$	2(3) or 25	30+1	10	98

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

TO USE, remove an empty magazine. Retract the cocking lever to cock the hammer, and engage the handle in the recess in the receiver. Insert a full magazine. Let the cocking lever fly forward to chamber a round by hitting it sharply from above. Set the fire selector to either the single red bullet (semiautomatic) or the four red bullets (full-automatic). This takes one combat round. The gun is now ready to fire. Rotate the selector to the white crossed-out bullet to make safe. Trained shooters fire single shots or short bursts of 3-5 shots. The typical malfunction is a failure to eject. Subtract -5 percentiles from **Submachine Gun** skill and halve Base Range if the gun is fired with the stock retracted.

The UMP is optimized to use powerful +P rounds, commonly combined with hollow-point bullets. See “Special Ammunition” (p. 187).

The .45-calibre UMP comes with one 25-round magazine (\$70 empty, 0.7 kg filled). The .40-calibre magazines weigh 0.7 kg, the 9×19mm magazines 0.55 kg. The magazines have a translucent window allowing the user to see at a glance how many rounds remain.

The weapon can be fitted with a B&T QC quick-detachable baffle sound suppressor (\$600, 0.4 kg), which adds 17 cm to length and halves Listen rolls (p. 194).

The UMP requires Federal licensing in the USA. In most other jurisdictions, it is illegal, including in Canada, Germany, Japan, Mexico, and the UK.

TO SEE the UMP in action, watch *Casino Royale* (set in 2006), in which it is used with suppressor by MI6 spy Commander James Bond; and *Live Free or Die Hard* (set in 2007), in which it is used with C-More reflex sight and SureFire light by NYPD detective Lieutenant John McClane.

IMI Uzi

She raised the [Uzi] and scanned the upper rings for movement. When she saw a dark crustacean shape floating [27 metres] away, she fired a burst. She held the trigger longer than she'd intended and lost count of the rounds. Six or eight, at least. Enough to make the thing withdraw.

– Dave Gross, “Walker” (2012)

This submachine gun was developed by Uziel Gal, working at Israel Military Industries (IMI) of Ramat Ha Sharon, Israel. The *Uzi*, as it was eventually called, was inspired by the Czechoslovakian ČZ Sa 23, but became an iconic weapon in its own right. The Uzi was first issued to the Israeli defence forces in 1955, and was soon also exported, finding official customers in 90 countries. IMI made more than 2 million, and it was licence-produced in Belgium and South Africa. It has been copied in Croatia and Myanmar.

The design has the magazine inserted in the grip, which allows for a short weapon and offers ergonomic advantages. The original Uzi came with a detachable wooden buttstock,



but from 1963 was mainly made with a metal stock that folds below the receiver. It has a 26-cm barrel, is 47 cm long with the stock folded, and weighs 4 kg loaded with a 25-round magazine (unmodified Conceal roll).

It saw service with the Israeli military until the 1980s, but was replaced by rifles and carbines due to the inefficient pistol cartridge it fires. It remained available to reserve troops for a time, until it was finally removed from Israeli service in 2003. Most other users have likewise replaced the Uzi with more modern or more powerful weapons, including the Belgian, Dutch, and German armies. It is still standard issue with the



Bangladeshi police, Iranian army, navy *Takavarān* (“commandos”) and revolutionary guard *Ansar-ol-Mahdi* (“special forces”), Mexican state police forces, Myanmar military police, Peruvian army, Tongan army, etc.

During the Vietnam War, Belgian-made FN Uzis were acquired for CIA-sponsored MACV-SOG operations. In 1968, an *Air America* crew in a Bell Model 212 helicopter even shot down a North Vietnamese Antonov An-2 plane with an Uzi ... A CIA or Special Forces veteran might have illegally brought one of these back to the States.

The IMI Uzi was issued by the USSR between 1967 and 1996, a fact that was revealed during the 1981 assassination attempt on President Ronald Reagan. From 1988, many of the service’s Uzis had their barrels shortened to 24 cm to better fit them and their three spare magazines into a Samsonite attaché case. The DSS issued it between the 1970s and 1990s.

The *Mini-Uzi* has a 20-cm barrel, is 36 cm long with the stock folded to the right, and weighs 3.2 kg loaded with 25 rounds. It is license-made in Colombia. The *Micro-Uzi* has an 11-cm barrel, is 27 cm long with stock folded, and weighs 2.4 kg with 20 rounds (doubled *Conceal* roll). From 1999, a modified Micro-Uzi is made under licence in Japan for its military. The smaller versions are difficult to

control due to their prodigious ROF. Angled muzzle slots act as a compensator and prevent them from climbing too much (add +5 percentiles to the modified Attack chance when firing bursts).

The smaller Uzi patterns were primarily used in law enforcement and special operations. The Mini-Uzi was issued in small numbers by the US ATF, CIA, NIS, and USMS from the early 1980s, but all agencies replaced it in the 1990s. It is still used by the Angolan police, Argentine federal police, Bahamas police, Chilean police, Colombian police, Costa Rican police, and Vietnamese army *Dac Cōng*.

Uzi patterns are popular with naval special warfare units, since unlike many comparable weapons, they are less adversely affected by water and beach sand. The Uzi is still used by combat divers of the French navy *Commandos Marine* and gendarmerie GIGN, and Greek navy DYK. The Mini-Uzi is employed by divers of the Brazilian navy GRUMEC, French foreign legion, Peruvian navy FOES, and others.

Semiautomatic patterns were made for sale to American civilians. The *Uzi Pistol* lacks a shoulder stock. It has an 11-cm barrel, is 24 cm long, and weighs 2.3 kg with 20 rounds.

As the Uzi is obsolete in many countries, it might be easier to acquire, for example by burgling a laxly-guarded reserve depot. Even when it was standard issue, Uzis would regularly get stolen from military arsenals. One of the larger known thefts involved 14 Uzi (MP2A1) submachine guns, which were stolen by draftees from a German army depot in 1995 and sold in the Hamburg red-light district. Uzis are still stocked in German armouries. Croatian-made Uzi copies are available on the European black market, and have been used in both bank robberies

IMI Uzi (MP2A1) 9×19mm submachine gun (1955-2003) – \$900, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§	1D10	40\$	2(3) or 20	20/25/32	10	98

IMI Mini-Uzi 9×19mm submachine gun (1981-) – \$900, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§†	1D10	40\$	2(3) or 40	20/25/32	9	98

IMI Micro-Uzi 9×19mm submachine gun (1986-) – \$900, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§†	1D10	30\$	2(3) or 50	20/25/32+1	8	98

IMI Uzi Pistol 9×19mm pistol (1984-1993) – \$900, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	20/25/32+1	8	98

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

† Compensator increases hit chances, see description.

and gang warfare. In Colombia, the Mini-Uzi can be bought by civilians with a firearm license directly from the manufacturer. During 2011 alone, London police confiscated 16 Uzis of various models. A French Islamic terrorist used a Mini-Uzi during a killing spree in 2012.

TO USE, remove an empty magazine and insert a full magazine. Retract the cocking handle to cock the action. Move the selector to either *x* (*Automati*, or *A* for “automatic” on most export guns) or *z* (*Boded*, or *R* for “repetition”). This takes one combat round. The gun is now ready to fire. Put on *y* (*Nazur*, or *S* for “safe”) to make safe. Professional users fire single shots or short bursts of 3-5 shots, although the smaller variants make this more difficult due to their high ROF. The grip safety prevents the weapon from going off when it is not properly held or dropped. The typical malfunction is a failure to extract. Subtract -5 percentiles from **Submachine Gun** skill and halve Base Range if the gun is fired with the stock retracted.

The only “Special Ammunition” (p. 187) commonly used in the Uzi are hollow-points (Damage 1D10+2).

Uzis come with *one* 25-round magazine (\$50 empty, 0.5 kg filled), but a slightly shorter 20-round (\$50, 0.4 kg) and an extended 32-round (\$50, 0.6 kg) are also widely used. The Uzi Pistol comes with *one* 20-round. A bracket (\$5) is available that allows a second magazine to be clamped perpendicular to the one inserted, for a quicker reload.

Any Uzi model can be worn concealed in a leather shoulder rig (\$190), muzzle down under the strong arm, loaded with a 20-round magazine. Pouches under the weak

arm can hold two 32-round magazines. It can be fired still attached to the rig.

Any version can accept the Gemtech Mossad II baffle suppressor (\$700, 0.35 kg), which adds 20 cm to length and halves Listen rolls (p. 194). Suppressed Uzis are often used with subsonic rounds (Damage 1D10-2, Base Range 20, quartered Listen rolls).

On the black market in the UK, an Uzi sells for up to £5,000.

The full-automatic Uzi models require Federal licensing in the USA. Most full-autos in the hands of civilians date to 1986 or earlier. All Uzis, including the semiautomatics, are illegal in New York. All versions are banned in Canada, Germany, Japan, Mexico, and the UK.

TO SEE the Uzi in action, watch *Congo*^A (set in 1994), in which it is used by field researcher Dr Karen Ross and researcher Dr Peter Elliot; and *Red State* (set in 2010), in which it is used by Five Points Trinity Church cultist Abigail.

For the Mini-Uzi, watch *Revolver* (set in 2005), in which it is used with suppressor by hit man Sorter.

To see the Micro-Uzi, watch *They Live* (set in 1988), in which it is used by drifter Frank Armitage; and *Haywire* (set in 2011), in which it is used by mercenary Mallory Kane.

The Uzi Pistol is used by handyman Val McKee in *Tremors*^A (set in 1989).



SITES Spectre M4

He had two compact Italian M-4 Spectre [sic] 9mm submachine guns with fifty-round magazines, night-vision goggles with flash suppression, ... and his personal Colt Delta Elite 10mm handgun.

– John Tynes, *Delta Green: The Rules of Engagement* (2000)

The *Spectre M4* was announced in 1983, but actually available somewhat later. It was produced by Società Italiana Tecnologie Speciali (SITES) of Torino, Italy. It combines several innovative features for a submachine gun. Once loaded and cocked, the internal striker can be decocked by pressing a lever, making it both safe to carry and immediately available to fire by squeezing the double-action trigger (p. 14). Its thick magazines have four rather than two columns, allowing more rounds to be loaded without increasing magazine length. All controls are fully ambidextrous. Forced-draught barrel-cooling keeps the operating temperatures down despite the fact that it fires from a closed bolt. The Spectre M4 has a folding stock and a vertical foregrip. Its barrel is 13 cm long, it has a length of 35 cm with the stock folded (doubled Conceal roll), and a weight of 3.8 kg loaded with a 50-round magazine.



The Spectre M4 was a commercial failure. Though trialed by police agencies in Egypt, Italy, Jordan, and Lebanon, it was not adopted anywhere. The small company which designed it could not promote and supply the weapon in the numbers required. More importantly, the Spectre suffers from poor iron sights, its inability to be equipped with optics due to the flimsy top-folding stock, the difficulty of filling the magazines because of their heavy springs, and its unreliability with ordinary ammunition – it requires more powerfully-loaded (+P) cartridges (p. 188) to function smoothly (Damage 1D10+1 and Malf 98).

Owing to the lack of success of the submachine gun, SITES brought out a semiautomatic “assault pistol” called the *Spectre HC*. This usually comes without foregrip and

folding stock, but is otherwise identical. It was offered on the civilian market in a number of countries, including in Italy, Switzerland, and the USA. Several thousand were made; about 2,600 9×19mm guns were imported to the USA, as well as 300 in .40 S&W. It was banned from importation to the USA in 1993.

For an American investigator, the Spectre M4 is practically unobtainable, as very few were imported. The Spectre HC is available, but likewise quite rare. In Europe, the Spectre M4 was sold commercially at least in Belgium and Switzerland, and possibly in other countries that allow private ownership of automatic weapons. A few were smuggled to the former Yugoslavia in 1991, where they were used in the Yugoslav Wars by Croatian forces. A Western mercenary who fought with the Croats might have brought one back illegally. In 2012, police in München, Germany, confiscated a physician's illegal collection that included a Spectre M4 as well as an Auto-Ordnance M1928A1, FN MINIMI, Guide Lamp M3, H&K G3A4, IMI Galil SAR 365, IMI Uzi, Izhmash AKM, Schmeisser MP28/II, and SIG SG551.

TO USE, remove an empty magazine and insert a full magazine. Retract the bolt handle to cock the internal

striker and let fly forward to chamber a round. Set the fire selector to either the red S (semiautomatic) or the red F (full-automatic). This takes one combat round. The gun is now ready to fire. Press the decocking lever to make safe. Trained operators fire single shots or short bursts of 3-5 shots. The typical malfunction is a failure to eject. Subtract -5 percentiles from **Submachine Gun** skill and halve Base Range when the gun is fired with the stock retracted. The Spectre HC lacks the stock.

The Spectre M4 comes with *one* 50-round magazine (\$50 empty, 0.9 kg filled). The 30-rounder costs \$45 and weighs 0.6 kg. The gun can be easily carried concealed under a jacket with a one-point sling.

The Spectre M4 requires Federal licensing in the USA, but the Spectre HC is generally treated as a handgun. Even the semiautomatic versions are banned in many jurisdictions, including in Canada, Japan, Mexico, and the UK.

TO SEE the Spectre M4 in action, watch *Leon* (set in 1993), in which one is handled by hit man Leon; and *The Art of War* (set in 1999), in which it used by a United Nations security guard.

SITES Spectre M4 9×19mm submachine gun (1985-1997) – \$1,250, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	15%§	1D10	30S	2(3) or 30	30/50+1	10	97

SITES Spectre HC 9×19mm pistol (1987-1997) – \$1,000, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	30/50+1	10	97

SITES Spectre HC .40 S&W pistol (1991) – \$1,000, very rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+1	15	2(3)	22/35+1	10	97

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

SWD M-11/9mm Cobray

At 1200 rounds per minute, full-auto fire with the suppressor sounds more like a loud buzzing than a series of shots ... The suppressor does not make the gun "silenced" by any means, but it is much quieter. Firing without the suppressor is reminiscent of anti-aircraft firing, since the muzzle climbs rapidly.

– Jim Adair, "M-11: Tiny Dynamite" (1984)

The *M-11/9mm* is a compact submachine gun produced by Sylvia William Daniel Inc. (SWD) of Atlanta, Georgia. Also known as the *Cobray*, this weapon is based on the original *M10* and *M11* designed by Gordon Ingram, which were made during the early 1970s by the Military Armaments Corp. (MAC) of Marietta, Georgia. MAC had produced primarily for the military and law enforcement,



and failed, since Ingram's gun had limited appeal to professional users of automatic weapons. After testing it in 1983, the Miami Beach police opined that, "this weapon is not designed to be accurate. It will just spray a lot of bullets in an area, and out of 30, maybe half a dozen will hit the target."



After MAC declared bankruptcy in 1975, a new company called RPB Industries sold off the remaining stock and also made new guns. RPB introduced the *SM10A1* and *SM11A1* semiautomatic pistols for civilians. Criminals and enthusiasts quickly discovered that these were easily converted to full-automatic fire by disabling the disconnector (p. 92), and for a time a converted "MAC-10" was a favourite with gangsters and hoodlums, especially in Miami and Los Angeles. In 1982, the ATF stepped in, outlawing the weapon, and RPB folded. One of the former owners of RPB, Wayne Daniel, founded a company controlled by his wife and brought out modified guns which were not *quite* so easily converted. SWD made some 17,000 M-11/9mm submachine guns and a whopping half million of the almost identical SM-11/9mm pistols.

The M-11/9mm has a 13-cm barrel, is 33 cm long with stock collapsed and 58 cm with stock extended, and weighs 1.2 kg loaded (doubled **Conceal** roll). A short strap below the barrel serves as a hold for the off-hand. The original gun came with an easily-damaged plastic magazine. When the magazines became scarce during the 1990s, an aftermarket conversion kit (\$75) allowed modification of the magazine well to employ 32-round STEN magazines of WWII vintage, which are cheap and common on the surplus market. The SM-11/9mm pistol lacks the fire selector, retractable stock, and strap.

The original MAC-Ingram came in two variants: the *M10* chambered for either the 9×19mm Parabellum or .45 ACP, and the slightly smaller *M11* chambered for the .380 ACP. An M10 in .45 ACP is 27 cm long with stock collapsed and 55 cm with stock extended and weighs 3.8 kg loaded, while a loaded M11 is 25 cm long with stock collapsed and weighs 1.9 kg loaded with a 16-rounder. About 16,000 guns were made by MAC, only a few hundred of them M11s.

Any version is far from a perfect armament for an investigator. The guns are inaccurate, unreliable, and difficult to control on full-automatic, especially without the suppressor which adds weight, reduces muzzle blast, and serves as a handheld. However, they are easily suppressed and offer considerable firepower in a compact package. In the USA, they are probably the automatic weapons that are cheapest and easiest to find – both for legal and illegal purchase. Investigators looking for concealable firepower who cannot acquire better arms might well end up with a "MAC-10."

Availability of these is not confined to America, either. Between 2004 and 2007, an English underworld "gunsmith" sold dozens of M-11/9mm guns to local criminals, converting them from blank-fire film props in a garden shed – he had bought 90 from a licensed dealer, claiming to need them for a *James Bond* film!

TO USE, remove an empty magazine and insert a full magazine. Retract the bolt handle to cock the action. Set the fire selector to either *Semi* (semiautomatic) or *Full* (full-automatic). This takes one combat round. The gun is now ready to fire. Rotate the safety to *Safe* to make safe. Trained operators fire short bursts of 6-8 shots. The typical malfunction is a failure to eject. The guns are not designed to shoot hollow-points – worsen **Malf** by -1 percentile. Subtract -5 percentiles from **Submachine Gun** skill and halve **Base Range** when the gun is fired with the stock retracted. Semiautomatics lack the stock.

The M-11/9mm comes with *one* 32-round plastic magazine (\$75 empty, 0.5 kg filled). A STEN magazine costs \$20 and weighs 0.65 kg. Modifying the latter for use in the M-11/9mm requires a **Mechanical Repair** or doubled **Craft (Gunsmith)** roll (already modified magazines are \$35). A 32-round steel magazine for the M10 costs \$50 and weighs 0.6 kg, while the 30-rounder in .45 ACP costs \$50 and weighs 1 kg. The 16-rounder for the M11 costs \$50 and weighs only 0.3 kg. A brass catcher (\$40, 0.1 kg) holds 60 cases, preventing them from being scattered at a crime scene (p. 45).

All versions have a threaded barrel for a sound suppressor (p. 193). The SIONICS-WerBell M10 baffle suppressor (\$400, 0.55 kg) adds 28 cm to length, the M11 baffle suppressor (\$400, 0.45 kg) adds 19 cm to length, and the M-11/9mm baffle suppressor (\$175, 0.3 kg) adds 29 cm to length (unmodified **Conceal** roll). All halve **Listen** rolls (p. 194).

Converting a SM10A1, SM11A1, or SM-11/9mm to full-automatic is not too difficult (p. 92) – manuals have been circulated since the 1980s and are now found on the internet using a **Library Use** roll. Conversions of the older open-bolt versions can be as simple as "installing" a wire around the disconnector or stacking a pencil eraser behind the trigger! The converted guns cannot be set for single shots. This changes **Base Chance** to 10% and **ROF** to 40 for a 9×19mm model and ROF to 50 for a .380-calibre version. The Branch Davidian cult had two converted guns when its Waco compound was raided by the ATF in 1993 (*Delta Green*, pp. 44-45).

A full-automatic costs around \$3,500 on the American collectors' market. On the black market in the UK, a converted gun sells for about £2,000.

Full-automatic models require Federal licensing in the USA, but semiautomatics are generally treated as ordinary handguns. Even the semiautos are banned in many jurisdictions, including in California and New York, Canada, Japan, Mexico, and the UK.

TO SEE the M-11/9mm, watch *Hannibal* (set in 2000), in which it is used by gangster Evelda Drumgo;

SWD M-11/9mm 9×19mm submachine gun (1983-1994) – **\$500, rare, special license.**
MAC-Ingram M10 9×19mm submachine gun (1970-1975) – **\$500, very rare, special license.**
RPB M10 9×19mm submachine gun (1977-1982) – **\$500, rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	10%§	1D10	30\$	2(3) or 40	32	8	96

SWD M-11A1 .380 ACP submachine gun (1983-1994) – **\$500, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	10%§	1D8+1	30\$	2(3) or 40	32	8	96

MAC-Ingram M10 .45 ACP submachine gun (1970-1975) – **\$500, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	10%§	1D10+2	30\$	1(2) or 35	30	8	96

MAC-Ingram M11 .380 ACP submachine gun (1970-1975) – **\$500, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Submachine Gun*	10%§	1D8+1	30\$	2(3) or 50	16/32	8	96

SWD SM-11/9mm 9×19mm pistol (1983-1994) – **\$500, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	32+1	8	97

SWD SM10A1 9×19mm pistol (1977-1982) – **\$500, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	32	8	97

RPB SM11A1 .380 ACP pistol (1977-1982) – **\$500, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1	15	2(3)	16/32	8	97

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

and *The Unit #1.13* (set in 2005), in which it is used by thug Razlan Dragovich.

For the M10, watch *Three Days of the Condor* (set in 1975), in which it is used with suppressor by CIA hit man William Lloyd; *Night of the Comet*^A (set in 1984), in which it is used by students Reg and Sam Belmont;

The Bourne Identity (set in 1987), in which it is used by former CIA hit man “Jason Bourne”; *Pulp Fiction* (set in 1994), in which it is used with suppressor by boxer Butch Coolidge; *Congo*^A (set in 1995), in which it is used by porter Kahega; and *The Veteran* (set in 2010), in which it is used by thugs.

HAND GRENADES

The paratroopers used a grenade on it. The detonation did not kill it, though "many eyes went dim" and it became weaker and slower ... it seemed that the blast spread it out, but did not separate it. I theorize that this is a fibrous entity with no fixed form, but perhaps several shapes and profiles for different tasks and niches.

– Greg Stolze, *Mask of the Other* (2012)

Hand grenades are used by military forces, and certain less-than-lethal types are employed by many specialized police units. Civilian investigators have no legal way to acquire them, but grenades are far from unobtainable on the black market.

The M67 fragmentation grenade designed by the US Army Materiel Command (AMC) is the classic “baseball grenade,” the nickname stemming from its size and shape. It was designed to profit from soldiers having trained throwing baseballs prior to military service; see “Throw” (*Call of Cthulhu*, p. 74). It is 9 cm high and weighs 0.4 kg (tripled **Conceal** roll). A wooden crate with 30 grenades weighs 24 kg.

The M67 is standard-issue for the US military including the National Guard (*Arkham Now*, p. 35), and is in service with many foreign militaries. It is produced in Canada (as the C13) and South Korea (K400). Korean grenades acquired on the black market are heavily used by Mexican drug cartels, as are US grenades originally supplied to Latin American militaries, such as those of El Salvador or Guatemala. These sell for \$100-500 apiece among gangsters in Mexico, and *thousands* are confiscated annually. Other militaries use hand grenades with similar effects (use the same stats), including the Australian F1, British L109A1, Chinese SLD86, and Russian RGO.



TO USE, remove the wire safety clip, pull out the safety ring, and let the handle fly off to activate its Bouchon fuze. This detonates the grenade after 4-5 seconds (after all other action has ceased in the second combat round), scattering dangerous metal fragments in all directions. It contains 185 g of Composition B high explosive. See “Explosion” (*Call of Cthulhu*, p. 57) for radius of effect. Modern grenades scatter small fragments that have a concentrated, but limited kill radius. Being in direct contact *doubles* the Damage. The average throwing distance is 35 m, and few users can throw it farther than 40-50 m (Maximum Range is STRx3). The M67 can be “cooked off,” meaning it is activated, but thrown in the second combat round. This prevents it from being tossed back. Detonated inside a room, the explosion produces a dense cloud of dust, which quarters **Spot Hidden** and all Attack rolls for 1D6 combat rounds.

TO SEE the M67 in action, watch *Predator*^A (set in 1987), in which it is used by mercenary Major “Dutch” Schaefer; *Proof of Life* (set in 2000), in which it is used by ELT radical Juaco; *Tears of the Sun* (set in 2002), in which it is used by US Navy SEALs; and *Act of Valor* (set in 2011), in which it is used by US Navy SEALs.

AMC M67 fragmentation hand grenade (1971-) – \$30, very rare, special license.

SKILL Throw	BASE CHANCE 25%	DAMAGE 9D6/2 m	BASE RANGE STR/STRx3	DELAY 2 Rounds	HIT POINTS 6	MALFUNCTION 99
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Stun Grenades

The can-shaped German Rheinmetall (former NICO) BTV-1 stun grenade is identical in operation to a normal hand grenade but quite different in use. Also called a “divisionary charge” or “flash-bang,” it is an oversized firecracker with an 11-g aluminium/potassium perchlorate charge and a grenade fuze. It produces a blinding 100,000-lumen flash and a deafening 180-decibel bang. In 2005, it was adopted by the US Navy as the MK 13 MOD 0 and is in service with the USMC and all SOCOM forces; similar devices are used by most SWAT-type police units worldwide. It is 13 cm high and weighs 0.4 kg.

TO USE, pull the safety ring and let the handle fly off. The Bouchon fuze activates it after 1-2 seconds (after all other action has ceased in the *same* combat round), detonating the pyrotechnic charge inside it. Anyone in the same room has to make a **Resistance Table** roll of his CON against the grenade’s POT of 20. Covering the ears adds +5 to CON, ear plugs give +10, and electronic ear protection gives up to +15. Anyone who does not make the roll will suffer the effects of a “Stun” (*Call of Cthulhu*, p. 54) for 1D6 combat rounds. Unlike older flash-bangs, the BTV-1 is safe for the user even if it accidentally detonates in his hand, as it vents the explosion to the bottom and top of the grenade.

Rheinmetall BTV-1 (MK 13 MOD 0) stun hand grenade (2005-) – \$50, very rare.

SKILL Throw	BASE CHANCE 25%	DAMAGE Stun/5 m	BASE RANGE STR/STRx3	DELAY 1 Round	HIT POINTS 6	MALFUNCTION 99
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MACHINE GUNS

Light machine guns, the present breed especially, are all designed to be fired from the hip and in many cases they can also be fired from the shoulder.

— Frank Moyer and Robert Scroggie, *Special Forces Combat Firing Techniques* (1988)

MACHINE GUNS ARE DISTINCTLY MILITARY WEAPONS. THEIR PURPOSE is to dominate the battlefield, suppressing large numbers of enemies – compare “Automatic Fire” (p. 16).

Although most modern infantry MGs are light enough to be carried and used by a single shooter, they are still so heavy that they slow the gunner down. They also require lots of heavy ammunition – so much that in most military organizations, *everybody* in a team is required to carry his share of MG ammo in addition to his basic load. Machine guns are commonly mounted on military and paramilitary vehicles, ranging from jeeps to helicopter gunships.

Machine guns have few applications outside of war, and they are expensive. Civilian investigators probably will never see, let alone use one. However, MGs are not impossible to turn up either in the hands of investigators or their opponents. Many paramilitary law enforcement agencies use them, especially when operating abroad in hostile areas. Machine guns get regularly stolen from military depots and subsequently become available on the black market. Deployed in a civilian environment, they are overpowering.





FN MINIMI (M249)

The 5.56-mm M249 machine gun supports the soldier in both the offense and defense. The M249 provides a medium volume of close and continuous fire the soldier needs to accomplish the mission. With it, units can engage the enemy along with the capability of individual weapons with controlled and accurate fire. The medium-range, close defensive, and final protective fires delivered by the M249 MG form an integral part of a unit's defensive fires.

– US Army Headquarters, **FM 3-22.68**

Crew-Served Machine Guns (2003)

The *Mini-Mitrailleuse* (“mini machine gun”) was developed by Fabrique Nationale d’Armes de Guerre (FN) of Herstal, Belgium. The MINIMI is a light machine gun chambered for the 5.56×45mm NATO cartridge used in many assault rifles. The design feeds from either disintegrating belts or rifle magazines as used by the Colt M16- and M4-series (p. 98). It has a 47-cm barrel, is 104 cm long, and weighs 10 kg loaded with a 200-round belt in a plastic assault box attached to the weapon’s underside.

The MINIMI was adopted by more than 45 countries, and has been licence-made in Australia (as the F89), Canada (C9), Greece, Indonesia, Italy, Japan, Sweden (Ksp90), and the USA, and copied in China (XY-556) and South Korea (K3). Non-manufacturing users include Brazilian state military police forces, the British military (L108A1), the Malaysian army and police, and the Nepalese army.

The *MINIMI-Para* intended for paratroops has a shorter 35-cm barrel and a retractable stock, for a minimum length of 77 cm (halved *Conceal* roll). It weighs 10.3 kg with a boxed 200-round belt. The MINIMI-Para is used by the Argentine federal police GEOF, Brazilian army *Comandos*, British military (L110A2), French army, Israeli army *Sayeret Mat'Kal*, Italian military and *Carabinieri* GIS, and many others.

In 1982, a modified MINIMI was adopted by the US military as the *M249 Squad Automatic Weapon (SAW)*, entering service in 1984. This has a 52-cm barrel and weighs 10.6 kg loaded with a boxed 200-round belt. The *M249E3* is an American Para version, with 38-cm barrel and retractable stock. It weighs 8.7 kg loaded with a 100-round belt in a soft pouch. Since 1997, both types have been fitted with a sight rail; optics include the ELCAN M145 3.4× scope (p. 195) and Aimpoint M68 collimating sight (p. 196). The M249 and M249E3 are used by the US

military and have been supplied to American allies such as Belize, Colombia, El Salvador, and Thailand. US forces alone acquired more than 80,000.

The *MK 46 MOD 1* is a special operations version used by the US Army Rangers, Army Special Forces, and Navy SEALs. It has a 36-cm barrel, for an overall length of 93 cm and a weight of 7.5 kg loaded with a 100-round belt in pouch. The MK 46 MOD 1 cannot use magazines, which saves weight and improves reliability.

The *MINIMI-7.62-TR* is a variant strengthened to fire the more potent 7.62×51mm NATO round. Nicknamed the “MAXIMI,” it has a 50-cm barrel, is 102 cm long, and weighs 11.1 kg with a 100-round belt in a pouch. The gun has sight and accessory rails. It is in service as the *MK 48 MOD 1* with US special ops and light infantry units. Other users include the Australian army, British Army, French army and gendarmerie, and New Zealand military.

Due to its military nature, the MINIMI is unlikely to be available to an investigator. Most armed forces issue it as an organic weapon in infantry units; an 8-man squad in the US Army has two, as does an 8-man section in the British Army. Special forces often operate with a higher proportion of such weapons, going as far as issuing every other man in a team an MG, to take advantage of their firepower.

Some law enforcement agencies employ MINIMI variants on dangerous operations abroad. US DEA agents have used such weapons during Operation SNOWCAP (1987-1994) in South America, and since 2005 as part of the Foreign-deployed Advisory and Support Teams (FAST) in places like Afghanistan, Haiti, Honduras, and Tajikistan. The US DSS acquired 14 M249E3 guns in 2006, which its agents field in high-risk overseas deployments. Italian *Carabinieri* and similar paramilitary forces also issue the MINIMI, and have deployed with it to Afghanistan and elsewhere. During operations in Iraq, American mercenaries employed the M249 as a door gun on MD 530F “Little Bird” small helicopters.

Use by Bad Guys is less likely, but MINIMIs have been encountered in the arsenals of Burmese Shan radicals, Mexican gangsters, Philippine terrorists, and similar groups in recent years. In 2009, a shipment of 59 British L110A2 machine guns went missing during transit in Afghanistan, ending up in the hands of the *Taliban*.

TO USE, retract the bolt handle on the receiver right to cock the action. Open the feed cover, cant the gun to the right, and place the lead link tab or first round of the belt in the feed tray. Close the feed cover. This takes two combat rounds. The gun is now ready to fire. Alternatively, insert a magazine into the magazine well on the left-hand side of the receiver. This takes only one combat round. To engage the safety, push the safety button above the trigger from the left to the right. Trained gunners fire short bursts of 3-5 rounds at individual targets and bursts of 6-9 rounds at groups or large targets and for suppressive fire. Extensive MG trials by the US Army in 1985 established that “larger bursts, 10 or 15 rounds, [do] not provide corresponding increases in target coverage.” The typical malfunction is a failure to feed. Using a rifle magazine increases ROF by +5 and worsens Malf to 96. The MINIMI is heavy; users with STR 7 or lower are at -10 percentiles to **Machine Gun** skill. Subtract -5 percentiles from **Machine Gun** and halve Base Range if the gun is fitted with a retractable stock and it is fired with the stock retracted.

The 5.56×45mm ammunition comes linked in disintegrating belts of either 100 or 200 rounds. A typical belt includes one tracer (Damage 2D8 plus 1D2 Burn) following every four full metal jacket rounds (4:1 ratio), which allows observation of the fall of the rounds. Armour-piercing ammo is seldom available. See “Special Ammunition” (p. 187).

The belts are carried in plastic boxes or soft nylon pouches which attach to the weapon’s underside so that the belt does not dangle down. Each gun comes with three

200-round boxes. Spare boxes cost \$10 empty and weigh 3 kg filled. Two boxed 200-round belts are shipped in an M2A1 ammo can (p. 192) with a total weight of 8 kg. The boxes are uncomfortable to carry and rattle on the move (halve **Sneak** rolls). Most gunners prefer the belt in a soft pouch; the 100-round pouch costs \$45 and weighs 1.6 kg filled, the 200-round \$70 and weighs 3 kg. For details on the magazines, see the Colt M4A1 (p. 100). In the US military, the basic load is 600 belted rounds per gunner, plus 200 rounds each for his team mates. It is not unheard for gunners to pack 1,000 rounds or more.

The 7.62×51mm belts are similar, but heavier. They come in 100-round lengths and are carried in soft pouches that cost \$70 and weigh 3.2 kg.

The trigger guard folds to the side to allow trigger manipulation with gloves or mittens (p. 24). A cleaning kit (p. 192) is stored in the handguard, and a small lubricant bottle fits into the pistol grip.

Pintle and turret mounts are available that allow efficient use from moving vehicles (p. 26). The M249 is commonly installed in the roof hatch of the AM General M1114 “Humvee,” but is also found mounted on other vehicles.

Any version can be fitted with the B&T Universal quick-detach baffle sound suppressor (\$600, 0.8 kg), which adds 16 cm to length and halves **Listen** rolls (p. 194). The Gemtech HALO (\$750, 0.6 kg) quick-detach baffle suppressors mounts on the standard flash hider and adds 17 cm to length and halves **Listen** rolls.

There are about a hundred MINIMI samples available on the US collectors’ market, which sell for \$75,000 and up.

FN MINIMI (L108A1)	5.56×45mm machine gun (1982-) – \$5,000, very rare, special license.
FN M249 SAW	5.56×45mm machine gun (1984-) – \$5,300, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D8	100†	25	30/200	12	98

FN MINIMI-Para (L110A2)	5.56×45mm machine gun (1985-) – \$5,500, very rare, special license.
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SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%§	2D8	70‡§	25	30/100/200	12	98

FN M249E3 SAW	5.56×45mm machine gun (1994-) – \$5,900, very rare, special license.
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SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%§	2D8	80‡§	25	30/100/200	12	98

FN MK 46 MOD 1	5.56×45mm machine gun (2010-) – \$8,850, very rare, special license.
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SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D8	80†	25	100/200	12	98

FN MINIMI-7.62-TR (MK 48 MOD 0)	7.62×51mm machine gun (2008-) – \$18,400, very rare, special license.
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SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	110‡	20	100	12	98

† Double Base Range if fired from bipod, tripod, or vehicle mount.

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

TO SEE the MINIMI in action, watch *Bravo Two Zero* (set in 1991), in which it is used by SAS soldiers; *Proof of Life* (set in 2000), in which it is used by mercenary Carlos; *Swordfish* (set in 2000), in which it is used by Black Cell agent Gabriel Shear; *Ultimate Force* (set 2001/2005), in which it is used by SAS soldiers; and *Strike Back #2.8* (set in 2010), in which it is used by mercenary Damien Scott.

For the MINIMI-Para, watch *Ronin* (set in 1997), in which it is used by mercenary Sam; *36th Precinct* (set in 2003), in which it is used by bank robber Robert Boulanger; *Ultimate Force* (set in 2005), in which it is used by SAS soldiers; and *Special Forces* (set in 2010), in which it is used with Trijicon ACOG 4x scope and SureFire light by *Commandos Marine* soldier Victor.

The M249 can be seen in *Black Hawk Down* (set in 1993), in which it is used by US Army Rangers; *The Hunted* (set in 1999), in which it is used by US Army Special Forces soldier Kohler; and *The Objective^A* (set in 2001), in which it is used by US Army Special Forces soldier Master Sergeant Tanner.

The M249E3 appears in *Stargate SG-1^A* (set 1997/2006), in which it is used by USAF Stargate

Command soldiers; *3000 Miles from Graceland* (set in 2000), in which it is used by bank robber Thomas Murphy; *Tears of the Sun* (set in 2002), in which it is used by US Navy SEALs; *Generation Kill* (set in 2003), in which it is used by Force Recon Marines; *The Unit #3.7* (set in 2006), in which it is used by US JSOC 1st SAG soldier Sergeant Hector Williams; *Act of Valor* (set in 2011), in which it is used with Aimpoint M68 sight by US Navy SEALs; and *Osombie^A* (set in 2011), in which it is used by US Army Special Forces soldier "Joker."

For the MK 48 MOD 0, watch *SEAL Team Six* (set in 2011), in which it is used by US Navy SEALs; and *Zero Dark Thirty* (set in 2011), in which it is used with suppressor by US Navy SEALs.



Grossfuss MG42

Almost everything, including weapons needed by the [French and Serbian] mercenaries, came from Yugoslav arms factories and were flown to Kinshasa from Belgrade, usually by way of Luxor in Egypt. Stocks included Serbian copies of a variety of weapons, including MG42s ...

— Al Venter, *War Dog – Fighting Other People's Wars* (2006)

In the 1930s, the German army introduced the first true general-purpose machine gun that could serve both as a man-portable light MG in an infantry section and as a stationary, tripod-mounted medium MG – as well as a vehicle armament. That weapon, the Rheinmetall MG34, was superseded during WWII by a new design that was lighter, more reliable, and cheaper and faster to manufacture. This was the famous *Maschinengewehr 42* ("machine gun model 1942"). The MG42 was produced by several manufacturers including Grossfuss, MAGET, Mauser, and Steyr. Some 408,000 were made during WWII. It has a 53-cm polygonally-rifled barrel, is 123 cm long, and weighs 14.1 kg with a 50-round belt in an assault drum attached to the gun. The MG42 is chambered for the 7.92×57mm Mauser cartridge. It comes with a folding bipod. During the Cold War, it was copied in Yugoslavia as the Zastava M53.

From the late 1950s, Rheinmetall of Düsseldorf, Germany, produced new variants of the MG42 in

7.62×51mm NATO. These were originally made for the West German border guards and military, but were soon also exported. The ultimate development was the *Maschinengewehr 3* (MG3), which is still the standard general-purpose machine gun of the German military. It has a reduced ROF and uses NATO-standardized disintegrating belts. Typical belt lengths include a 50-round belt in a plastic assault drum or a 120-round belt in a plastic assault box, either of them clipped to the weapon. The MG3 or minor variants were adopted by the militaries of Bangladesh, Chile, Denmark, Estonia, Latvia, Lithuania, Myanmar, Norway, Portugal, Saudi Arabia, Togo, etc. Millions were made, including by licensees in Austria, Greece, Iran, Italy, Spain, and Turkey. It is copied in Sudan. The Pakistani MG1A3P is one licensed variant that is still in production. The design is used by some paramilitary and police forces, including the French police RAID, Italian *Carabinieri*, and Turkish gendarmerie.

The gun continues to appear in various trouble spots, its high ROF resulting in a distinctive firing signature that has been likened to tearing linen. The Yugoslavian M53 was employed by the Iraqi army in the Second Gulf War (1991), and saw prominent use during the Yugoslav Wars (1991-1999). The MG3 is still front-line issue with many militaries, and is also found among irregulars. Nigerian rebels are often encountered with it,

as are *Taliban* terrorists in the Afghan-Pakistani border areas. In 2008, the van of a licensed dealer was pilfered in Pennsylvania, the thief making off with two MG42s and a dozen other full-auto weapons, including an H&K MP5A3 and an H&K MP5SD3. In 2009, an MG42 was confiscated from Mexican gangsters, and another one was seized by US CBP agents in 2011, before it could be sold south of the border. Also in 2011, custom agents in Lithuania stopped an air mail parcel containing an MG42 bound for Germany.

TO USE, place a belt box to the gun's left or attach an assault drum or box below the receiver, open the container, and partially withdraw the belt. Insert the belt into the receiver. Retract the bolt handle on the right-hand side to cock the action and push it forward again. This takes two combat rounds. The weapon is now ready to fire. Put on safe by pressing the cross-bolt button over the trigger to the right. Gunners are trained to fire bursts of 5-7 shots rather than continuous fire at individual targets – long bursts are only used to saturate areas in suppressive fire. The typical malfunction is a failure to feed. Deploying the bipod takes one combat round; deploying the tripod and mounting the gun on it takes 2D6+12 combat rounds for a single man, 1D6+6 if he has an assistant. Changing the barrel takes two combat rounds with a doubled **Machine Gun** roll, twice as long otherwise. The MG42 is heavy; users with STR 9 or lower are at -10 percentiles to **Machine Gun** skill. It is not so heavy as to preclude hip-firing. Gunners with STR 15 or better can fire it from the shoulder, although only for short bursts.

Grossfuss MG42 7.92×57mm machine gun (1942-1945) – **\$15,000, very rare, special license.**
Zastava M53 7.92×57mm machine gun (1954-1982) – **\$10,000, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	120‡	50	50	12	97

Rheinmetall MG3 7.62×51mm machine gun (1966-1979) – **\$4,500, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	120‡	40	50/120	12	98

POF MG1A3P 7.62×51mm machine gun (1970-) – **\$2,000, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	120‡	40	50	12	98

‡ Double Base Range if fired from bipod, tripod, or vehicle mount.

"Special Ammunition" (p. 187) includes armour-piercing and tracer rounds (Damage 2D6+4 plus 1D2 Burn). NATO belts are linked one tracer following every four full metal jacket (4:1 ratio).

A 50-round belt of 7.92×57mm or 7.62×51mm weighs 1.5 kg. A steel assault drum costs \$55 empty and weighs 2.3 kg filled, a plastic drum costs \$25 and weighs 1.7 kg. Five of the 50-round belts (250 rounds) fit into a steel ammo box (p. 192) which costs \$20 and weighs 9.2 kg filled. A number of belts can be connected to form a long belt for continuous fire in a static position. A 120-round belt weighs 3.6 kg, 3.9 kg in a plastic assault box. In the German army, each MG3 is issued with at least 1,200 rounds, distributed among the 10-man section. The gun can be mounted on vehicles or a sophisticated tripod, which doubles Base Range. If the Zeiss ZF40 4× scope installed on the tripod is also used, multiply Base Range by six. The tripod costs \$750 and weighs 20.5 kg.

Depending on condition, the MG42 costs from \$15,000 to \$40,000 on the US collectors' market; in the late 1970s, they sold for less than \$1,000 ... In the Czech Republic, the M53 can be bought legally for \$550.

All models require Federal licensing in the USA. They are banned in most other jurisdictions.

TO SEE the MG42 in action, watch *Uncommon Valor* (set in 1982), in which it is used by drifter "Sailor"; *Death Wish 3* (set in 1984), in which a "bring-back" is carried by pensioner Bennett Cross; and *The Park is Mine* (set in 1984), in which a "bring-back" is used by unemployed Mitch Garnett.



Saco M60

My friends and I had a plan that night. We knew there would be opposition, but we thought we could handle it. We were wrong. They overpowered us. They had machine guns! Where did they get machine guns?

– Chris Lackey, “Snack Time” (2012)

From 1957 until the turn of the 21st century, the M60 was the general-purpose machine gun of the US military. Modelled after the German MGs of WWII, it was designed at Springfield Arsenal and primarily built by Saco Defense of Saco, Maine. The action was copied from the Rheinmetall FG42 automatic rifle and the belt feeding system was inspired by that of the Grossfuss MG42 (p. 171). It is a belt-feed weapon chambered for the 7.62×51mm NATO cartridge. The M60 has a 56-cm barrel, is 111 cm long, and weighs 14.2 kg loaded with a 100-round belt in a pouch hooked to the receiver.

It saw heavy use during the Vietnam War and all following conflicts involving the US military until the Iraq War, when it was largely replaced by the FN M240-series. Saco made hundreds of thousands of M60s in several variations, and the weapon remains in production at US Ordnance of Reno, Nevada. The gun has been made under licence in Taiwan (as the T57).

The M60 has numerous issues. It is fairly unreliable, particularly when dirty, and parts breakage is so common that many guns in service are held together by duct tape and wire. While it was the first American machine gun with a quick-change barrel, a highly desirable feature, the method of changing it was badly designed. The user has to employ an asbestos mitten to remove the hot barrel, and as the bipod is permanently attached to the barrel, the gun will not be supported as soon as the barrel is removed, dumping it on the ground. Due to the integral bipod and gas system, spare barrels are heavier than necessary (4.2 kg each).



Due to its shortcomings, the M60 had little success on the commercial market, most of the two dozen countries that have used it having received it for free or at discount as military aid. The gun is still in service with Bolivia, Colombia, the Dominican Republic, Fiji, Indonesia, Jordan, the Philippines, Senegal, South Korea, and Thailand. Law enforcement agencies like the LAPD SWAT, Colombian police, Mexican federal police, and Philippine police also employ it.

The M60D is a vehicle version, replacing the pistol grip and trigger with rear-mounted spade grips. The US military still uses this as a door gun on armed helicopters, such as the Navy’s Sikorsky SH-60F Seahawk medium helicopter, as do many countries that use American choppers, even some that do not employ the infantry version. The RAF mounts it on its Boeing Chinook HC2 large helicopters. A door gun typically feeds from a box holding a 550-round belt.

Although the M60 is light for a 7.62×51mm machine gun, it is still a heavy burden for troops on foot. During the Vietnam War, US Army Special Forces long-range reconnaissance patrols and US Navy SEALs sometimes used M60s with sawn-off barrels to lighten them.

Consequently, Saco introduced the M60E3, which features a shorter and lighter barrel and a vertical foregrip to aid in hip-firing. Its bipod was redesigned and mounted on the receiver, rather than on the barrel. With a 42-cm barrel, the M60E3 is 94 cm long and weighs 11.8 kg with 100 rounds. A carrying handle attached to the barrel allows easy barrel changes. The M60E3 was adopted by the US Navy (including the SEALs) and Marine Corps in 1985, but was replaced by the FN M240-series from 1995. Several foreign special warfare units have introduced it, including the Chilean navy *Buzos Tácticos*, Greek navy DYK, and Turkish navy SAT.

The further improved M60E4 is similar to the M60E3, but more reliable. In 1996, it was adopted as the MK 43 MOD 0 by the US Navy SEALs, and used by them until it was replaced by the FN MK 48 MOD 0 (p. 169) from 2003. With the 43-cm assault barrel, it is 96-cm long and weighs 12.4 kg with 100 rounds. The M60E4 is standard with the Colombian military and police.

For an American investigator, the M60 will be familiar if he has served in the military, especially in the 1990s or earlier. As it is no longer first-line issue, it will be primarily found in National Guard depots (compare *Arkham Now*, p. 35); the National Guard still has thousands of the guns. The M60 was used by DEA

agents during Operation SNOWCAP (1987-1994) in South America – as was the M60D, mounted on Bell UH-1H medium helicopters. The M60 is still heavily used in some areas, but of course, is mainly a military weapon.

The odd M60 has been recovered from weapon caches of criminals and underground groups (*Delta Green: Eyes Only*, p. 136). The PIRA had six M60s smuggled to them in 1977 by American supporters, who in turn had stolen them from a National Guard depot. In 1980, one was used to kill an SAS officer raiding a PIRA safe house in Belfast. Rebels and gangsters employ it heavily in Colombia, Mexico, and the Philippines, as well as in Southeast Asia, especially in the “Golden Triangle” between Laos, Myanmar, Thailand, and Vietnam. More than 15,000 M60s were left in Vietnam when the US military withdrew in 1975, many of them still crated, and quite a few of these later turned up elsewhere ... In 2007, a burglar stole a legal M60 from a collector in Pennsylvania, along with an IMI Uzi with suppressor.

TO USE, place a belt box to the gun’s left or attach an assault box on the left side of the receiver, open the container, and partially withdraw the belt. Raise the feed cover, place the belt on the feed plate, and close the feed cover. Retract the bolt handle on the right-hand side to cock the action and push it forward again. This takes two combat rounds. The weapon is now ready to fire. Put on safe by rotating the safety lever on the left side of the pistol grip from *F* (fire) to *S* (safe). Gunners are trained to shoot 6-round bursts at individual targets. The typical malfunction is a failure to eject. Deploying the tripod and mounting the gun on it takes 2D6+12 combat rounds for a single man, 1D6+6 if he has an assistant. Changing the barrel takes three combat rounds with a **Machine Gun** roll, twice as long otherwise. The M60 is heavy; users with STR 9 or lower are at -10 percentiles to **Machine Gun** skill. It is not so heavy as to preclude hip-firing. Gunners with STR 15 or better can even fire it from the shoulder, although only for short bursts.

“Special Ammunition” (p. 187) includes armour-piercing and tracer rounds (Damage 2D6+4 plus 1D2 Burn). NATO belts are linked four full metal jacket bullets followed by a tracer (4:1 ratio).

A 100-round disintegrating belt weighs 3 kg, or 3.2 kg in a nylon-covered carton assault box that attaches to the gun. Two belts (200 rounds) fit into an M19A1 ammo can (p. 192) which costs \$16 empty and weighs 8.5 kg filled. Several belts can be connected to form a long belt for continuous fire in a static position. The M60 can be mounted on vehicles or a tripod, which doubles Base Range. The M122 tripod costs \$600 and weighs 6.8 kg. In the US Army, each M60 was issued with at least 1,000 rounds, distributed between the gunner and two assistants. More ammo would be carried by their squad mates.

On the M60E3 and M60E4, the trigger guard can be folded down to allow operation while wearing gloves or mittens (p. 24). The Keeper can require occasional Luck rolls to prevent unintended discharges due to the unguarded trigger.

Depending on condition, an M60 costs from \$30,000 on the US collectors’ market.

All models require Federal licensing in the USA. Most in the hands of civilian collectors date to 1986 or earlier, including 30 M60E3s. They are prohibited in most other jurisdictions.

TO SEE the M60 in action, watch *First Blood* (set in 1981), in which it is used by drifter John Rambo; *Black Hawk Down* (set in 1993), in which it is used by US Army Rangers; *Die Hard with a Vengeance* (set in 1994), in which it is used by bank robber Simon Gruber; and *Breaking Bad #5.1* (set in 2011), in which one is acquired by gangster Dr Walter White.

For the M60E3, watch *Predator^Δ* (set in 1986), in which it is used by mercenary Sergeant Mac Eliot; and *Die Hard* (set in 1987), in which it is used by bank robber Alex.

The M60E4 can be seen in *Tears of the Sun* (set in 2002), in which it is used by US Navy SEALs.

Saco M60 7.62×51mm machine gun (1957-1997) – **\$5,800, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	120†	20	100	12	96

Saco M60D 7.62×51mm machine gun (1962-) – **\$5,800, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	120†	20	200/550	12	96

Saco M60E3 7.62×51mm machine gun (1983-1997) – **\$10,000, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	90†	20	100	12	97

Saco M60E4 (MK 43 MOD 0) 7.62×51mm machine gun (1993-) – **\$11,200, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	90†	20	100	12	98

† Double Base Range if fired from bipod, tripod, or vehicle mount.

SMOKE AND TEAR GAS GRENADES

Smoke and tear gas hand grenades have been in use since WWI (*Investigator Weapons 1*, p. 98). The former emit smoke to obscure an advance or retreat, or for signalling. The latter dispense non-lethal chemical gases to overwhelm the opposition without causing permanent injury. Both types are used by military forces, and tear gas grenades are employed by many specialized police units.

The AN-M8 white smoke and the M18 coloured smoke grenades were adopted by the US military during WWII, and are still standard-issue and also exported. Both look like a beverage can with a fuze on top and are 15 cm high (tripled **Conceal** roll). The AN-M8 weighs 0.7 kg, the M18 weighs 0.5 kg. A wooden crate with 16 grenades weighs 18.6 kg and 15.4 kg, respectively. The M18 is colour-coded to indicate the type of smoke – green, red, violet, or yellow.

TO USE, pull the safety ring and let the handle fly off. The Bouchon fuze activates the grenade after 1-2 seconds (after all other action has ceased in the same combat round), igniting the smoke mixture in the grenade to emit a non-toxic smoke cloud through holes in the grenade body. Fully developed after three combat rounds, the cloud has a radius of about 10 m and disperses after 3D6+10 combat



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rounds. The average throwing distance is 30 m; few users can throw it farther than 40 m (Maximum Range is STRx3). As a visibility-barrier, the cloud halves **Spot Hidden** rolls as well as all Attack rolls. The burning powder inside the grenade heats it up and can set fire to dry vegetation or a building.

TO SEE the M18 in action, watch *SWAT* (set in 2002), in which it is used by thugs; and *Tears of the Sun* (set in 2002), in which it is used by US Navy SEALs.

Tear Gas Grenades

The M7A3 riot gas grenade dispenses a tear gas agent instead of smoke. It is 14 cm high and weighs 0.4 kg. A wooden crate containing 15 grenades weighs 13.6 kg. The M7A3 is in service with the US military and some other armies; similar devices are used for riot control by most police agencies worldwide.

TO USE, pull the safety ring and let the handle fly off. The Bouchon fuze activates the grenade after 1-2 seconds (after all other action has ceased in the same combat round), igniting the filling powder to dispense a white cloud of 2-chlorobenzalmalononitrile (CS) tear gas through tape-covered holes in the grenade body. Fully developed after three combat rounds, the cloud has a radius of about 10 m and disperses after 1D6+8 combat rounds. Delivered like this, the agent takes five combat rounds to take effect. After that, anyone in the cloud is incapacitated by chest

pains unless he succeeds at a **Resistance Table** roll of his CON against the agent's POT of 14. Incapacitation persists until the afflicted makes the roll (he can make an attempt every combat round). In any case he is practically blinded by tears for 1D6 minutes and his vision is obscured for another 1D6 minutes (halve all vision-orientated skill rolls). He also cannot attack for the duration – treat as "Stun" (*Call of Cthulhu*, p. 54). The effects disappear after the subject has spent 10 minutes in fresh air. The tear gas cloud acts as a visibility-barrier like smoke and the hot grenade poses a fire hazard (above).

Tear gas users should wear a gas mask to avoid a taste of their own medicine.

Tear gas grenades are prohibited for civilians in California, Canada, Germany, Japan, and the UK.

TO SEE the M7A3 in action, watch *Salt* (set in 2009), in which it is used by CIA Security Police officers.

AMC AN-M8 smoke hand grenade (1940-) – \$50, very rare.

AMC M18 smoke hand grenade (1942-) – \$50, very rare.

SKILL Throw	BASE CHANCE 25%	DAMAGE Special	BASE RANGE STR/STRx3	DELAY 1 Round	HIT POINTS 6	MALFUNCTION 99
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AMC M7A3 tear gas hand grenade (1962-) – \$200, very rare, special license.

SKILL Throw	BASE CHANCE 25%	DAMAGE Stun/10 m	BASE RANGE STR/STRx3	DELAY 1 Round	HIT POINTS 6	MALFUNCTION 99
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INCENDIARY GRENADES

The AN-M14 incendiary grenade is filled with a thermite mixture that burns at over 2,200°C, even under water. The grenade can be used to destroy a vehicle engine, artillery piece, sensitive electronic equipment, or documents. It is 15 cm high and weighs 0.9 kg. Originally painted grey, current specimens are coloured red. A wooden crate containing 16 grenades weighs 21.3 kg. The AN-M14 is in service with the US military and some other armies.

TO USE, pull the safety ring and let the handle fly off. The Bouchon fuze activates the grenade after 1-2 seconds, igniting the filling. It emits a spray of molten metal and sparks and a brilliant sheet of light out of the base of the

grenade for 36 seconds (12 combat rounds), capable of burning through 1.3 cm of armour steel. Anyone who comes in contact with the spray suffers 2D6 of Burn damage per combat round. Compare "Fire" (*Call of Cthulhu*, p. 57). Its weight results in a short throwing distance.

Incendiary grenades are prohibited for civilians in California, Canada, Germany, Japan, and the UK.

TO SEE the AN-M14 in action, watch *The Thing*^Δ (set in 1982), in which it is used by the Norwegians; and *Black Hawk Down* (set in 1993), in which it is used by US JSOC CAG soldiers.

AMC AN-M14 incendiary hand grenade (1943-) – \$90, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	DELAY	HIT POINTS	MALFUNCTION
Throw	25%	Special	STR/STRx2	1 Round	6	99



GRENADE LAUNCHERS

People get excited about grenade launchers, but ... something a lot of people don't realise, two-thirds of actual grenade tends to be the fuse, which means you don't get as big a bang as you expect.

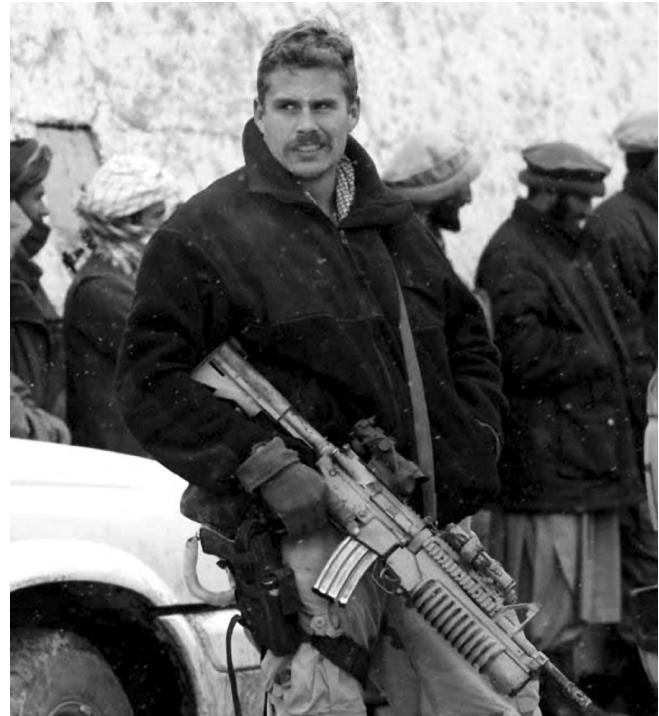
— Steve Crawford, *The SAS at Close Quarters* (1993)

MOST MODERN GRENADE LAUNCHERS FIRE LOW-VELOCITY GRENADE rounds that look like short, fat pistol cartridges about the size of a 150-ml airline beverage can. While the cartridge case and propellant is always the same, widely different warheads are available, ranging from high explosive fragmentation grenades over shotgun-like buckshot loads to various pyrotechnic and less-than-lethal loads (p. 167). The distinctive, hollow-sounding firing signature of the cartridges has led to nicknames like “blooper” or “thumper” for the launchers.

Fuzed grenades have a minimum range, that is, the warhead will not go off unless it has travelled a certain distance. The minimum arming distance for most fuses is 14 m, meaning a hit on anything closer than that will not activate the warhead. The impact of an unarmed grenade does Damage 1D6. At close range, it is preferable to employ “Hand Grenades” (p. 179) or “Smoke and Tear Gas Grenades” (p. 175).

Most low-velocity grenades have a maximum range of 400 m – much less than most other small arms. Targets beyond that require mortars, grenade machine guns, or artillery. Due to their size, low velocity, and high ballistic arc, the warheads can often be seen in flight and consequently be “dodged” by diving behind cover.

See “Explosion” (*Call of Cthulhu*, p. 57) for basic rules concerning explosive warheads. If a grenade launcher shot misses, roll 1D6 to determine the direction of the



miss, and 2D6 for the distance in metres. Compare “Grenade Launchers” (*1990s Handbook*, p. 21).



Colt M203

The [M203] is a single shot, breech loading pump action grenade launcher that fires a family of 40mm low pressure grenades. These include High Explosive Dual Purpose, Multi-Projectile (similar to buckshot – I am underwhelmed with this round), Visible and IR Illumination, Smoke, CS and Practice (blue meanies). [It] is a useful addition to the team.

– Patrick Rogers, “Strong Men Armed” (2000)

Originally developed by Aircraft Armament Inc. (AAI) of Cockeysville, Maryland, production of the M203 underbarrel grenade launcher for the US military started in 1969 with the Colt Firearms Co. of Hartford, Connecticut. The weapon fires a 40×46mmSR grenade cartridge from a barrel mounted under that of a Colt M16-series rifle (p. 102) or M4-series carbine (p. 98). Loaded, it adds 1.6 kg to the weight of the parent weapon, plus 0.6 kg for the sights. More than 300,000 have been made by Colt, and it has also been produced by other government contractors. It has been licence-made or copied in foreign countries as diverse as Egypt (mounted under the Maadi AKM), Italy (Beretta AR 70/90), South Korea (Daewoo K2), and Turkey (MKE G3A3 and HK33A4).

The M203A1 has a shorter 23-cm barrel for a better fit under the Colt M4-series. It adds only 1.3 kg.

The M203A2 is similar to the M203A1, but instead of a dedicated mount it has a rail grabber, attaching to any long arm with an accessory rail below its handguard. It adds 1.3 kg.

The M203 *Product-Improved* made by RM Equipment of Miami, Florida, can be mounted under almost any long arm, including some SMGs, by virtue of a dedicated mount. The M203PI is used by the militaries of Australia (mounted under the ADI F88S2 AUSTEYR), France (FA MAS F1), Mexico (DIM G3A3), Malaysia (H&K MP5A5), etc.

For an investigator, the M203 is an awesome force multiplier. It closes the gap between the maximum range of thrown hand grenades and the minimum range of

mortars, without unduly encumbering the user. A variety of warheads provide solutions to different scenarios. With an underbarrel weapon, a grenadier always has his primary arm available. Underbarrel designs increase the weight and bulk of the long arm on which they are mounted. Also, the grenades are quite small as explosive ordnance goes, and consequently have only limited effectiveness.

As military weapons, grenade launchers and their ammunition will be difficult to acquire for civilians, although the M203 is used by US law enforcement agencies including the CBP BORTAC and DEA, primarily for overseas deployments.

TO USE, slide the handguard forward to open the breech, thereby ejecting any shell remaining in the launcher. Insert a fresh grenade cartridge and move the handguard back to close the action and to cock the internal striker. The launcher is now ready to fire. This takes two combat rounds. Fire the grenade by squeezing the launcher’s trigger. Put on safe by moving the safety in the trigger guard backwards. The typical malfunction is a dud of the grenade (rather than the cartridge), meaning the warhead is launched, but fails to explode on impact.

A 40×46mmSR HE grenade weighs 0.23 kg; most combat grenades are delivered in 6-round nylon bandoleers (1.4 kg) that can be slung over the shoulder. Twelve bandoleers (72 rounds) come in a wooden crate that weighs 26 kg. In the US Army, the basic load of a grenadier is 36 grenades, usually a mix of HE or HEDP with a number of smoke grenades and flares.

The launcher’s trigger guard folds down to allow trigger manipulation with gloves or mittens (p. 24).

In the USA, the launcher needs to be Federally licensed as a “destructive device” – as does every single explosive grenade! In most other countries, weapon and ammunition are illegal for civilians.

TO SEE the M203 in action, watch and *Scarface* (set in 1982), in which it is used under the Colt M16A1 by gangster Tony Montana; *Predator*^A (set in 1987), in which it is used under the Colt M16 by mercenary Major “Dutch” Schaefer; *War of the Worlds*^A (set in 1988), in which it is used under the Colt M16A2 by US Army Delta Squad officer Lieutenant Colonel Paul Ironhorse; *Bravo Two Zero* (set in 1991), in which it is used under the Colt M16A2 by SAS soldiers; *Black Hawk Down* (set in 1993), in which it is used under the Colt M16A2 by US Army



Rangers; *Tears of the Sun* (set in 2002), in which it used under the Colt M4A1 by US Navy SEALs; and *Generation Kill* (set in 2003), in which it used under the Colt M4A1 by Force Recon Marines.

For the M203A1, watch *The Unit #1.7* (set in 2005), in which it is used under the Colt M4A1 by US JSOC 1st SAG soldier Master Sergeant Mack Gerhardt; and *Special*

Forces (set in 2010), in which it is used under the Colt CAR-15A2 R0727 by *Commandos Marine* soldier Marius.

The M203A2 is used under the Colt M4A1 by US Army Special Forces soldiers in *The Objective*^A (set in 2001).

The M203PI can be seen in *End of Days*^A (set in 1999), in which it is used under the H&K MP5A3 by mercenary Jericho Cane.

Colt M203 40×46mmSR grenade launcher (1969-) – **\$1,500, very rare, special license.**
Colt M203A1 40×46mmSR grenade launcher (1999-) – **\$1,500, very rare, special license.**
Colt M203A2 40×46mmSR grenade launcher (2005-) – **\$1,800, very rare, special license.**
RM M203PI 40×46mmSR grenade launcher (1987-) – **\$1,500, very rare, special license.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Grenade Launcher*	25%	4D6/2 m	100	1(1)	1	8	99

GRENADE WARHEADS

Anti-Diver High Explosive (ADHE): To be used against combat divers or other underwater targets, this has a High Explosive Concussion (HEC) warhead with a hydrostatic delay fuze – it only explodes underwater at a certain depth, usually 5 m (at the end of the combat round in which it entered the water). Such grenades are offered from 2005 by two Bulgarian makers, but are rarely used by anyone. Damage is 6D6/3 m underwater only (p. 25). \$75.

Beanbag (Bean): See “Special Ammunition” (p. 187). Fired from a grenade launcher, a beanbag does Damage 2D6+Stun up to Point-Blank Range, Damage 4+Stun up to 5 m, Damage 2+Stun up to 10 m, and Damage 1+Stun up to 25 m. \$5.

Buckshot (Buck)*: Fires buckshot pellets like a shotgun shell (p. 187). The US M576 with its 20 No.4 pellets is typical. Change Base Chance to 40%, Damage to 4D6/2D6/1D6, and Base Range to 5/10/25. Buckshot has no minimum range. This load can Impale. \$5.

Extended Range (ER): Recently grenade rounds have been developed that extend the maximum range from 400 m to 600 m. These are fully interchangeable and come only with a slight increase in felt recoil. The most common line has been made since 2010 by STK of Singapore, users including the CIA SAD. STK offers FB-ER, HE-ER, and HEDP-ER grenades. Multiply price by 1.5.

Flash-Bang (FB): See “Stun Grenades” (p. 167). \$100.

High Explosive (HE): This comes in a variety of patterns, the most common being the US M406 grenade, which contains 32 g of Composition B high explosive as well as fragmentation material (Damage 4D6/2 m). This is the standard round for the 40×46mmSR grenade launchers in this book. \$65.

High Explosive Dual-Purpose (HEDP)*: The typical US M433 grenade contains 45 g of Composition A5 high explosive as well as fragmentation material. Its shaped charge (p. 181) punches a pencil-thin hole through 5 cm of steel armour, 6.3 cm of mild steel, 40 cm of concrete, or 50 cm of sandbags. The fragmentation effect is similar to that of a HE grenade (Damage 4D6/2 m+AP). The M433 is nicknamed the “golden egg” due to its gold-coloured ogive. This warhead can Impale. \$70.

Rubber Buck (RB): Fires rubber balls. The US M1029 with 48 12-mm balls is typical. Change Base Chance to 40%. It does Damage 2D6+Stun up to Point-Blank Range, Damage 4+Stun up to 5 m, Damage 2+Stun up to 10 m, and Damage 1+Stun up to 25 m. It has no minimum range. \$20.

Parachute Flare: Sends up a pyrotechnic flare suspended by a parachute. It has a 5-second delay, emitting light at the end of the second combat round after firing. The US M583 white star flare illuminates a 100-m radius for 40 seconds (13 combat rounds), negating the penalties under “Shooting in Darkness” (p. 22). The M992 emits infrared light that cannot be seen without night vision equipment. Red and green flares are available for signalling. Maximum altitude is about 200 m. \$50 (\$100 for IR).

Smoke (SMK): This grenade emits a cloud of harmless smoke for signalling or marking a position. On impact, it emits smoke for 25 seconds (8 combat rounds). The cloud has a radius of about 6 m and disperses after 1D6+8 combat rounds. See “Smoke and Tear Gas Grenades” (p. 175) for effects. Typical colours include green, red, white, or yellow. The smoke can be seen for a long distance. \$100.

Tear Gas (TG): On impact, this grenade emits tear gas for 25 seconds (8 combat rounds). The cloud has a radius of about 6 m and disperses after 1D6+8 combat rounds. See “Smoke and Tear Gas Grenades” (p. 175) for effects. \$200.

H&K HK69A1

In mid-November 2001, Billy Waugh and his team of hired [CIA] contractors ... flew to Bagram, the military airfield north of Kabul, and headed toward the Ariana Hotel ... [He] had brought one rucksack with cold-weather gear, an AK-47 with seven magazines, a "shitload" of grenades, and an H&K 40mm grenade launcher.

– Robert Pelton, *Licensed to Kill* (2006)



In the 1970s, Heckler & Koch of Oberndorf, Germany, introduced a grenade launcher intended to replace the Colt M79 on the market. The HK69A1 is a break-open weapon firing the same 40×46mmSR grenade cartridges as the American weapon, but is smaller and safer to use. It has a 36-cm barrel, is 46 cm long with the stock retracted (doubled **Conceal** roll), and weighs 2.8 kg loaded. Production ceased in 2010, but it continues to be available in limited numbers from stock.

In 1979, the HK69A1 was adopted by the German army, in which it is commonly known as the *Granatpistole* ("grenade pistol") or *GraPi*. By the turn of the 21st century, it has been largely superseded in German service by the H&K AG36 underbarrel grenade launcher. It is used in limited numbers by the militaries of Finland, Saudi Arabia, Sri Lanka, Turkey, and others, as well as special ops units like the Argentine navy *Comandos Anfibios* and US CBP SRT.

The *Mehrzweckpistole 1* ("multi-purpose pistol model 1") is a police weapon intended to fire less-than-lethal ammunition. It has simpler sights due to the shorter engagement ranges and weighs 2.7 kg loaded. The MZP1 is in service with most Western European police forces for riot control and SWAT service, including with the Austrian federal police EKO Cobra, French gendarmerie GIGN and national police RAID, German federal police GSG9 and state SEK units, Italian *Carabinieri* GIS and state police NOCS, Spanish national police GEO, Swedish police *Nationella Insatsstyrkan* ("national task force"), etc.

The L104A1 is a variant of the MZP1 chambered for the 37×122mmR cartridge, which fires only less-than-

lethal loads. It has an integral reflex sight (p. 196). The L104A1 was adopted by the British military for riot use, as well as by most British constabularies, including the London Metropolitan Police. Its Armed Response Vehicles carry one launcher with 12 rounds.

For an investigator, the HK69A1 or a variant is a handy weapon that can be conveniently carried in addition to a rifle. In the early years of the Afghanistan War, it was popular with US Army Special Forces and CIA mercenaries.

TO USE, open the breech and pull out any cartridge remaining. Insert a fresh grenade and close the action again. Manually cock the external hammer. Deploy the ladder sight for shots past 100 m. The launcher is now ready to fire. This takes two combat rounds. Make safe by rotating the safety from the red *F* (*Feuer*, or "fire") to the white *S* (*Sicher*, or "safe"). The typical malfunction is a dud of the grenade (rather than the cartridge), meaning the warhead is launched, but the fuze fails to explode. Subtract -5 percentiles from **Grenade Launcher** skill and halve Base Range when the gun is fired with the stock collapsed.

Ammunition is normally issued in bandoleers holding six grenades (p. 192).

Sling swivels allow use with a rifle sling (p. 193). It can also be carried in an oversized flap holster (p. 193).

TO SEE the HK69A1 in action, watch *Ronin* (set in 1997), in which it is used with HEDP by mercenary Sam; and *Miami Vice* (set in 2005), in which it is used with buckshot by Miami police detective Ricardo Tubbs.

H&K HK69A1 40x46mmSR grenade launcher (1979-2010) – \$3,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Grenade Launcher*	25%§	4D6/2 m	100\$	1(1)	1	8	99

H&K MZP1 40x46mmSR grenade launcher (1981-2010) – \$3,000, very rare, special license.

H&K MZP1 (L104A1) 37x122mmR grenade launcher (2002-2010) – \$3,000, very rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Grenade Launcher*	25%§	Varies	50\$	1(1)	1	8	99

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.



ROCKET LAUNCHERS

Hitting the target is only part of the gunner's problem. Even if the round hits, the shaped charge has to penetrate the armor and cause enough damage to the vehicle or to the crew to stop the tank and prevent it from shooting back even if stopped.

— US Army Training and Doctrine Command, *Soviet RPG-7 Antitank Grenade Launcher* (1976)

ROCKET LAUNCHERS ARE HEAVY WEAPONS USED BY INFANTRY to engage vehicles, especially armoured fighting vehicles. They use rocket motors – sometimes combined with other propulsion mechanisms – to launch the relatively large explosive warheads required to penetrate armour.

All these weapons primarily employ High Explosive Anti-Tank (HEAT) warheads. These feature a shaped charge – an inverted heavy metal cone that is compressed by an explosion into a forward-propelled, high-velocity, superplastic penetrator that can punch through thick armour. Unless the comparatively small penetrator directly hits something important like a person, a vehicle's engine, or something volatile like fuel or ammunition, it will often pass relatively harmlessly through a vehicle, leaving only a hole about 2-5 cm in diameter. Therefore, HEAT warheads can be surprisingly ineffective even against unarmoured targets like cars or ships, as the

explosion effectively occurs outside the target (this is of course dangerous to bystanders). If a person is directly hit by a penetrator, it will cause massive injury comparable to a large-bore, super-high-velocity rifle bullet. HEAT warheads can Impale (*At Your Door*, p. 146).

The shaped charge effect is too complicated to express in dice of damage for use in *Call of Cthulhu*, because Damage and Armour Value do not scale linearly in the game. In the interest of playability, the Damage of such warheads only represents the actual blast and any fragmentation from the warhead. See “Explosion” (*Call of Cthulhu*, p. 57) for basic rules concerning explosive warheads. The directed penetration effect is represented by the suffix +AP and its penetrative capability spelled out in the individual weapon descriptions.

The backblast of rocket launchers is super-hot at over 750°C and can kill a person standing too close to the rear of such a weapon (Damage 2D6 Burn, Range 2).



Bazalt RPG-7V

[In 1988, a] Volvo was coming down the road towards us with this bloke standing up through the sun-roof with a fucking RPG7 on his shoulder. They drove past our position and stopped. The bloke turned around to face our position and took aim. Everybody down on the floor, because RPG7s do make a mess. It blew a good hole in the wall, but it could have been worse.

– “Mack,” *SAS – The Soldiers’ Story* (1997)

The Russian *Ruchnoy Protivotankoviy Granatomyot-7* (“hand-held anti-tank grenade launcher model 7”) is probably the most famous, and certainly the most widespread man-portable anti-tank weapon today. It was developed from the RPG-2, which in turn was based on the German *Panzerfaust* of WWII. Technically the RPG-7 is a 40-mm recoilless rifle that fires a rocket-assisted, fin-stabilized grenade inserted from the front. The rocket motor does not kick in until about 10 m from the muzzle, allowing the weapon to be used from within confined spaces, provided there is at least a 2-m safe distance behind the launcher. The launcher is 95 cm long and weighs 7 kg empty. Loaded with a PG-7M grenade, it is 134 cm long and weighs 9.2 kg. The RPG-7V has iron sights, but is normally employed with a PGO-7 2.7× scope (\$220, 0.5 kg). This doubles Base Range.

The RPG-7 is produced by Bazalt of Moscow, Russia. It has been licensed to or copied in many countries, including Algeria, Bulgaria, Egypt, Iran, Iraq, Pakistan, Romania, and Sudan – from 2009, it is even copied in the USA for export! It is estimated that over 9 million RPG-7 launchers have been made. The most common copy is the Chinese NORINCO WPF69-1, often simply called the “Type 69-1.”

The PG-7M grenade has a 70-mm High Explosive Anti-Tank (HEAT) warhead (p. 181). The complete round (grenade and booster) is 93 cm long and weighs 2.2 kg. The shaped charge consists of 300 g Octol explosive and a copper cone. At optimum angle of impact, it penetrates 26 cm of armour steel, 70 cm of concrete, or 230 cm of sand bags. The grenade travels up to 920 m, at which point it self-destructs. It requires 4.5 seconds to reach maximum range, meaning it detonates at the end of the second combat round after launch if it does not hit something.

The 40-mm OG-7V grenade has a High Explosive (HE) anti-personnel warhead with 210 g A-IX-1 explosive (Damage 10D6/4 m). The OG-7V round weighs 2 kg.

The 105-mm TBG-7V grenade introduced in 1997 has a thermobaric warhead. Upon impact, this disperses a cloud of a fuel-rich explosive aerosol consisting of RDX, aluminium, and isopropyl nitrate. A split-second after being spread, the vapour cloud is detonated, generating a blast equivalent to an artillery shell or more than 2 kg of TNT (Damage 25D6/2 m). The TBG-7V round weighs 4.5 kg. Its maximum range is 700 m.

The RPG-7 has been used in all major and most minor wars in the past 50 years. Originally intended solely as an anti-tank weapon, it is increasingly used as a multi-purpose arm to destroy unarmoured vehicles and bunkers and to attack infantry in the open. Since the Vietnam War, it has been proven to be particularly effective against low-flying helicopters – RPG-7s were used prominently to shoot down two Sikorsky MH-60L Black Hawk medium helicopters over Mogadishu, Somalia, during Operation GOTHIC SERPENT (1993). Several similar incidents occurred, including in Afghanistan in 2005 and 2011, when Boeing MH-47D/E Chinook large helicopters carrying special ops forces were downed.

The weapon frequently pops up in the hands of civilian users. Criminals in Europe use it for armoured car robberies, while pirates in the Arabian Sea employ it to capture ships of all sizes. Mexican gangsters attack their competition or the police with it. Radicals of every kind have employed it. In 1981, West German RAF terrorists ambushed the Mercedes-Benz of a US Army general with it, but hit only the car’s boot, showering the occupants with window glass. PIRA terrorists in Northern Ireland have employed it repeatedly to attack police or military stations. Other users include Chechen radicals in Russia and *al-Qa’ida* cells in Afghanistan, Iraq, and Yemen.

In 2004, the British and South African mercenaries who aimed to undertake a *coup d'état* in Equatorial Guinea acquired 10 WPF69-1 launchers with 100 grenades in Zimbabwe.

The advantages of the RPG-7 are its ease of use, low cost, and high availability. However, its performance is

relatively poor, primarily because of its low hit probability, but also because its warhead is unreliable and defeated by various countermeasures, including the improved armour used on many modern armoured fighting vehicles. Smart users employ several of the launchers simultaneously, and always target the weak spots of a vehicle (especially the rear). The launch produces a puff of smoke and debris that is visible for up to three combat rounds, making it prudent to immediately relocate after firing to avoid counterattack.

TO USE, screw the waterproof cardboard booster cartridge into the grenade's tail. This takes two combat rounds, but can be done in advance. To load the launcher, insert the booster and tail of the grenade into the launcher from the muzzle, turning it until it is correctly aligned. Remove the protection cap from the impact fuze on the warhead's nose and pull the safety pin. Cock the external hammer at the rear of the pistol grip. The launcher is now ready to fire. This takes three combat rounds. The warhead has a minimum range of 10 m. The typical malfunction is a misfire of either the booster cartridge (meaning it will not fire) or the warhead (meaning it will fire, but not detonate properly).

A backpack holding three grenades and three boosters (unassembled) costs \$70 empty and weighs



12 kg filled. Six PG-7V grenades and six boosters are packaged in a wooden crate weighing 30 kg.

TO SEE the RPG-7V in action, watch *Black Hawk Down* (set in 1993), in which it is used by Somali radicals; *Blood Diamond* (set in 1999), in which it is fired by Liberian RUF radicals; *Tears of the Sun* (set in 2002), in which it is fired by Nigerian soldiers; *Body of Lies* (set in 2003), in which it is used by Jordanian radicals; and *Justified #1.12* (set in 2009), in which it is used by cultist Boyd Crowder.

The WPF69-1 can be seen in *Man on Fire* (set in 2003), in which it is used by mercenary John Creasy.

Bazalt RPG-7V 40mm rocket launcher (1970-) – **\$2,400, very rare, special license.**
NORINCO WPF69-1 40mm rocket launcher (1970-) – **\$1,000, very rare, special license.**

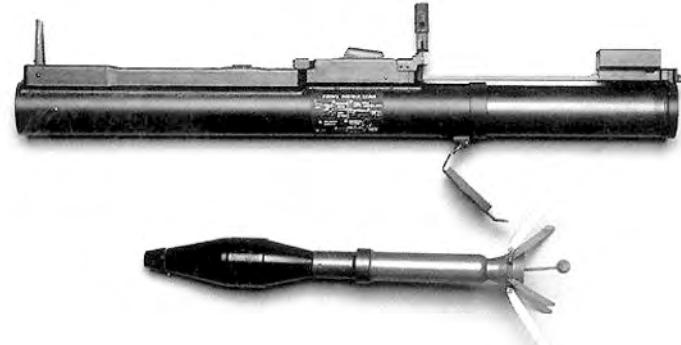
SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Heavy Weapon (Rocket Launcher)*	10%	12D6/2 m	150	1(1)	1	10	96

Talley M72A7 LAW

The M72-series LAW is a lightweight, self-contained, antiarmor weapon consisting of a rocket packed in a launcher ... It is man-portable, may be fired from either shoulder, and is issued as a round of ammunition ... Although the M72-series LAW is mainly used as an antiarmor weapon, it may be used with limited success against secondary targets such as gun emplacements, pillboxes, buildings, or light vehicles.

– US Army Headquarters, FM 3-23.25
Shoulder-Launched Munitions (2006)

The M72A7 is the current version of the Light Anti-tank Weapon (LAW) family of small, disposable rocket launchers. The M72 was developed by the Hesse Eastern Co. of Boston, Massachusetts, and introduced by the US Army in 1962. Continually updated during the 1960s and 1970s, it was developed into the M72A3, which is still the baseline version. Most were manufactured by arsenals controlled by the US Army Materiel Command (AMC). The launcher consists of an inner aluminium tube and an outer plastic tube. To fire, the inner tube is extended



to the rear. The M72A3 is 63 cm long collapsed, 88 cm long extended, and weighs 2.5 kg.

It fires a 66-mm, 1.8-kg rocket with a High-Explosive Anti-Tank (HEAT) warhead. This contains a shaped charge made of 340 g Octol, capable of penetrating up to 30 cm of mild steel, 25 cm of armour steel, 60 cm of concrete, or 180 cm of earth. The rocket will travel up to 1,000 m, although its effective range is much shorter. The M72A3 is made under licence in Norway and Turkey, and has been widely exported. More than 8 million have been made, and the design remains in use with many countries.

By 1993, the Improved M72 family had received a better rocket motor and modernized warheads. This changed the minimum length to 78 cm, the extended length to 98 cm, and the weight to 3.5 kg. The new rocket will fly up to 1,400 m.

The M75A5 has better armour penetration, piercing up to 35 cm of armour steel. It was adopted by Canada and Finland. The M72A7 has a High Explosive Dual-Purpose (HEDP) warhead which only penetrates 15 cm of armour steel, but offers increased blast and fragmentation against unarmoured or lightly armoured targets. It contains 1 kg of PBX-6, a desensitized explosive that is more difficult to blow up by accident ... The M72A7 is issued by the Australian army, Israeli army, USMC, and Navy SEALs.

For an investigator, the "Sixty-Six" is not available unless he is serving with a military that issues it. However, the weapon *does* pop up on the black market. In 2007, seven M72A7 rockets were lifted from the Australian army, while in 2009, a US Army paratrooper was charged with selling an M72A3 (and four M67 hand grenades) he had stolen from his unit's armoury. In 2010, a heist at a Belgian army depot yielded "several" M72A3 rockets. It is the kind of ordnance one finds leaning against the wall of a well-stocked arms cache (*Delta Green: Eyes Only*, p. 148).

Regardless of how he has acquired it, an investigator will likely find a use for the rocket. The device is so light and compact that one or even two can be easily carried in addition to any primary weapon and other mission-critical kit. It is easy to use and provides added punch for personnel on foot. In operations such as long-range patrols in enemy territory, every member of a team can

carry a LAW to provide overwhelming firepower. At over 180 decibels, the weapon is unbearably loud.

TO USE, remove the safety pin at the rear and fold down the end cap. Extend the inner tube to the rear, which simultaneously cocks the firing mechanism and pops up the sights. Disengage the trigger safety. The launcher is now ready to fire. This takes two combat rounds. The warhead has a minimum arming distance of 10 m – 25 m on improved models. The typical malfunction is a misfire of either the rocket motor (meaning it will not fire) or the warhead (meaning it will fire, but not detonate properly). Due to the backblast, the weapon cannot be safely fired from enclosed spaces such as a room.

The sights are tritium-illuminated for "Shooting in Darkness" (p. 22). The launchers have canvas slings for easy carry. Fifteen M72A3 launchers are packaged in a wooden crate weighing 55 kg.

TO SEE the M72A3 in action, watch *First Blood* (set in 1981), in which it is used by Washington State National Guard soldiers; *The Hidden*^A (set in 1986), in which it is used by LAPD Lieutenant John Masterson; *Bravo Two Zero* (set in 1991), in which it is used by SAS soldiers; *Black Hawk Down* (set in 1993), in which it is used by US Army Rangers; *Ronin* (set in 1997), in which it is used by mercenary Sam; *Proof of Life* (set in 1999), in which it is used by an ELT radical; *Ultimate Force* (set 2001/2002), in which it is used by SAS soldiers; and *Justified #1.1* (set in 2009), in which it is used by thug Boyd Crowder.

The M72A7 can be seen in *Tears of the Sun* (set in 2002), in which it is used by US Navy SEALs; and *Act of Valor* (set in 2011), in which it is used by US Navy SEALs.

AMC M72A2 LAW 66-mm rocket launcher (1965-1979) – \$300, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Heavy Weapon (Rocket Launcher)*	10%	12D6/2 m+AP	150	1(1)	1	6	90

AMC M72A3 LAW 66-mm rocket launcher (1974-) – \$300, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Heavy Weapon (Rocket Launcher)*	10%	12D6/2 m+AP	150	1(1)	1	6	93

Talley M72A5 LAW 66-mm rocket launcher (1988-) – \$1,800, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Heavy Weapon (Rocket Launcher)*	10%	12D6/2 m+AP	200	1(1)	1	6	95

Talley M72A7 LAW 66-mm rocket launcher (1997-) – \$2,000, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Heavy Weapon (Rocket Launcher)*	10%	20D6/2 m+AP	200	1(1)	1	6	98



AMMUNITION

You will either have too much ammunition (assuming you don't need it) or you won't have enough ammunition (assuming that you will). If you have been involved in the past, it is a sure bet that you carry much more spare ammunition now than you ever did before.

—Patrick Rogers, "Tactical Shooter" (1999)

Handgun ammunition is generally packaged in 50-round cardboard boxes. Rifle ammunition is sold in 20-round carton boxes, although expensive big-bore rifle cartridges usually come in 5-round packs. Shotgun shells are typically packed in either 10- or 25-round cardboard boxes (rifled slugs come in 10-round boxes).

Most ammunition is heavy. While a 50-round box of .22 LR weighs less than 0.2 kg, a 20-round box of 5.56×45mm NATO weighs 0.3 kg; a 20-round box of 7.62×51mm NATO or .444 Marlin weighs 0.5 kg; a 50-round box of 9×19mm Parabellum weighs 0.65 kg; a 10-round carton of .50 Browning weighs 1.2 kg; a 50-round carton of .45 ACP weighs 1.2 kg; a 25-round box of 12-gauge 2.75" weighs 1.3 kg; a 500-round "brick" of .22 LR weighs 1.8 kg; 120 rounds of unlinked .50 Browning in a metal box (p. 192) weigh 16 kg; 72 40×46mmSR grenades in a wooden crate weigh 26 kg; 1,280 rounds of 7.62×39mm in a wooden crate weigh 28 kg; and 2,000 rounds of .45 ACP in a wooden crate weigh 55 kg.

If bought in bulk (1,000 rounds or more), cost can go as low as 80-90% of the price. Military surplus



ammunition can be had for 40-60% - much of the 9×18mm, 5.45×39mm, 7.62×39mm, etc., imported from China or Russia is sold at rock-bottom prices. However, cheap ammunition often has an increased chance of misfires (p. 51) – lower Malf by -1 percentile or more! Availability (p. 48) is rated for the USA.

Handgun and Submachine Gun Ammunition

Calibre	Price (100)	Avail	Velocity	Projectiles
4.6×30mm H&K	\$45	VR	HV	FMJ, AP, FR, HP
5.7×28mm FN	\$45	R	HV	FMJ, AP, FR, HP, T
.25 ACP (6.35×16mmSR Browning)	\$30	C		FMJ, GSS
.32 ACP (7.65×17mmSR Browning)	\$30	C		FMJ, HP, GSS
.380 ACP (9×17mm Kurz)	\$30	C		FMJ, GSS
9×18mm Makarov	\$25	S		FMJ, HP
9×19mm Parabellum	\$25	VC	HV	FMJ, FR, HP, T, EX, GSS
9×21mm Gyurza	\$45	VR	HV	FMJ, AP, AP-T, FR
.357 SIG (9×22mm)	\$50	R	HV	FMJ, HP, GSS
.38 Super Auto (9×23mm)	\$40	R	HV	FMJ, HP, GSS
.38 Special (9×29mmR)	\$30	VC		FMJ, Bean, HP, GSS
.357 Magnum (9×33mmR)	\$40	C	HV	FMJ, HP, GSS
.40 S&W (10×22mm)	\$30	VC	HV	FMJ, HP, GSS
10×25mm Auto	\$40	R	HV	FMJ, HP, GSS
.44 Magnum (10.9×33mmR)	\$55	C	HV	FMJ, HP, GSS
.45 ACP (11.43×23mm)	\$40	VC		FMJ, HP, Bird, T, EX, GSS
.50 AE (12.7×33mm)	\$40	R	HV	FMJ, HP

Rifle and Machine Gun Ammunition

Calibre	Price (100)	Avail	Velocity	Projectiles
5.45×39mm M-74	\$70	R	HV	FMJ, AP, T
.22 Short (5.6×11mmR)	\$6	VC	HV	FMJ, HP
.22 LR (5.6×16mmR)	\$4	VC	HV	FMJ, HP, T, EX
5.56×45mm NATO (.223 Remington)	\$75	VC	HV	FMJ, AP, FR, HP, SC, T, EX, GSS
.220 Swift (5.56×56mm)	\$120	S	HV	FMJ, HP
7.62×39mm M-43	\$80	VC	HV	FMJ, AP, HP, T, EX, GSS
7.62×51mm NATO (.308 Winchester)	\$100	VC	HV	FMJ, AP, FR, HP, SC, T, EX, GSS
.30-30 Winchester (7.62×51mmR)	\$85	VC	HV	FMJ, HP
.30-06 Springfield (7.62×63mm)	\$100	VC	HV	FMJ, AP, HP, T, GSS
.300 Winchester Magnum (7.62×66mmB)	\$150	R	HV	FMJ, AP, HP
.300 H&H Magnum (7.62×72mmR)	\$250	R	HV	FMJ, HP
7.92×57mm Mauser	\$100	S	HV	FMJ, AP, HP, T
.338 Lapua Magnum (8.6×70mm)	\$350	R	HV	FMJ, HP
.375 H&H Magnum (9.5×72mmRB)	\$300	R	HV	FMJ, HP
.444 Marlin (10.9×57mmR)	\$150	S	HV	FMJ, HP
.458 Winchester Magnum (11.6×64mmB)	\$350	R	HV	FMJ, HP
.50 Browning Machine Gun (12.7×99mm)	\$400	R	HV	FMJ, AP, APEI, SC, T

Shotgun Ammunition

Calibre	Price (100)	Avail	Velocity	Projectiles
.410-calibre 3" (10.4×70mmR)	\$65	C		Buck, Bird, Slug
20-gauge 3" (15.6×76mmR)	\$65	VC		Buck, Bird, Slug
12-gauge 2.75" (18.5×70mmR)	\$70	VC		Buck, Bean, Bird, FR, Slug, DB, FB, RB
12-gauge 3" (18.5×76mmR)	\$100	C		Buck, Bird, FR, Slug, ESS

Grenade Launcher Ammunition

Calibre	Price (100)	Avail	Projectiles
37×122mmR	\$4,500	R	Bean, FB, RB, SMK, TG
40×46mmSR	\$5,000	VR-SL	Bean, Buck, FB, HE, HEDP, RB, SMK, TG
40×46mmSR Extended Range	\$7,500	VR-SL	FB, HE, HEDP

SPECIAL AMMUNITION

Americans are totally preoccupied with the impact of bullets upon human tissue and constantly strive to increase the effectiveness of handgun rounds with hollow points ... or other innovations. The Brits had little interest in this research. Standard British hardball ammunition was good enough ...

– Danny Coulson, *No Heroes – Inside the FBI's Secret Counter-Terror Force* (2001)

Unless mentioned otherwise, all firearms except shotguns are assumed to fire *Full Metal Jacket (FMJ)* projectiles – this means a lead bullet covered by a steel or copper jacket. Shotguns are assumed to fire *Buckshot* – nine to 28 lead or steel pellets of 8.4-mm diameter (No.00 buckshot) to 6.1-mm diameter (No.4 buckshot). Many other projectile loads are available.

Armour-Piercing (AP)

This ammunition fires projectiles with a hard core of steel or tungsten alloy to penetrate armour. The German 9×19mm DM91 projectile penetrates more than 0.3 cm of armour steel at 50 m, the Swedish 5.56×45mm M995 used by US forces pierces 1.2 cm at 100 m, and the 7.62×51mm M993 penetrates 1.5 cm at 250 m. Against living targets, these are less efficient as they often cleanly go through. Halve the Armour Value against an attack with AP rounds, but also halve the damage that penetrates. For slightly different rules, compare “Handgun/Submachine Gun Ammunition” (*Delta Green*, p. 294) and “Specialised Ammunition” (*The Laundry: Agent’s Handbook*, p. 48). NATO AP rounds are identified by their black projectile tips. Multiply price by 1.15.

AP rounds are illegal for civilians in most jurisdictions including Canada, Japan, Mexico, Germany, and the UK. In the USA, AP rounds are illegal to sell for handguns, but not for rifles, unless banned by state law. See “Weapons and the Law” (p. 32).

Armour-Piercing Explosive Incendiary (APEI)

Also called *Multi-Purpose (MP)*, this projectile has a heavy tungsten alloy core to pierce armour. Upon penetration, a pyrotechnical delay fuze in the tip detonates an explosive filler about 30 cm behind the impact point, spraying fragments and incendiary particles inside the target. Halve the Armour Value against an attack with APEI rounds, but also halve the damage that penetrates. If the target has at least Armour Value 10 against HV rounds (p. 26), it will always detonate, adding 1D6 Explosion and 1D3 Burn to damage. Primarily intended to combat vehicles, it is also deadly against personnel, although the impact in flesh will often not detonate it (requires a Luck roll). The most common round of this type is the Raufoss MK 211-series in .50 Browning, introduced in Norway in 1981 and widely used in heavy machine guns and anti-

materiel rifles, including by the US military. NATO APEI rounds are identified by their red projectiles and green and grey projectile tips. Double price.

APEI ammunition is banned for use in war against soldiers by the *St Petersburg Declaration* (1868), but many countries, including the USA, are not signatories to that treaty and others argue it is an anti-vehicular rather than an anti-personnel round. In the USA, it is not directly sold to civilians, but the Raufoss is available on the collectors’ market, and can be owned legally as any other AP rifle round (the explosive content is too small to make it a “destructive device”). See “Weapons and the Law” (p. 32). The collectors’ market charges at least double the normal price.

Beanbag

Beanbag ammunition is a less-than-lethal option in calibres such as .38 Special, 12-gauge 2.75”, 37×122mmR, and 40×46mmSR – compare “Grenade Warheads” (p. 179). It fires a fabric pillow filled with birdshot. The tear-proof bag unfolds as it leaves the barrel, increasing its diameter to about three times its calibre. Pancake- or sock-shaped, it will typically fail to penetrate the skin of the target, instead resulting in heavy bruising. At close range, hits can still be dangerous, often due to broken ribs penetrating vital organs. Beanbag ammunition does halve Damage up to Point-Blank Range and minimum Damage beyond. It will also “Stun” (*Call of Cthulhu*, p. 54). Halve Base Range. Compare “Specialised Ammunition” (*The Laundry: Agent’s Handbook*, p. 48). Beanbag rounds will not cycle in semiautomatic or full-auto guns, reducing ROF to 1/2(1) and worsening Malf to 96. This ammunition cannot Impale. Multiply price by 8.

EXAMPLE: A 12-gauge 2.75” beanbag fired from a riot gun with Damage 4D6/2D6/1D6 and Base Range 10/20/50 does Damage 2D6+Stun up to Point-Blank Range, Damage 4+Stun up to 5 m, Damage 2+Stun up to 10 m, and Damage 1+Stun up to 25 m. It costs \$480 per 100.

Birdshot

This employs lighter and smaller pellets than those fired in buckshot shells – typically, 3.8-mm diameter (No.2 birdshot) to 1.8-mm diameter (No.10 birdshot). Birdshot does only half the rolled damage. See “Shotguns” (*1920s Investigator’s Companion*, p. 109) and “Shotgun Ammunition” (*Delta Green*, p. 294). Ammunition found in a farm house, hunting cabin, or the gun safe of a competition shooter will usually be birdshot.

Frangible

Frangible ammunition fires projectiles that disintegrate upon hitting a hard surface. They consist of compressed metal powder (typically copper, iron, or zinc), bound with wax or plastic. Developed for safe training,

frangible ammunition is increasingly employed in combat. Frangible handgun and rifle rounds are used to avoid damage to objects in the background and to prevent endangering friendly personnel with ricochets. For example, Israeli *Shabak* sky marshals use frangible rounds in their Glock 19 pistols to prevent damaging the airplanes. Special forces employ them on oil platforms, in nuclear facilities, on ships, etc. – American and British operators assaulting *al-Qa'ida*'s Tora Bora stronghold in Afghanistan in 2001 used it in the caves.

Frangible shotgun slugs are employed from the 1980s onwards for “Door Breaching” (p. 27), under the term “Hatton” rounds, after a British gentleman named Hatton, who developed them for this purpose. In the USA they are also called “Avon” rounds after the travelling salesmen of that company. Despite disintegrating upon impact, they will destroy a door lock or hinge.

Frangible ammunition has the same Damage and Base Range as FMJ rounds or shotgun single balls (below). Ignore “Specialised Ammunition” (*The Laundry: Agent's Handbook*, p. 48), which unrealistically claims that breaching rounds do minimum damage beyond 1 m – in fact, they travel hundreds of metres and are quite lethal for much of that distance. Frangible ammunition is useless against armour.

EXAMPLES: A 9×19mm Parabellum frangible round from a pistol has Damage 1D10 and Base Range 15, and costs \$25 per 100. A 12-gauge 2.75” M1030 breaching round has Damage 1D10+6 and Base Range 30, and costs \$70 per 100. A 12-gauge 3” Hatton breaching round has Damage 1D10+1D6+6 and Base Range 30, and costs \$100 per 100.

Hollow-Point (HP)

This covers all projectiles that expand massively upon entering a living being, causing larger wound channels, at the cost of penetration depth. The expanded bullet is usually around twice as wide as the original calibre. Soft-point lead bullets, home-made “Dum Dum” bullets, and similar designs are subsumed here in addition to true “mushrooming” hollow-points.

The option is available for most rifle and handgun calibres. Increase Damage by +2, but double the target’s Armour Value against them. See “Handguns” (*1920s Investigator’s Companion*, p. 103) and “Handgun/Submachine Gun Ammunition” (*Delta Green*, p. 294). A slightly different approach is outlined under “Specialised Ammunition” (*The Laundry: Agent's Handbook*, p. 48). Due to their different bullet shape, some hollow-points cause failures to feed (p. 51) in many semiautomatic and full-auto weapons, worsening Malf by -1 percentile or more. Modern projectiles are designed to avoid this, however. Multiply price by 1.1.

This ammunition is banned for use in warfare by the *Hague Convention* (1899), but is legal for hunting, police service, and self-defence purposes in most jurisdictions (it is illegal in Belgium and the UK, unless used in rifles

for hunting). Most law enforcement agencies use HP rounds in their handguns, rifles, and submachine guns exclusively. Most countries also consider HP rounds legal in counter-terrorist operations, even if the shooters belong to the military.

Overpressure (+P)

This cartridge is more powerfully loaded than normal, at an increase of the operating pressure by some 10%, to eke out more muzzle energy. It is especially efficient in handgun calibres, and factory-loaded +P cartridges are commonly available in .380 ACP, .38 Special, 9×19mm Parabellum, .40 S&W, and .45 ACP – in fact, many European military pistol and SMG rounds are loaded to such pressures. Other ammunition can be handloaded to similar effects using *Craft (Gunsmith)*. Compare “Handload” (*Keeper’s Companion*, p. 101). Overpressure loads increase Damage by +1. Many handguns, particularly semiauto pistols built prior the 1980s, are not designed to take the increased pressure, especially for prolonged use, and will have their Malf worsened by -2. A malfunction will usually result in a “Kaboom” (p. 51). In contrast, many SMGs are designed to fire such “hot” loads. Overpressure loads can and often are combined with special projectiles such as hollow-points. Multiply price by 1.1.

Rock Salt

A home-made load for shotgun cartridges, rock salt was once popular to scare off dogs. It will not break the skin except at close distance and does no damage beyond Point-Blank Range – ignore “Shotguns” (*1920s Investigator’s Companion*, p. 109) and “Shotgun Ammunition” (*Delta Green*, p. 294). At Point-Blank Range, it has Damage 1D3, regardless of gauge, and the target has to make a CON×5 roll to avoid falling unconscious for 1D6 combat rounds from painful burning. This ammunition cannot Impale. Rock salt shells are not commonly sold; replacing the shot in a shotshell with rock salt requires a doubled *Craft (Gunsmith)* or *Mechanical Repair* roll.

Shotgun Slug

This is a full-bore solid projectile for a shotgun, either a single ball or a rifled slug. See “Shotgun Damage and Base Range” (*1920s Investigator’s Companion*, pp. 111-112) and “Shotgun Damage Table” (*Delta Green*, p. 293), but note that the Base Range applies only to single balls; rifled slugs get double that range! Shooting single balls or rifled slugs requires *Rifle* skill, as per “Shotgun” (*Call of Cthulhu*, p. 74). Slugs are generally sufficiently undersized to be fired even from a choked barrel. Single balls cost as much as normal shotshells; double price for rifled slugs.

EXAMPLES: A 12-gauge 2.75" ball has Damage 1D10+6 and Base Range 30, and costs \$70 per 100. A 12-gauge 2.75" rifled slug has Damage 1D10+6 and Base Range 60, and costs \$140 per 100.

Supercavitating (SC)

Supercavitation describes the effect of objects in a gas bubble having less drag in water. Applied to firearm projectiles, this improves underwater firing range considerably – from mere touching range to 15-60 m. Compare “Shooting into or under Water” (p. 25). Divide Base Range by 5. Double price.

Supercavitation bullets with blunt tips have been dabbled with for some time, but the first full-production designs for small arms appeared in 2011, offered first by a Norwegian producer and from 2012 by a US licensee, for rifle and MG calibres including 5.56×45mm NATO, 7.62×51mm NATO, and .50 Browning. The Russians designed a 5.45×39mm supercavitating load in 2005, but this has not entered production yet.

Tracer (T)

Tracer rounds have a small amount of burning material such as phosphorous or magnesium in the projectile’s base. Upon firing, this ignites, marking the path of the projectile as a fiery streak. The main purpose is to aid aiming, but tracers can also set fire to a target. Military team leaders use tracers to direct the fire of their troops, and many shooters load a few as the penultimate rounds in their magazines so that they can tell that the magazine is running dry. Since the 1960s, infrared dim tracers exist that can only be seen with “Night Vision Goggles” (p. 197) or suitable “Weapon Optics” (p. 195).

Tracer ammo gives +5 percentiles to the modified Attack chance whenever a full-automatic burst is fired rather than single shots (see “Automatic Fire,” p. 16). It does 1D2 points of Burn damage in addition to the normal damage. Compare “Tracer and Similar Rounds” (*Fatal Experiments*, p. 16), “Handgun/Submachine Gun Ammunition” (*Delta Green*, p. 294), and “Specialised Ammunition” (*The Laundry: Agent’s Handbook*, pp. 48-49). NATO tracers are identified by their orange or red projectile tips; dim tracers have violet tips. Multiply price by 1.25 (by 1.5 for dim tracers).

Due to the fire hazard, tracer rounds are outlawed for civilian possession and/or use in almost all countries. They are theoretically legal in the USA, but many local legislatures like those of Alaska, California, Florida, Hawaii, Illinois, Massachusetts, and both New York City and Washington, DC, ban them nevertheless.



Gimmick Rounds

Fucker sprayed his bullet with Teflon. He was trying to stamp me “paid in full.”

– Sam, *Ronin* (set in 1997)

Manufacturers offer a myriad of “magic” rounds that cater to the gullible – and possibly to the desperate. These are invariably claimed to be the end-all of ammunitions. Realistically, they either do not work at all or at best do not work as advertised. *None* of them are currently employed by military or law enforcement users, despite occasional claims to the contrary – which should be the first indication of their actual effectiveness. All these gimmick rounds are expensive, of limited availability, and generally useless. Investigators might nevertheless try them out against the Unknown ...

Dragon’s Breath (DB)

This is a shotgun shell filled with an incendiary mixture using hafnium or zirconium. Fired, it emits a burst of flame up to 5 m long from the muzzle, with burning particles travelling up to 50 m. This will distract or even burn anyone in front of the muzzle. Change Damage to 1D6 Burn+Shock and Base Range to 5. This ammunition cannot Impale. It will not cycle in semiautomatic or full-automatic shotguns, reducing ROF to 1/2(1) and worsening Malf to 96. Ignore “The Dragon’s Breath Round” (*Fatal Experiments*, pp. 13, 16), which vastly overestimates the round’s effects. Multiply price by 10. DB rounds are sold in packs of three.

Due to the fire hazard, DB rounds are illegal in most jurisdictions. In the USA they are legal everywhere, except in Alaska, California, Florida, Hawaii, Illinois, Massachusetts, and both New York City and Washington, DC.

Explosive Bullet (EX)

This is a small arms projectile loaded with a tiny amount of a fuzeless explosive that detonates on impact, typically lead azide. These are marketed as self-defence bullets in the USA and sold under trademarks like “Devastator.” They are infamous for having been used in the assassination attempt on US President Ronald Reagan in 1981, although tellingly not one of the six bullets fired actually exploded.

Forensic studies have found that such explosive bullets perform *at best* like ordinary hollow-points (p. 188), if they explode at all (which requires a halved Luck roll), with no discernible advantage over conventional ammo. Ignore “Special Ammunition” (*1990s Handbook*, p. 15). Double the Armour Value of the target against them. If it penetrates, increase Damage by +2. Multiply price by 8 (by 80 for .22 LR). Explosive rounds are sold in packs of six or 10. They are available in most common Western handgun and rifle calibres.

Explosive small arms ammunition is banned for use in warfare by the *St Petersburg Declaration* (1868), and illegal for civilians in almost all jurisdictions. In the USA, it is legal everywhere except in Alaska, California, Hawaii, Illinois, Massachusetts, and both New York City and Washington, DC.

Explosive Shotgun Slug (ESS)

This is a fin-stabilized shotgun slug with an explosive filler and impact fuze, basically an 18.5-mm mini grenade. The most prominent offering is the *FRAG-12*, a 12-gauge 3" round developed by the Special Cartridge Co. of London, England. This has Damage 2D6/2 m, Base Range 60, and Malf 98 (failure usually indicates a warhead misfire). It has a minimum range of 3 m for the fuze to arm. Multiply price by 20. Despite aggressive marketing and prominent placement in films like *The Expendables* since 2004, the shell has not been adopted by *any* official users as of today, and has in fact not entered production except for tiny batches of experimental samples.

This is easy to explain – the idea sounds good on paper, but the actual performance of the round is inferior to that of all currently-used grenades. For military use, the warhead is too small to be effective, and its range is too short. It is also unclear whether an explosive shotgun slug falls under the provision of the *St Petersburg Declaration* (1868), which bans use of explosive bullets in war, or whether it is classified as a grenade, which would be legal. It is illegal for civilian use virtually everywhere. In the USA, it could be theoretically licensed under the NFA as a “destructive device,” but that means paperwork and a \$200 tax for *every* single shell ...

Glaser Safety Slug (GSS)

Developed by Armin Glaser, this is a hollow bullet containing hundreds of tiny birdshot pellets. Upon impact, the projectile bursts open to create a large wound cavity that leads to faster incapacitation. However, the light round seriously lacks penetration in flesh. Most injuries are superficial, and those that are not would have been at least equally effective with any other projectile type simply due to shot placement. The Federal Air Marshals, for whom the GSS was designed in 1975 to avoid ricochets in aircraft, have long since replaced it with ordinary hollow-points.

Double the Armour Value of the target against them. There is no change in Damage. Ignore “Special Ammunition” (*1990s Handbook*, p. 15) and “Specialised Ammunition” (*The Laundry: Agent’s Handbook*, p. 48), which both overestimate the round’s effectiveness. The original design suspended the birdshot in liquid Teflon, but this was discontinued several decades ago, and despite rumours to the contrary, the Teflon did not result in fatal blood poisoning even when it was still included. Multiply price by 12. Due to their cost, Glasers are sold in packs of six. They are available in most handgun calibres from .25 ACP to .45 Long Colt, as well as in some rifle chamberings. They worsen Malf in many guns by -1 or more; the H&K P7 (p. 68) and Walther PPK (p. 89) are particularly affected.

Teflon Bullet

This is a projectile coated with Teflon. Such rounds were introduced in 1968 by a company called KTW to provide police with an enhanced bullet to better penetrate automobiles – while cars are far from bullet-proof, they will often deflect conventional handgun projectiles, especially if shot at an angle. KTW’s Teflon rounds are attributed almost mythical performance, as typified by “Special Ammunition” (*1990s Handbook*, p. 15). They consist of a tungsten or brass core with a green Teflon coat, their inventors believing that the Teflon helps preventing them from glancing off angled surfaces like a windscreen. However, the penetration is due to the heavy metal core, and as such is utterly conventional. Simply treat them as “Armour-Piercing” (p. 26). Double price. KTW rounds were sold in packs of 12.

Although invented for police officers, they were dubbed “cop killer bullets” by the media in 1981, and banned in 1986 by US Federal law for civilian sales. Even before that the KTW rounds were not actually sold on the civilian market, but civilians were and still are allowed to *own* them. For a time, they were popular with European radicals including West German RAF terrorists. Production ceased in 1985.

Spraying a normal bullet with Teflon does not make it armour-piercing, the Teflon adding *nothing* to a projectile’s penetration capability.





GADGETS AND GEAR

[His Bug Out Bag] was his old army backpack, stuffed with a couple changes of clothes, two windbreakers, two bandanas, gloves, a hunting knife and a Swiss Army one, duct tape, a signal mirror, spare boots, his Glock 9mm pistol and a box of shells, firelighting tools, a sleeping bag and a first-aid kit. It had \$400 in tens rolled up and sewed into one corner, nestled alongside a fake drivers' [sic] license and his real Social Security card. It had a roll apiece of dimes, nickels and quarters, and a prepaid cell phone ...

— Greg Stolze, *Mask of the Other* (2012)

A lot of kit available to the discerning investigator can be useful in his fight against the Unknown – either directly or indirectly.

ASSORTED GUNFIGHTER KIT

These vests provided a pocket or clip for everything imaginable – various explosive grenades, flash-bang stun grenades, six thirty-round magazines of 5.56mm ammunition, six spare pistol magazines, quick-tie tourniquets, flex cuffs, Spyderco or Horrigan special knives, handheld infrared pointer, Garmin GPS, spare batteries, ... Leatherman tool, mechanical breaching tools, explosive charges, and fuse igniter systems. Finally, we also had one item that none of us ever wanted to use – special medical kits to stop a buddy's bleeding, or your own ... Peltor ear protection, of the type worn by shooters and hunters, was connected to each operator's interteam personal radio.

— “Dalton Fury,” *Kill Bin Laden* (2008)

Ballistic Glasses: A pair of shooting glasses made of 2.5-mm-thick polycarbonate. They look like clear (or optionally coloured) wrap-around sunglasses and protect the wearer's eyes against spent cases, fragments, ricochets, and shotgun pellets (Armour Value 6/3), but also pepper spray or splashed acid. Glasses like this are widely worn by shooters. Less stylish models are available for half price. Most have frames for prescription lenses inside or can be worn over ordinary glasses. \$100.

Body Bag: A heavy-duty synthetic bag with zipper and carrying handles, capable of holding a body up to 200 kg in weight and containing any body fluids. \$50, 1 kg.

Electronic Ear Plugs: These ear plugs electronically cut off loud noises above 85 decibels, protecting the hearing from temporary and permanent Listen penalties due to gunshots (p. 9). Simultaneously, they actually amplify low sounds, doubling Listen rolls. A pair runs 6 months on two coin batteries. A high-quality set costs \$450.

Improved First Aid Kit: An IFAK has been issued in this shape to every US Marine since 2010; those used by other First World military services are similar. Unlike most civilian “Emergency Medical Equipment” (1990s Handbook, pp. 9-10), it is specifically geared towards gunshot wounds (p. 24) and similar injuries sustained in combat. The kit consists of a belt pouch holding two combat application tourniquets (can be applied one-handed); two 20×25-cm hemostatic H

compression bandages (can be applied one-handed); 7.5×360-cm roll of hemostatic gauze bandage; two 11×125-cm rolls of gauze; 20×40 cm burn dressing; five 5×11-cm adhesive bandages; 10 2×7.5-cm adhesive bandages; two 100×100×140-cm triangular bandages; 5×250-cm roll of reinforcement tape; eight antibiotic eye ointments; 15-ml bottle of antiseptic solution; and 10 water-purification tablets. The IFAK and similar civilian offerings are available commercially. \$150, 1.5 kg.

Kevlar Gloves: Thin gloves made of Kevlar weave. They prevent cuts and are useful when searching a suspect's pockets or facing an opponent with a knife – they allow a "Parry" (*Call of Cthulhu*, p. 59) with empty hands, the gloves protecting with Armour Value 4 against slashes. They do not protect against stabbings or gunshots. \$10.

Small Arms Fire Simulator: A firecracker that simulates gun fire, used for training or to confuse an opponent. It is initiated using an electric current. Pack of five. \$5, 0.2 kg.
Surgical Gloves: Made of latex or nitrile. They prevent fingerprints (p. 44). Use them to fill magazines or handle a "drop gun." Box of 100. \$15.

Tactical Gloves: Thin leather or synthetic gloves that do not impair shooting – especially squeezing the trigger and reloading. They are sturdy enough to protect the hands from minor cuts and abrasions (but have no Armour Value) and prevent fingerprints. They offer no real protection against the cold, but prevent freezing fast on metal (p. 24). Tactical gloves are worn all the time by most modern soldiers and SWAT operators. \$15. They are available with integral Kevlar (see above). \$25.

FIREARM ACCESSORIES

... each contractor usually carries an M4 rifle loaded with two thirty-round magazines double-taped together for ease in ejecting, flipping around, and reloading if necessary. Eight slots in the multi-pocketed Rhodesian rigs they wear hold additional magazines, making each man stocked with a cache of three hundred rounds of 5.56-mm ammo. Everyone also carries a loaded Glock strapped to their legs and a couple of spare magazines of pistol ammo, though one reminds me that I'd be in serious trouble if they ever got down to using their Glocks.

– Robert Pelton, *Licensed to Kill* (2006)

Guns and ammo need to be properly transported and cared for. A variety of accessories are available for this.

Ammo Box: A watertight steel box with lid and carrying handle like the NATO-standardized *M2A1*. It can hold 1,920 rounds of 4.6×30mm H&K, 1,000 rounds of 9×19mm Parabellum, 840 rounds of 5.56×45mm NATO, 160 12-gauge 2.75" shells, 120 loose .50 Browning sniper cartridges, a 100-round .50 Browning MG belt, 18 40×46mmSR grenades, or other equipment that needs to be kept dry and inside a steel box. A wall of stacked cans filled with sand provides Armour Value 20/10. Surplus cans are half price. \$20, 2 kg.

Cartridge Bandoleer: A nylon bandoleer strapped around the chest, with loops to hold 50 rifle or shotgun cartridges. \$10, 0.2 kg.

Cartridge Belt: A nylon belt with loops to hold either 30-50 revolver or rifle cartridges or 25-30 shotgun shells. \$10, 0.2 kg.

Cartridge Wallet: A small nylon case to hold half a dozen high-power rifle cartridges or shotshells to prevent them from jingling in the pocket. \$10, 0.05 kg.

Chest Rig: Also called a *Chicom vest* or *Rhodesian rig* after two early patterns, this is a canvas or nylon vest with (often modular) pouches high on the front of the torso. It typically holds 4-8 rifle or 6-12 SMG magazines, as well as a couple hand grenades and other small items. Chest rigs are more comfortable than belt pouches and also allow quicker egress from vehicles. They are obvious to an observer. \$100, 0.7 kg.

Cleaning Kit: A set of tools to clean a firearm after use, including brush, pull-through, small bottle of lubricant, etc. Each calibre requires its own kit. Without proper maintenance, a firearm's Malfunction Table can worsen considerably. See the "Malfunction Table" (*1920s Investigator's Companion*, p. 112). \$25, 0.2 kg.

Concealed Carry Clothing: Clothing tailored to hide a handgun, typically simultaneously avoiding the need for a holster. Popular are trousers (\$100), often jeans or khakis that have lined pockets to hold a normalized handgun, plus a couple magazines and a tactical light or pepper spray. Similarly equipped denim jackets, summer coats, and comparable over-garments (\$150) are available. Body-hugging, sweat-wicking compression T-shirts or shorts (\$75), like those worn by athletes, have integral stretch pouches for a handgun and two magazines. These are ideal for carry under light clothing in warm weather. Wear of such clothing halves Spot Hidden rolls to detect that the wearer is armed (p. 13).

Concealed Chest Rig: A nylon vest with pouches on the front, worn tighter to the chest and with fewer pouches and therefore easier to conceal under a jacket. It typically holds four rifle or six SMG magazines, plus two pistol magazines. \$100, 0.5 kg.

Concealed Rifle Magazine Pouch: A nylon pouch holding a single rifle or SMG magazine, attached to the belt, but worn *inside* the trousers. \$8, 0.05 kg.

Dump Pouch: A nylon belt pouch with a large opening to hold 75 loose shotgun shells or seven rifle magazines. The wearer can use an empty pouch to dump depleted magazines into it (rather than dumping them on the ground), to refill them later. The pouch can be rolled up tightly when empty. \$25, 0.15 kg.

Gun Camera: A small, shock-proof high-definition camera that mounts on an accessory rail beneath the barrel of a pistol or other gun, such as the Tachyon *Ops HD*. A 4-GB memory card will record 1 hour of video footage (no audio) or 100,000 photos. It requires **Photography** skill. An internal rechargeable battery powers the camera for 4 hours on one charge. \$150, 0.05 kg.

Gun Case: A high-impact plastic case with foam inserts that are cut to shape. It has wheels, can be locked with a padlock, is waterproof, and floats. The widely-used *Pelican 1700* holds a long arm up to 91 cm long, complete with accessories. \$295, 7.7 kg. The *Pelican 1720* can hold a weapon up to 113 cm long. \$335, 8.6 kg. The *Pelican 1750* is made for guns up to 128 cm. \$350, 10.1 kg.

Hi-Cap Pistol Magazine Pouch: A nylon belt pouch holding five double-stack or eight single-stack pistol magazines. \$50, 0.1 kg.

Magazine Pouch: A leather or nylon belt pouch holding two pistol magazines. \$25, 0.1 kg.

Military Flap Holster: A leather or nylon belt holster with a buttoned flap protecting the handgun against the elements. The Bianchi *M12* used by the US Army is typical. Some holsters include compartments for a spare magazine. \$50, 0.5 kg.

Muzzle Cover: A plastic cap that clips over the muzzle of a long arm to protect the barrel. It can be shot through in an emergency. \$5, 0.01 kg.

Pistol Lanyard: A coiled extension cable attached to the belt or vest, preventing a handgun from getting lost if dropped. \$20, 0.05 kg.

Pocket Holster: A leather or Kydex holster designed to fit in a trouser or coat pocket, with a loop to fasten it in the pocket. Made for pocket revolvers and pistols. \$25, 0.1 kg.

Quick-Draw Holster: An open leather or Kydex holster worn on the belt or upper leg, either concealed or openly. \$50, 0.2 kg.

Retention Holster: An open holster worn on the belt, upper leg, or chest, either concealed or openly, with one or several "safeties" that prevent the handgun from being lost or forcibly taken. The Don Hume *H726P* belt holster issued by the FBI is made of leather and has a thumb-break, while the Blackhawk *Serpa* employed by the USMC is made of Kydex and has a lock disengaged by the trigger finger. \$75, 0.2 kg.

Rifle Sling: A nylon sling to carry a long arm. A conventional two-point sling can be used to steady a prone, kneeling, or sitting shooting position, adding +5 percentiles to **Rifle** skill for "Called Shots" (p. 16). Taking up the steady slung position takes one combat round. A modern three-point sling (like the H&K *R3/3* or the US Army's *Universal Combat Sling*) allows more comfortable carry and safe transitioning to a sidearm, but costs and weighs twice as much. A one-point sling (like the Blackhawk *Storm*) is uncomfortable for long-term carry, but allows safe transitioning and is quicker to bring to bear (p. 13). \$10, 0.2 kg.

Shoulder Holster: A leather or nylon holster worn concealed under the shoulder, with straps. \$75, 0.3 kg.

SOUND SUPPRESSORS

Low-signature weapons are excellent tools for solving a remarkably wide array of tactical and public-relations problems.

– Alan Paulson, *Silencer: History and Performance II* (2002)



Suppressors are banned in California, Delaware, District of Columbia, Hawaii, Illinois, Iowa, Massachusetts, Minnesota, New Jersey, New York, and Rhode Island. Compare "Weapons and the Law" (p. 32).

Using a sound suppressor has many advantages, such as masking a gunshot's sound and reducing muzzle flash. This benefits novice shooters, who often flinch in anticipation of the bang, spoiling their aim, while professionals employ suppressors to prevent both adversaries and innocent bystanders from noticing. See "Combat Consequences" (p. 9).

In many jurisdictions including in most US states and in a number of countries such as Sweden, Switzerland, and the UK, suppressors are quite legal, once the paperwork has been cleared with the authorities. Ignore "Suppressors" (*1990s Handbook*, p. 20). In Finland, France, New Zealand, Norway, and Poland, they are even unregistered and can be bought by anyone, although their use together with a firearm may be regulated.

Suppressor Types

Like an automobile's exhaust muffler, most sound suppressors use rows of baffles in a tube to disrupt the firing gases as they exit the barrel, reducing the muzzle blast considerably. For typical large-calibre guns, halve **Listen** rolls. Since the bullet never touches the baffles, such suppressors have no effect on the projectile at all, and thus reduce neither Damage nor Base Range, nor lose effect with use. Ignore "Suppressors (Silencers)" (*Call of Cthulhu*, p. 62) and "Suppressors" (*1990s Handbook*, p. 20).

Some baffle suppressors can be used "wet," with a small amount of liquid or grease in them. This acts as a coolant to improve suppression. Quarter **Listen** rolls. Adding the coolant takes three combat rounds (injecting water from a syringe requires only one round). Usually the coolant is used up after firing a full magazine.

A different method is employed in wiper suppressors, which require the bullet to penetrate several synthetic disks or "wipes" to trap the firing gases. This reduces the bullet's velocity, and thus not only halves Base Range (*Call of Cthulhu*, p. 62), but also reduces Damage by -2! The wipes are usually shot out after 1D10+20 shots. Wiper suppressors are rarely used today.

Neither type *silences* the shot – the crack of a supersonic bullet travelling through air and the thud of its impact in the target can still be clearly heard, as can the mechanical action of the weapon itself. Compare "Silencers" (*Delta Green*, p. 294). Sound suppressors are easier on the shooter's ears (avoiding the **Listen** penalty under "Combat Consequences," p. 9) and prevent the detection of a shot fired to a high degree. Suppressors mask all or most of the muzzle flash, making it more difficult to spot the shooter in the dark (halve **Spot Hidden** rolls), and reducing problems in explosive environments such as drug laboratories or oil platforms. Screwing a suppressor onto a threaded muzzle (or removing it) takes two combat rounds. Quick-detach suppressors require only one combat round.

TO HEAR a (fairly) realistic suppressed shot, watch *The Bourne Identity* (set in 2002), in which a Beretta Mod 92FS with suppressor is used by CIA hit man "Mannheim"; and *The American* (set in 2010), in which a Ruger Mini-14GBF with suppressor is used by hit man Jack.

Which Gun to Suppress?

Suppressors work best on weapons of .22-calibre, where they generally reduce the overall sound level to that of an air gun – the mechanical click of the hammer and action is louder than the muzzle blast. Quarter **Listen** rolls. They are less effective on more powerful weapons, whose sound typically cannot be reduced below that of a .22-calibre gun. This makes it more comfortable to shoot and can mask the sound as something else than a gunshot, but is still clearly audible at a considerable distance. For these, halve **Listen** rolls.



Sound suppressors do not work at all on *most* revolvers or shotguns. Suppressors can be used with full-automatic weapons and indeed are employed widely on SMGs, assault rifles, and even machine guns. Ignore "Suppressors" (*1990s Handbook*, p. 20). The amplified back pressure typically raises ROF of automatic weapons by +5, which increases wear and tear and can unbalance the action, leading to jams. Worsen Malf by at least -1 percentile.

The sound of guns firing high-velocity ammunition can be reduced by using underloaded subsonic ammunition. This is available from most ammunition manufacturers at normal price, usually identifiable by its blue-painted projectiles. It can be home-made using a **Craft (Gunsmith)** roll. Subsonic ammunition reduces Damage by -2 and halves Base Range. When combined with the use of a sound suppressor, subsonic ammunition can reduce the sound of some powerful guns to that of an air rifle. Quarter **Listen** rolls.

Sound-suppressed firearms are less useful in suppressing a target with "Automatic Fire" (p. 16), since the target is less aware of the shots. Use only half the number of shots fired as the active characteristic in the **Resistance Table** roll.

Home-Built Suppressors

Where suppressors are illegal or too expensive, or where the paper trail of an official permit has to be avoided, an investigator might try to build one from scratch. This requires a halved **Know** roll or a **Library Use** roll to research the information, which can be found in special interest publications and on the internet. A **Craft (Gunsmith)** or **Mechanical Repair** roll is required to manufacture the device, and a **Craft (Gunsmith)** or **firearms skill** roll is needed to fit it to the weapon. Compare "Suppressors" (*1990s Handbook*, p. 21).

TO SEE how to make a home-built suppressor, watch *Ghost Dog* (set in 1999), in which several are assembled by hit man "Ghost Dog"; and *The American* (set in 2010), in which one is built for a Ruger Mini-14GBF by hit man Jack.

An investigator can try to improvise a suppressor. A popular solution is fashioned out of a plastic bottle filled with Styrofoam chips, wet rags, or construction foam. The bottle is attached using a clamping ring or simply taped to the barrel. An improvised suppressor requires a **Library Use** or **Tradecraft** roll to come up with. No skill roll is needed to assemble it. It halves **Listen** rolls for only 1D3 shots before it becomes ineffective.

TO SEE an improvised suppressor, watch *Magnum, PI* #8.8 (set in 1987), in which one is used on a Steyr SSG 69 by private eye Thomas Magnum; and *Shooter*

(set in 2006), in which one is used on a Cooey Model 600 by former Force Recon Marine Gunnery Sergeant Bob Lee Swagger.

WEAPON OPTICS

Optics can be added to many firearms. Due to their size and weight, they are usually, but not exclusively mounted on long arms. Many modern guns have integral accessory rails that interface with optic mounts. Attaching or detaching an optic is usually quick, but may require "zeroing" (properly aligning the sights). This requires an appropriate firearms skill or Craft (Gunsmith) roll. Zeroing takes some time and requires shots to be fired at known range, meaning it cannot be done on the spot. Increasingly, modern optics can be detached and reattached without spoiling zero, so that the optic can be carried in a protective case until required, but does not need to be zeroed again.

Telescopic Sights

Telescopic sights or "scopes" use magnifying lenses to make targets appear closer. They increase Base Range depending on the scope's magnification – double for 2×, triple for 4×, quadruple for 8×, etc. See "Base Range" (p. 49). However, their use makes target acquisition



slower – shooters fire at half DEX. See "Precision Aim, Laser & Telescopic Sights" (*Call of Cthulhu*, p. 63). Many modern scopes feature an illuminated reticle. These make acquisition faster, allowing the shooter to fire at DEX rather than half DEX. See "Scopes" (*1990s Handbook*, p. 20). Illuminated scopes improve "Shooting in Darkness" (p. 22).

2x Scope: Represented by the *Leupold M8*. Doubles Base Range. \$400, 0.2 kg.

3x Scope: Represented by the *Aimpoint Magnifier* which installs front-to-back behind an Aimpoint collimating sight (below). Doubles Base Range. \$550, 0.2 kg.

3.4x Scope: Battery-illuminated like the *ELCAN Specter (M145)* or tritium-illuminated like the *ELCAN Specter (C79)*. Doubles Base Range. \$1,350, 0.7 kg.

4x Scope: Represented by the *Bushnell Sportsman*. Triples Base Range. \$100, 0.4 kg.

4x Scope: Represented by the *Hensoldt FERO Z24*. Triples Base Range. It has a battery-illuminated reticle which runs 200 hours on one AA battery. \$750, 0.7 kg.

4x Scope: Represented by the *Trijicon ACOG (M150)*, *Trijicon ACOG (SU-237/PVS)*, or *USI L9A1 SUSAT*. Triples Base Range. It has a tritium-illuminated reticle. \$1,350, 0.5 kg.

6x Scope: Represented by the *Hensoldt PSG1*, *Kahles ZF69*, or *Schmidt & Bender PM*. Triples Base Range. It has a battery-illuminated reticle which runs 200 hours on three coin batteries. \$1,500, 0.6 kg.

10x Scope: Represented by the *Leupold Ultra M3* or *Unertl MST-100*. Quadruples Base Range. It has a battery-illuminated reticle which runs 200 hours on three coin batteries. \$2,000, 1 kg.

1-4x Variable Scope: Represented by the *ELCAN SpecterDR (SU-237/PVS)* or *S&B CQB Short Dot*. Doubles or triples Base Range, or gives +2 DEX and +5 percentiles to firearms skill depending on setting. It has a battery-illuminated reticle which runs 100 hours on one coin battery. \$2,500, 0.7 kg.

1.5-6x Variable Scope: Represented by the *Zeiss Diavari*. Doubles or triples Base Range depending on setting. \$1,800, 0.5 kg.

2.5-10x Variable Scope: Represented by the *Nightforce NXS*. Double, triples, or quadruples Base Range depending on setting. \$1,350, 0.6 kg.

3-9x Variable Scope: Represented by the *Leatherwood ART II*. Double, triples, or quadruples Base Range depending on setting. \$1,800, 0.7 kg.

3-12x Variable Scope: Represented by the *S&B PM II (M8541 SSDS)*. Doubles, triples, or quadruples Base Range depending on setting. It has a battery-

illuminated reticle which runs 100 hours on one coin battery. \$2,800, 0.9 kg.

3.5-10* **Variable Scope:** Represented by the *Leupold Mark 4*. Triples, or quadruples Base Range depending on setting. It has a battery-illuminated reticle which runs 100 hours on one coin battery. \$1,300, 0.6 kg.

4.5-14* **Variable Scope:** Represented by the *Leupold Mark 4*. Triples or quadruples Base Range depending on setting. It has a battery-illuminated reticle which runs 100 hours on one coin battery. \$1,500, 0.9 kg.

5-25* **Variable Scope:** Represented by the *S&B PM II*. Triples, quadruples, or quintuples Base Range depending on setting. It has a battery-illuminated reticle which runs 100 hours on one coin battery. \$3,600, 1.1 kg.

5.5-22* **Variable Scope:** Represented by the *Nightforce NXS*. Triples, quadruples, or quintuples Base Range depending on setting. It has a battery-illuminated reticle which runs 100 hours on one DL2032 coin battery. \$1,750, 1 kg.

Collimating Sights

Non-magnifying collimating sights, also called “red dot sights,” feature an illuminated reticle, usually a red or amber dot or chevron. Using this type of sight makes it quicker to acquire a target than is possible with iron sights and allows both eyes to remain open. This gives +2 DEX and +5 percentiles to firearms skill, and improves “Shooting in Darkness” (p. 22).

Collimating Sight: A battery-illuminated model like the *Aimpoint CompM2 (M68)* or *Hensoldt RSA*. Runs 10,000 hours on one photo battery. \$500, 0.2 kg.

Mini Collimating Sight: A battery-illuminated model like the *Aimpoint Micro T-1*. Runs 50,000 hours on one coin battery. \$650, 0.1 kg.

Reflex Sights

Reflex sights work similar to the Head-Up Display (HUD) technology developed for aircraft cockpits, projecting a coloured dot into the framed, upright lens of the sight. Using a reflex sight makes a target quicker to acquire than is possible with iron sights and allows both eyes to remain open. Reflex sights give +3 DEX and +5 percentiles to firearms skill, and improve “Shooting in Darkness” (p. 22). Their disadvantage is that the open frame construction is vulnerable to rain and snow – they are typically unusable in such conditions. Miniature reflex sights are so small that they can be mounted on top or on the side of a scope, allowing the shooter to use either type at will.

Reflex Sight: A battery-illuminated model like the *EOTech551*, *EOTech552*, or *EOTech553 (SU-231/PEQ)*. Runs 1,000 hours on two AA batteries. \$550, 0.3 kg.

Reflex Sight: A tritium-illuminated model like the *Trijicon ACOG Reflex*. \$400, 0.2 kg.

Mini Reflex Sight: A battery-illuminated model like the *AJ DOCTERSIGHT* or *Trijicon RMR*. Runs 35,000 hours on one coin battery. \$550, 0.035 kg.

Night Sights

These are passive image-intensifiers for use in low light, working in the visible and IR spectrum. See “Shooting in Darkness” (p. 22). Many of the more modern devices are restricted and not for sale to civilians, or at least are not available for export. According to a recent FBI memo, people buying night vision gear in bulk should be considered “suspicious.”

Night Vision Sight (Obsolete): A Generation 2 sight represented by the *Opto-Electronic AN/PVS-4 3.7x*. Triples Base Range. Allows recognition of a standing man at 200 m in starlight. Runs 50 hours on two AA batteries. Obsolete designs like the AN/PVS-4 from the 1970s have been exported and licensed worldwide and are much easier to find, and available as surplus for half price. \$1,200, 1.8 kg.

Night Vision Sight: A Generation 3 sight like the *ITT AN/PVS-14 4x* or *Pilkington Kite (L14A2 CWS) 4x*. Triples Base Range. Allows recognition of a standing man at 300 m in starlight. Runs 50 hours on two AA batteries. \$3,500, 1.2 kg.

Mini Night Vision Sight: A compact Generation 3 sight like the *Nightline AN/PVS-17 2.25x*. Doubles Base Range. Runs 36 hours on one AA battery. \$7,500, 0.9 kg.

Sniper Night Vision Sight: A Generation 3 sight like the *Insight AN/PVS-10 12.2x*. Quadruples Base Range. Allows recognition of a standing man at 600 m in starlight. Runs 12 hours on two AA batteries. \$10,000, 2.5 kg.

Thermal Sights

Thermal sights visualize temperature differences between objects by detecting the infrared radiation they emit (p. 23). After switching on they require one combat round to become operational. Most thermal weapon sights are restricted and not for sale to civilians; some designs can be acquired in the USA, but not exported.

Light Thermal Sight: Represented by the *Raytheon AN/PAS-13B(V)1* with 1.5x magnification. Allows recognition of a standing man at 550 m in total darkness. Runs 5 hours on four AA batteries. \$9,000, 0.9 kg.

Medium Thermal Sight: Represented by the *Raytheon AN/PAS-13B(V)2* with 5x magnification. Triples Base Range. Allows recognition of a standing man at 1,800 m in total darkness. Runs 6.5 hours on six AA batteries. \$19,000, 1.3 kg.

Micro Thermal Sight: Represented by the *OASYS SkeetIR*. Can be piggybacked with any other sight, including a reflex sight or night vision sight. Runs 3 hours on one CR123 photo battery. \$13,500, 0.2 kg.

Mini Thermal Sight: Represented by the *Insight CNVD-T* (*SU-232/PAS*) with 1-2× magnification. Doubles Base Range, but can also be set to non-magnifying.

Allows recognition of a standing man at 600 m in total darkness. Runs 8.5 hours on four CR123 photo batteries. \$23,500, 0.6 kg.

NIGHT VISION GOGGLES

These help with moving and “Shooting in Darkness” (p. 22). A selection of American-made military models is detailed below. Most Western countries have comparable designs or use American patterns. Outdated models can be encountered virtually anywhere.

AN/PVS-5: This is an obsolete device with two Generation 2 tubes, adopted by the US military in 1979 and replaced from the late 1980s. It allows detection of a man at 150 m in moonlight and at 50 m in starlight. These NVGs have an IR illuminator with a range of a few metres that can be switched on to read maps or books. They run 20 hours on two AA batteries. They have been sold commercially, e.g., as the *Litton Model 802* (*Cthulhu Now*, p. 100). When introduced, NVGs like this cost more than \$5,000, but today surplus examples can be had for \$1,500 and less. 0.9 kg.

AN/PVS-7: These NVGs were introduced in 1986 and first-line US Army issue until 2006. They have only one Generation 2+ tube, but cover both eyes. They allow detection of a man at 300 m in moonlight and at 150 m in

starlight. The AN/PVS-7 includes an IR illuminator. It runs 15 hours on two AA batteries. The system has been sold commercially, e.g., as the *Litton Model 972*. \$3,500, 0.7 kg.

AN/PVS-14: Introduced in 1997, this is a modern monocular device with a Generation 3 tube. It allows detection of a man at 350 m in starlight, and identification is possible out to 300 m. It includes an IR illuminator. The AN/PVS-14 is worn over the non-dominant eye with a headset or mounted on a flip-down plate on a helmet (p. 199). The system runs 40 hours on two AA batteries. \$3,600, 0.4 kg.

AN/PSQ-20: This is a monocular device adopted in 2008, combining both a Generation 3 image-intensification tube and a thermal imager, which can be used independently or together in several “fused” modes (black/green image with orange thermal overlay). The AN/PSQ-20 is worn over the non-dominant eye with a headset or mounted on a flip-down plate on a helmet. The system runs 7.5 hours on four AA batteries (100 hours if only the image-intensification mode is used). \$18,000, 0.9 kg.

WEAPON LIGHTS AND TARGETING LASERS

... many people who put lasers on their guns think that this will somehow automatically improve their accuracy. Sorry to break the news, but such is not the case.

– Andy Stanford, *Fight at Night* (1999)

The problems of shooting in the dark are severe – see “Shooting in Darkness” (p. 22). Fumbling with a gun in one hand and a torch in the other can be problematic and makes opening doors or similar activities difficult. Many manufacturers offer weapon-mounted lights which have a switch integrated in the handguard of the weapon or placed on the pistol grip. Modern lights have a useful range of at least several dozen metres. The halogen lights introduced in the 1980s are increasingly being replaced by LED lights, which have vastly improved performance.

Targeting lasers emit a laser beam which appears as a dot of light on the target (the beam itself can only be seen under certain conditions). Most lasers are red, which gives best results in dim lighting. More recent designs are available in green for increased, but still not perfect visibility under a spectrum of light conditions, including in broad daylight. There are even IR lasers which are invisible to the naked eye and can only be used together with “Night Vision Goggles” (see above) or similar aids.

Targeting lasers give +2 DEX and +5 percentiles to firearms skill rolls to the limit of the range of their beam. The target of a laser trained on him can notice

the dot with a quartered Luck roll (*1990s Handbook*, p. 20). This in turn allows him to make a Dodge roll, even if it is *not* the first bullet fired at him in that round! See “Dodging” (p. 19).

Lights and targeting lasers are usually mounted below the barrel of a firearm, although available rails on the sides or top of a long arm can be employed, depending on user preference and whether the bottom is taken up by some other gadget. The best compromise for a light is on the strong-hand side of the handguard – on top means the device can obscure the sights and the beam can get occluded by the smoke from a hot barrel; on bottom prevents mounting an underbarrel grenade launcher or bipod and means the barrel and muzzle cast a shadow that obscures the target; and a device on the off-hand side means that bracing against a wall or shooting with the gun turned to the side while lying prone the ground (to reduce silhouette) is impossible.

In some jurisdictions, weapon lights and/or targeting lasers are illegal for civilians. See “Weapons and the Law” (p. 32).

Halogen Weapon Light: Represented by the *Glock GTL10*, *SureFire M610R*, or *SureFire M628*. It develops 65 lumens, has a 50-m illumination beam, and runs 1 hour on two CR123 photo batteries. \$100, 0.1 kg; \$300, 0.25 kg including specialized mounting.

LED Weapon Light: Represented by the *Insight M3X*, *SureFire M900*, or *SureFire M951*. It develops 125 lumens, has a 100-m illumination beam, and runs 1 hour on two CR123 photo batteries. It can be set for 225 lumens, but then runs only 20 minutes. \$250, 0.25 kg; \$550, 0.6 kg including vertical foregrip.

LED Improved Weapon Light: Represented by the *SureFire X300*. It develops 2,000 lumens, has a 1,000-m illumination beam, and runs 30 minutes on two CR123 photo batteries. \$275, 1.4 kg.

LED Spot Light: Represented by the *SureFire MVG1*. It develops 250 lumens, has a 100-m illumination beam, and runs 2 hours on two CR123 photo batteries. \$275, 0.1 kg.

Targeting Laser: Represented by the *Crimson Trace LG-405*. It has a 100-m red targeting beam. It runs 4 hours with two coin batteries. \$250, 0.1 kg.

IR Targeting Laser: Represented by the *Crimson Trace LG-645*. It has a 100-m invisible IR targeting beam. It runs 4 hours with one CR123 battery. \$250, 0.1 kg.

Integral Targeting Laser: Red laser represented by the *LaserMax*, which can be installed *inside* many common semiautomatic pistols by replacing the recoil spring

guide rod. It has a 100-m red targeting beam and runs 2.5 hours with three coin batteries. \$350.

LED Light/Laser: Represented by the *Insight AN/PEQ-6 Laser Aiming Module (LAM)* and *Insight M6X (SU-238/PVS)*. It develops 125 lumens, and has a 50-m white light illumination beam (facial recognition) and a 200-m red targeting beam. It runs 1 hour on two CR123 photo batteries. \$400, 0.15 kg.

LED Light/IR Laser: Represented by the *Insight AN/PEQ-14 Infrared Laser/White Light Projector (ILWLP)*. It develops 125 lumens, and has a 50-m white light or IR illumination beam (facial recognition), a 100-m IR targeting beam, and a 25-m red targeting beam. It runs 1 hour on two CR123 photo batteries. \$600, 0.15 kg.

IR Light/Laser: Represented by the *Insight AN/PEQ-2A Target Pointer Illuminator Aiming Light (TPIAL)*. It has an invisible 600-m IR illumination beam or 5,000-m IR targeting beam, and runs 10 hours on two AA batteries. \$1,000, 0.25 kg.

Improved IR Light/Laser: Represented by the *Insight AN/PEQ-15 Advanced Target Pointer Illuminator Aiming Laser (ATPIAL)*. It has an invisible 2,000-m IR illumination beam (300 m recognition) and 2,000-m IR targeting beam. It runs 6 hours on one CR123 battery. \$2,000, 0.2 kg.

BODY ARMOUR

*When they come for me I'll be sitting at my desk
with a gun in my hand wearing a bulletproof vest,
singing "My, my, my, how the time does fly
when you know you're going to die by the end of the night."*

— Catch-22, "Keasbey Nights" (1998)

Most body armour covers only a small part of the body. Concealable vests typically protect just the chest as defined by "Hit Locations" (*1990s Handbook*, p. 53). If the "Hit Location" rules are not used, roll 1D6. A result of 1-3 indicates a hit on an unprotected body part, while a result of 4-6 means that the vest is struck. Compare "Bulletproof Vests" (*1990s Handbook*, p. 1).

Vests for investigators of SIZ 15-16 cost 10% extra, while those for SIZ 17-18 cost 20% more. Concealable vests made for women have to be custom-tailored to accommodate the female physique, and cost 10% extra.

Body armour is hot, increases perspiration, and is ultimately uncomfortable – although modern vests are better than their predecessors and include sweat-wicking materials and improved weight distribution. Movement constrictions restrict the wearer enough to reduce **Climb**, **Dodge**, **Jump**, **Swim**, and **Throw** rolls, as well as all melee Attacks and Parries. The weight increases "Encumbrance" (p. 20). Compare "Bulletproof Vests" (*1990s Handbook*, p. 1).

Possession and wear of body armour is unrestricted in most jurisdictions. However, in the USA, felons convicted of violent crimes are not allowed to own body armour (p. 33).

Flight Suit: This is a coverall made of fire-retardant Nomex cloth like the *CWU-27/P* that is standard for US military aircrews, but also available commercially. Similar suits are worn by SWAT teams, tank crews, and others potentially exposed to flash fires. It protects the chest, abdomen, arms, and legs from "Fire" (*Call of Cthulhu*, p. 57) for up to 10 seconds (three combat rounds).

Fragmentation Vest: An obsolete Kevlar fragmentation vest (often incorrectly called a "flak jacket" after the armour worn by aircrews during WWII) like the *PASGT* vest that was issued by the US military from 1982 until about 2005. Designed to protect the chest against grenade and artillery fragments, it offers some resistance against low-powered handguns. Such vests can be found in National Guard depots (*Arkham Now*, p. 35), and surplus stores sell used samples at half price.

Level II Light Vest: This is an extra-thin vest like the *En Garde Ultralight*. It provides NIJ II to the chest.

Level II Concealable Vest: This is a vest similar to the *Second Chance Monarch Summit SM01* issued to the LAPD and other police agencies. It provides NIJ II to the chest.

Level IIIA Concealable Vest: This is similar to the *Diamondback Tactical CMA/QVA-3A* used by the FBI and other Federal agencies. It provides NIJ IIIA to the chest.

Level IIIA Custom Vest: This is a concealable vest integrated into an ordinary garment like a denim jacket or a fancy waistcoat suitable with a suit and tie. It provides NIJ IIIA to the chest. Identifying it as body armour requires a halved **Spot Hidden** roll.

Level IIIA Tactical Vest: This is a vest similar to the *Diamondback Tactical UTOC/QVA-3A* issued to the FBI, DEA, and other Federal agencies. It provides NIJ IIIA to the chest. It is available in several colours and camouflage patterns, but the FBI vests are grey-green. It has Velcro patches on the front and back saying "FBI" (or whatever agency the wearer belongs to) as well as attachment points for magazine pouches, first aid kit pouches, and so on.

Level III Concealable Vest: This is a vest which provides NIJ IIIA to the chest. It has pockets on the front and back for inserts to increase the protection to NIJ III, although this increases weight considerably.

Level IV Concealable Vest: This provides NIJ IIIA to the chest. It has pockets on the front and back for inserts to increase the protection to NIJ IV, although this increases weight considerably.

Level IV Tactical Vest: This is a heavy vest like the *IOTV Interceptor* used by the US Army. It provides NIJ IIIA to the chest, with attachments to cover most of the abdomen and parts of the neck and upper arms. It has pockets on the front and back for ceramic inserts to cover the chest from the front, back, and sides. These increase protection to Level IV. Webbing allows the attachment of ammo pouches, handgun holsters, first aid kit pouches, etc. It comes in several camouflage patterns.

Level IIIA Helmet: This is a combat helmet similar to the US military's *ACH*. It provides NIJ IIIA to the head. It is has a camouflage cover and can accept a helmet mount for monocular "Night Vision Goggles" (p. 197).



Level IIIA Face Mask: This resembles a hockey mask, covering the entire face except for the eyes. It provides NIJ IIIA to the head per "Hit Locations" if fired at from the front. Bonded Kevlar masks like this are used by some SWAT teams.

Body Armour Table

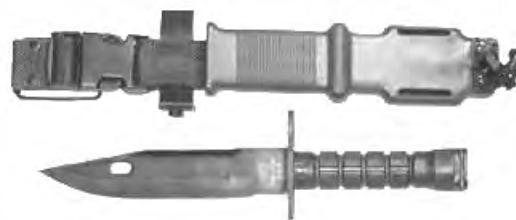
Make/Model	Armour Value	Skill Loss	Price	Weight
Flight Suit	Special	-	\$200	0.9 kg
Fragmentation Vest	6/3	-5%	\$350	4 kg
Level II Light Vest	12/6	-	\$750	1.2 kg
Level II Concealable Vest	12/6	-	\$600	1.5 kg
Level IIIA Custom Vest	14/7	-	\$1,000	2.5 kg
Level IIIA Concealable Vest	14/7	-	\$2,000	2 kg
Level IIIA Tactical Vest	14/7	-	\$2,400	2.5 kg
Level III Concealable Vest	24/12	-5%	\$1,100	4.5 kg
Level IV Concealable Vest	40/20	-10%	\$1,200	7.5 kg
Level IV Tactical Vest	40/20 <i>protection for locations other than chest</i>	-15% 14/7	\$1,600	14 kg
Level IIIA Helmet	14/7	-	\$500	1.4 kg
Level IIIA Face Mask	14/7	-	\$350	0.7 kg

MELEE WEAPONS

If only I had a rifle ... whatever they were up to, I would soon put an end to it. I had no weapon, however, so I went back inside to find my flashlight.

– Brian Lumley, "The Return of the Deep Ones" (1984)

Many of these weapons, especially those that can be easily concealed, are illegal to carry in many jurisdictions. See "Weapons and the Law" (p. 32). Some can be used with *Martial Arts* skill (*Delta Green: Targets of Opportunity*, pp. 292-293) – bayonet and entrenching tool with MCMAP or SAMBO; expandable baton, knife, or machete with Eskrima; knife or any improvised weapon with Krav Maga; tonfa with Jiu-Jitsu or Karate; etc.



Bayonet: A bayonet knife with a 15- to 20-cm double-edged blade (**Knife** 25%, 1D6+1+db plus Impale, or **Spear** 20%, 1D8+1+db plus Impale), such as the Izhmash 6Kh4 or Phrobis M9 (doubled **Conceal** roll). Modern models can be clipped to their sheath and then used as electrically-insulated wire cutters, and have pommels designed to be used as hammers. Military surplus bayonets can be found for 25% of the price. \$100, 0.4 kg (0.8 kg with sheath).

Blackjack: A *blackjack* or *sap* is a small flexible club (tripled **Conceal** roll), typically made of leather with a lead weight in one end (**Blackjack** 40%, 1D4+2+db). Can be improvised by putting a roll of coins, buckshot pellets from opened shotgun cartridges, a soda can, or any other weight in a sock or bandana. \$20, 0.2 kg.

Brass Knuckles: Also called a *knuckle duster* (**Fist/Punch** 50%, +2 damage). Usually made of cast aluminium today, brass knuckles are still popular with thugs. \$10, 0.1 kg.

Combat Knife: A no-frills fighting knife with a 10-cm to 20-cm single-edged blade (**Knife** 25%, 1D6+1+db plus Impale) and sheath, exemplified by the Glock *Feldmesser 78* or KA-BAR MK 2 (tripled **Conceal** roll). \$50, 0.3 kg (0.55 kg with sheath).

Expandable Baton: An expandable baton like the ASP *Tactical 21* consists of three telescoping steel tubes (**Small Club** 25%, 1D6+2+db). It is 20 cm long closed (tripled **Conceal** roll) and 53 cm extracted. If the user has invested at least 20 points in his **Club** skill, extending the expandable baton takes no more than the flick of his wrist; otherwise his first Attack takes place at half his DEX rank. On the first Attack roll, a 00 result indicates a malfunction, typically that the device has not opened properly. See “Impact Devices” (*1990s Handbook*, p. 11). \$70, 0.5 kg.

Flashlight: A heavy-duty torch like the 38-cm-long MAG-LITE 4D, used as an improvised weapon (**Small Club** 40%, 1D6+1+db). Its Krypton bulb develops about 120 lumens. Although advertised to reach 265 m, it has a useful range of less than 90 m. It runs 10 hours on four D batteries (\$2 each). Make a Luck roll for *each* Attack to avoid breaking it (just dropping it requires a doubled Luck roll due to its shock absorber). \$20, 1 kg.

Fire Extinguisher: A handheld fire extinguisher as found in vehicles and wall racks. A typical bottle is 43 cm high and contains 2.3 kg of liquid carbon dioxide (CO₂), which converts into a mist of dry ice once released, cooling and suffocating the flames. It is intended to combat type B (flammable liquids and gases) and type C (electric equipment) fires. A bottle of this size contains enough agent for 9 seconds (three combat rounds). Apart from putting out a fire, the heavy but unbalanced bottle can be used as an improvised weapon (**Large Club** 15%, 1D8+db). The spray of dry ice is effective against animals like guard dogs; hitting one requires a DEX×5 roll. An animal that is hit has to make a **Resistance Table** roll of its POW against POT 15 or flee. \$200, 6.5 kg.

Folding Entrenching Tool: A small shovel that can double as a spade, pick, or axe – it even has a serrated edge to saw through thin wood. Its sharpened edges make it a dangerous improvised weapon (**Axe** 20%, 1D8+db). The widespread US military *M1967* tri-folding tool is 25 cm long collapsed (doubled **Conceal** roll) and 60 cm expanded. It comes in a plastic sheath that clips to the belt. E-tools are used by many militaries and found in car boots, campers, etc. They are handy for digging a foxhole, disposing of evidence, etc. \$15, 1 kg.

Folding Knife: Also called a *tactical knife*, this is a modern pocket fighting knife with a 10-cm single-edged blade (**Knife** 25%, 1D6+db plus Impale), such as the CRK *Sebenza*, Spyderco *Tomcat*, or S&W *Extreme Ops*. It is only 12 cm long closed (tripled **Conceal** roll). The blade can be opened one-handed, a particularly desirable feature. \$25, 0.2 kg.

Machete: A large chopping knife with a cheap 40-cm single-edged blade (**Sword** 25%, 1D8+db) that is normally used for agricultural purposes (unmodified **Conceal** roll). \$10, 0.4 kg (0.5 kg with sheath).

Multi-Tool: A pocket tool like the Leatherman *Wave*. It features a 7-cm single-edged blade (**Knife** 25%, 1D3+db plus Impale) as well as serrated knife blade, saw, three screw drivers, two files, scissors, two pliers, wire cutters, wire stripper, bottle opener, can opener, and ruler. Some even have a blasting cap crimper (p. 203) and a punch to put a blasting cap hole into a block of C4. \$75, 0.25 kg.

Pocket Knife: A pocket knife like the Victorinox *Soldatenmesser 08* that is officially issued by the Swiss army from 2008. It features a 9-cm one-hand single-edged blade (**Knife** 25%, 1D3+db plus Impale) as well as saw, three screw drivers, bottle opener, can opener, and reamer. \$55, 0.1 kg.

Portable Spotlight: A 75-watt Xenon spotlight like the 29-cm-long Maxa Beam *MBS-410* can use its 1,500-lumen beam to “dazzle” someone (p. 22). Maximum range is claimed to be 3,500 m, but effective range is closer to 1,000 m. It runs 2 hours on a proprietary rechargeable battery (\$650, 1.1 kg). Make a doubled Luck roll to avoid breaking the light when dropping it. \$3,500, 2.6 kg.

Road Flare: A 30-cm-long cardboard cylinder (tripled **Conceal** roll) filled with a strontium nitrate mix, which bursts into flames after it has been lit like a match against its cap. The red flame burns for 20 minutes at more than 750°C, illuminating a 10-m radius. It can be used as an improvised weapon in a pinch (**Blackjack** 40%, 1D4 burn). Make a halved Luck roll for *each* Attack to avoid breaking it. Once lit, a flare will burn in rain, snow, sometimes even under water. Flares are commonly found in automobile boots. \$2.50, 0.2 kg.

Sap Gloves: Heavy-duty leather gloves with 0.2 kg of lead shot sewn into the knuckles (**Fist/Punch** 50%, +2 damage). Sap gloves look like ordinary gloves and are popular with bouncers, security guards, and thugs. \$30, 0.3 kg.

Tactical Flashlight: A LED flashlight like the 13-cm-long SureFire 6PX, with a notched bezel for use as an improvised weapon (**Fist/Punch** 50%, +2 damage). Developing up to 200 lumens, it is advertised to reach 180 m, but has a useful range of less than 60 m. It runs 2 hours on two CR123 batteries (\$2 each). There are even variants like the SureFire V2 *Vampire*, which can be switched to infrared light for use with “Night Vision Goggles” (p. 197) – this increases running time to 8 hours. Others can be switched to ultraviolet to detect forged documents or money bills, and can be employed for a variety of forensic methods, such as spotting body

fluids including blood, semen, and urine, detecting fire accelerators in arson investigations, finding drugs, etc. \$120, 0.15 kg.

Tonfa: Also called a *side-handle baton*, this ancient Japanese club is popular with Western police forces, in modernized shape like the Monadnock PR-24 (**Small Club** 25%, 1D6+db). This is 61 cm long and made of polycarbonate. Unlike most clubs, a tonfa can be used to **Attack** and **Parry** in the same combat round if used with the **Martial Arts** skill. Compare “The Parry” (*Call of Cthulhu*, p. 59). \$45, 0.7 kg.

CHEMICAL SPRAY

Despite their name, most aerosol sprays do not dispense their liquid contents in a cloud-like spray, but in a jet-like stream that needs to hit the eyes or face of the target. This requires a **DEXx5** roll. The target can try to **Dodge**. See “Weapons Table” (*Call of Cthulhu*, p. 64) and “Chemical Devices” (*1990s Handbook*, p. 13). Range and effect depend on the contents:

CS Spray: This is intended for self-defence and contains a 2-chlorobenzalmalononitrile (CS) solution. This is an irritant agent with POT 14 that takes effect after one combat round. See “Smoke and Tear Gas Grenades” (p. 175) for effects. A popular brand is *Mace*. Most recent offerings include an ultraviolet marking dye in the solution, which can be seen under UV light (p. 201). A pocket-sized 18-ml can contains enough agent for 10 1-second squirts. Maximum Range 3 m. \$20, 0.08 kg.

Pepper Spray: Most modern self-defence sprays use an *oleoresin capicum* (OC) solution – OC was originally extracted from hot peppers, but is now usually synthesized. Pepper spray has POT 18; compared to older chemical agents, it is more effective in cold weather or on targets who are on drugs. It takes effect immediately. See “Smoke and Tear Gas Grenades” (p. 175) for effects. It is often combined with a marking dye. Pepper spray is legal in most of the USA, but illegal for civilians in many other countries, including much of Europe. In some jurisdictions, such as Germany, pepper spray is sold to civilians but only legal to be used as protection against animals. A belt-sized 54-ml can like the *Sabre Red MK-3* issued by the NYPD, USMS, RCMP, and many similar agencies, contains enough solution for 10 1-second squirts. Maximum Range 6 m. Ignore “Pepper Spray” (*The Laundry: Agent’s Handbook*, pp. 51-52). \$20, 0.1 kg.

EXPLOSIVES

The C4 loads, linked by det-cord, went off within a single second, blasting chunks of wood and brick and monster forward and backward, white light sharpening the shadows around them before fading to orange and then out.

*– Greg Stolze, **Mask of the Other** (2012)*

OCCASIONALLY, INVESTIGATORS MIGHT NEED TO RESORT TO explosives. These are tightly regulated virtually everywhere, due to the difficulties of their use, their destructive properties and consequently high endangerment of the public, and their potential misuse by criminals and especially terrorists. See “Weapons and the Law” (p. 32) for legal aspects and “Explosion” (*Call of Cthulhu*, p. 57) for the related game mechanics.



PLASTIC EXPLOSIVE (C4)

PE4 doesn't smell and feels very much like plasticine. It's surprisingly inert. You can even light a stick of it and watch it burn like a frenzied candle. The only trouble with PE4 is that when it's cold, it's quite brittle and hard to mold into shapes. You have to make it pliable by working it in your hands.

— "Andy McNab," *Bravo Two Zero* (1993)

The explosive most commonly used by the military for demolitions is plastic explosive. The compound most commonly employed in the USA since its introduction in 1956 is *Composition C4*, which consists of RDX explosive, a plasticizer, and a binder. C4 looks and moulds like dirty-white putty. Since 1996, manufacturers are required to include odorising additives to ensure that it is easily picked up by sniffer dogs, and metallic taggants so it will show up on X-ray machines. Other countries also use C4 or employ compounds with similar performance, including the British *PE4*, the infamous Czech *SEMTEX*, and the Russian *PVV-5A*.

In the US military, C4 commonly comes in a 1.25-pound quadrangular block called the *M112 Demolition Charge*. Each block is sheathed in an olive plastic bag with an adhesive strip to attach it to any dry, clean surface. The M112 block is 29 cm long, 5 cm wide, 2.5 cm thick, and weighs 0.6 kg. A block costs \$15. Plastic explosive normally has to be bought in bulk – the smallest common packaging is a wooden crate holding 30 blocks, which costs \$450 and weighs 22 kg. Many military arsenals, including National Guard armouries (*Arkham Now*, p. 35), stock supplies of C4.

Plastic explosive does not blow up unless detonated by another explosion. Normally, this is achieved by "priming," meaning insertion of a blasting cap. A blasting cap is a thin aluminium cylinder containing a minuscule amount (about 2.5 g) of highly sensitive lead azide and RDX that acts as a detonator to set off the actual explosive. The M7 blasting cap is 6 cm long and weighs 0.01 kg. A carton of 10 blasting caps in a waterproof plastic bag costs \$40 and weighs 0.1 kg. The M6 electric blasting cap with 3.6-m wire is packed in boxes of six (\$48, 0.3 kg). Blasting caps are sensitive to heat or sharp blows; make a Luck roll for anybody who falls to the ground or takes a hard knock while carrying one. Failure results in a detonation of the cap (Damage 1D6 in a 1-m radius). A plastic box to safely carry 10 caps costs \$5.

Non-electric blasting caps are detonated by inserting a length of safety fuse. Safety fuse has to be lit by a flame and typically burns at 60 cm per minute (3 cm per combat round). The delay can be set by altering the length of the fuse – but it can burn faster or slower due to a variety of parameters such as temperature, access to air, etc. A 15-m coil of safety fuse weighs 0.3 kg and costs \$20; normally two coils are packed in a paper wrap. A wooden box holding 10 coils costs \$200 and weighs 4 kg. Underwater safety fuse is waterproof down to 10 m and costs \$30 per coil.

The tricky part is preparing the blasting cap by crimping the end into which the fuse has been inserted with a pliers-like crimping tool (\$35, 0.15 kg) or a multi-tool with crimping feature (p. 200). Careless handling of this procedure detonates the blasting cap (see above), usually resulting in crippling injuries that can take off fingers or destroy eyes! Inserting the fuse into the blasting cap, crimping the cap, and inserting the cap into the explosive takes *at least* 1D6+5 combat rounds. Lighting the fuse takes one combat round. In the combat round it is designated to go off, it does so after all other action has ceased.

Electric blasting caps are set off by an electric charge from a blasting machine. The *M57* squeeze-handle pocket blasting machine, known as a "clacker" due to the sound made when it is activated, can detonate one electrical blasting cap, costs \$100, and weighs 0.35 kg. A twist-handle pocket blasting machine can detonate up to 10 blasting caps simultaneously, costs \$850, and weighs 2 kg. A larger plunger (\$1,000, 9 kg including case) can detonate 50 caps. Electric blasting caps do not require crimping. Insulated wire to connect cap and blasting machine comes in various lengths. A 100-m rapid-deployment spool costs \$100 and weighs 0.6 kg. Connecting the blasting cap to the connecting wire, inserting the cap into the cartridge, and connecting the wire to the blasting machine takes 1D6+5 combat rounds – paying out the wire over a long distance can take considerably longer. Operating the blasting machine takes one combat round; the explosive goes off on the operator's DEX rank.

Other detonators include the *M1A2* percussion detonator, which is a 19-cm tube (\$40, 0.1 kg) with its own blasting cap and a spring-loaded detonator. It is inserted into the explosive and detonates it after a 15-second (5 combat rounds) delay. The almost identical *M8A1* has an 8-second (3 combat rounds) delay. The *M122* radio detonation set consists of a transmitter (2.1 kg) and up to 10 receivers (0.6 kg each) in a carrying case (\$10,000, 16.6 kg). Each receiver can detonate five M6 electrical caps. The effective range in urban areas is only 1 km; in dense foliage or over frozen tundra it is less than 800 m, but over flat land it can be as much as 5 km, or 10 km if the transmitter is airborne.

Charges can be individually primed with blasting caps and connected by fuses or wires, or connected by *detonation cord* ("det-cord"), a 6-mm-thick cord with an explosive core. This transmits an explosion almost instantaneously, and only one blasting cap is needed to initiate the entire assembly. As a flexible linear explosive, it can be used for minor demolition jobs on its own – for example, det-cord wrapped around a tree will simply cut through it. A 305-m roll costs \$550 and weighs 10 kg.

Use of plastic explosive requires the **Demolitions** skill (p. 12). This allows the safe handling and storing of both explosives and detonators, allows the proper preparation, and indicates the correct amount of

explosive to be used for a particular job. It also covers choosing the best placement for the explosive and how to tamp it for maximum effect.

Wiring an electric blasting cap without Demolitions requires an Electrical Repair roll, but success just means the explosive will blow up – not necessarily that the explosion achieves the desired effect. Results are up to the Keeper.

For all these rolls, a 99-00 means a malfunction like a “misfire” (the explosive does not detonate), a “hangfire” (the explosion is delayed by 2D6 combat rounds), or a premature detonation. See the “Explosives Malfunction Table” (*1990s Handbook*, p. 21).

Plastic explosive and safety fuse are sensitive to cold. Modern C4 is mouldable down to -29°C and freezes at -40°C. Frozen plastic explosive is dangerously unreliable (worsens Malf to 40, with a roll of 41-96 indicating a misfire, 96-00 another malfunction); if it explodes at all,

it does only half Damage. Keep it warm until use. C4 has a shelf life of 5 years before it starts to deteriorate. As the plasticising oils evaporate, the compound loses its flexibility and becomes more sensitive to shock. Malf worsens by -4 percentiles or more.

Ignore “Plastique Explosive” (*At Your Door*, p. 147), which at 80D6/36 m per 0.45 kg vastly overestimates the potential damage.

In the USA, sales of C4 are made through the Defense Logistics Agency. Civilians require an ATF license (p. 33) and a valid end-use permit.

Most C4 on the black market gets stolen from the military, especially during training, when it is easy to set aside a few blocks unnoticed since they are supposed to have been used up. Hundreds of kilograms get stolen annually, although individual thefts typically involve only small amounts. See “How to Get a Gun” (p. 39).

M112 demolition block (1962-) – \$15, very rare, special license.

SKILL Demolitions	BASE CHANCE 01%	DAMAGE 15D6/1 m	DELAY Variable	HIT POINTS 1	MALFUNCTION 99
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Aerojet M18A1 Claymore

The number of ways in which the CLAYMORE may be employed is only limited by the imagination of the user.

– US Army Headquarters, *FM 23-23 Antipersonnel Mine M18A1 and M18 (Claymore)* (1966)

Invented by Norman MacLeod for the US Army and developed for production by Aerojet of Azusa, California, the *M18A1 Claymore* is a directional anti-personnel mine that works like a huge shotgun. It consists of a pocketbook-sized, slightly convex, olive drab plastic box that is 22 cm wide, 8 cm high, and 4 cm deep. It weighs 1.6 kg. The M18A1 contains a 0.7-kg slab of C4 explosive fronted by 700 6-mm ball bearings. Two pairs of folding scissor legs hold it upright. Detonated, the explosive propels the balls forward in a 60° fan, causing a shotgun-like hail of pellets over a large area. To avoid embarrassing mistakes, the mine is clearly marked “Front Toward Enemy,” and the letters are raised to feel them in the dark.

Inside the 60° kill zone to the front of the mine, treat everybody as being under a **Shotgun** 60% Attack, using all the standard rules – Base Chance is halved beyond Base Range 50 m and increased for “Big Targets” (*Call of Cthulhu*, p. 63), and Damage is reduced in several steps. The Base Chance is that of the mine, not the demolitions expert, and cannot be increased with skill points. The pellets are dangerous to 250 m. There is a 360° danger zone some 16 m around the mine, since the explosion itself is not directional. Anyone who is too close, whether in the kill zone or even behind the mine, is attacked by



the 17D6/1 m explosion. Someone who stands directly in front of the mine is thus not only peppered by pellets, but also blown away by the blast. Ignore the mechanics in the “Weapon Tables” (*Call of Cthulhu*, p. 65).

The mine is usually initiated remotely from a safe distance, preferably from behind cover. It comes with an M4 electric blasting cap with 30-m wires on a spool and an M57 blasting machine (p. 203). The mine is command-detonated by the user as he sees an opponent entering the kill zone. Optionally, it can be fitted with an M142 detonator attached to a trip wire. The trip wire requires a Luck roll to avoid. If someone is looking for tripwires, use a Resistance Table roll between the searcher’s Spot Hidden skill and the Conceal skill of the

person who placed the mine. The mine can be detonated using a time-delay detonator (p. 203). This tactic is popular with special forces to discourage enemy troops from following them, and small patrols often carry a mine so prepared in advance to leave on their trail in case of pursuit. Finally, the mine can be detonated by radio command if fitted with a receiver (p. 203).

The M18A1 is used by many militaries, including the Australian, British, Canadian, Danish, and Thai armies. Millions have been produced. It is licence-made in Chile and South Korea and has been copied in France (as the *MAPED F1*), Pakistan (*P5 Mk 1*), Russia (*MON-50*), and South Africa (*Shrapnel Mine No.2*).

For a civilian investigator, the M18A1 is unobtainable except on the black market – where stolen mines *can* be found occasionally. Mafia gangster Henry Hill (of *GoodFellas* fame) had stolen *crates* of the things from a Connecticut armoury in the late 1970s. In 1985, two US Army Special Forces sergeants were charged with having lifted 30 Claymores (as well as 30 M67 hand grenades and other explosives) from their unit's depot in Fort Bragg, North Carolina. They claimed to have done it on orders from a CIA officer, who supposedly required the materiel for a covert operation in Central America ...

TO USE, unfold the legs and use the crude sights on top of the mine to aim it in the right direction. Insert the M4 blasting cap into the plug adapter and screw the adapter into one of the two priming wells on top.

This takes five combat rounds; longer if efforts are made to **Conceal** the mine. Deploy the wires from the spool to a safe position, preferably a fox hole. Plug the wires into the M57 blasting machine, disengage its safety, and smartly depress the handle (many users quickly repeat this to make sure it works ...). The mine goes off on the user's DEX rank. A doubled **Demolitions** or an **Electrical Repair** roll is required to check whether it has been primed correctly. The typical malfunction is a misfire.

Each M18A1 comes in a bag with shoulder strap, which holds the mine, an M4 blasting cap with wires, and an M57 blasting machine. A complete set weighs 3 kg. One in six includes an M40 test device (0.2 kg) to check the electrical circuit. A wooden case with six bags weighs 24 kg.

Since the 1990s, many countries have pledged to no longer use the M18A1 as a victim-initiated mine with tripwire, only as a “command-detonated anti-personnel weapon.” The US military joined these efforts in 2004.

TO SEE the M18A1 in action, watch *Predator*^A (set in 1986), in which it is used with tripwire by mercenary Sergeant Mac Eliot; *Proof of Life* (set in 2000), in which it is used with M57 detonator by mercenary Terry Thorne; *Tears of the Sun* (set in 2002), in which it is used both with M57 detonator and M1A2 time detonator by US Navy SEAL Petty Officer “Red” Atkins; and *Predators*^A (set in 2010), in which it is used with M57 detonator by Spetsnaz soldier Nikolai Fedorov.

Aerojet M18A1 Claymore directional mine (1960-) – \$550, very rare, special license.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	DELAY	HIT POINTS	MALFUNCTION
Demolitions	60%	6D6+6 /3D3+3/2D6 17D6/1 m	10/20/50	Variable	6	99
<i>detonation</i>						

IMPROVISED ORDNANCE

In Unconventional Warfare operations it may be impossible or unwise to use conventional military munitions as tools in the conduct of certain missions. It may be necessary instead to fabricate the required munitions from locally available or unassuming materials ... Manufactured, precision devices almost always will be more effective, more reliable, and easier to use than improvised ones, but shelf items will just not be available for certain operations for security or logistical reasons. Therefore the operator will have to rely on materials he can buy in a drug or paint store, find in a junk pile, or scrounge from military stocks.

– US Army Headquarters, *FM 31-210 Improvised Munitions Handbook* (1969)

There are numerous recipes for improvised explosives, but many require materials that are not readily available. Black powder needs potassium nitrate (saltpetre) and sulphur, while home-made plastic explosive requires potassium chlorate. These chemicals can be extracted from other materials, but the process is often labour-and-time-intensive. Many chemicals can be bought from chemists and farming suppliers, but due to their use in terrorist bombings since the 1970s, most are on government watch lists. This especially concerns ammonium nitrate fertilizer – however, the latter continues to be unlicensed and it is freely available in most

countries, including the USA and Great Britain. Due to their low efficiency, ammonium nitrate-based bombs are usually bulky affairs of 25 kg and more.

A formula for an explosive involving just household materials requires sodium chlorate and sugar. Sodium chlorate used to be sold as a weed killer (and might still be found in a garden shed or cellar); alternatively it can be distilled from bleach compounds or electrolysed from salt water. Creating the explosive requires a doubled **Chemistry** roll or a combination roll of **Know** and **DEXx5**. A 98-00 on either roll results in a workroom explosion (*1990s Handbook*, p. 21).

Pipe Bombs

An improvised explosive can be used as a filler for a *pipe bomb*, a short length of metal plumbing pipe with two end caps. This weighs about 0.5 kg filled. Creating the bomb hull requires a doubled **Mechanical Repair** roll. A pipe bomb needs a blasting cap (p. 203) and a burning fuse (p. 203) or other detonator to set it off. Blasting caps can be created with empty cartridge cases and an initiating explosive such as lead azide or mercury fulminate. Making an initiating explosive requires another **Chemistry** roll. A fuse can be created using black powder and shoelaces. This requires

a **Chemistry** roll. Priming the bomb needs a **Demolitions** roll. A 98-00 on either the **Chemistry** or **Demolitions** rolls results in a workroom explosion, as above.

Once a pipe bomb is fused, light the fuse and use the **Throw** skill to toss it in the right direction. For missed throws, roll 1D6 to determine the direction of the miss from the target, and 1D6 to determine the distance of the miss in metres. See “Explosives” (*1990s Handbook*, p. 21). Depending on the length of the fuse, it explodes in the combat round it is designated to go off, and does so after all other action has ceased.

TO SEE pipe bombs in action, watch *The Terminator*^Δ (set in 1984) and *Shooter* (set in 2006).

Molotov Cocktails

First used in WWI (1914-1918), the *Molotov cocktail* received its name during the Finnish Winter War (1939-1940), after the Soviet foreign affairs commissar, Vyacheslav Molotov. It is a glass bottle filled with a jellied incendiary mixture – usually petrol with some oil, wax, or soap-alcohol. Jellied fuel adheres better to a target and burns hotter. In a pinch, pure alcohol or petrol will do (Damage 1D6 Burn). Compare

“Fire” (*Call of Cthulhu*, p. 57). A burning wick serves as a fuse to ignite the fuel. After the initial combat round, a **Luck** roll determines whether the target catches fire and continues to burn. See “Weapons Table” (*Call of Cthulhu*, p. 65). Halve the **Luck** roll if using ordinary fuel.

Anyone can concoct a bottle with an incendiary liquid; thinking of a jellied fuel recipe requires an **Idea** or doubled **Chemistry** roll. Employing it requires lighting the rag and then throwing the bottle.

Pipe Bomb

SKILL Throw	BASE CHANCE 25%	DAMAGE 6D6/2 m	BASE RANGE STR/STRx3	DELAY Variable	HIT POINTS 6	MALFUNCTION 95
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Molotov Cocktail

SKILL Throw	BASE CHANCE 25%	DAMAGE 1D6+2 Burn	BASE RANGE STR/STRx3	DELAY Impact	HIT POINTS 1	MALFUNCTION 90
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KEEPER'S APPENDIX

Because the truth is that my God is coming back. When he arrives I'll be waiting for him with a shotgun. And I'm keeping the last shell for myself.

— Charles Stross, *The Fuller Memorandum* (2010)

MANY SUPERNATURAL BEINGS ARE RESISTANT OR EVEN IMMUNE against ordinary weapons – and this is in fact one of Lovecraft's main themes. The “monsters” of the

Mythos are outside of human science and understanding, and thus cannot be fought on equal terms.

FIGHTING THE MYTHOS

Cole screamed and opened fire with the machine gun from the tower. In the hot lightning flash of the tracers, Marlowe had a clearer vision of the thing, a winged, armor-plated black worm squirming angrily in the heavy air. The dark scales glittered, turning a storm of bullets, and he had a brief glimpse of great goggling black eyes and gaping jaw full of red swords as the head turned, screaming its defiance and rage against Cole, the lead, and the light ...

— Arinn Dembo, “Suicide Watch” (2001)

In the game, “Armour” up to and including complete immunity against certain weapons (*Call of Cthulhu*, p. 149) is an especially suitable mechanic to enforce the fact that investigators cannot simply blow away a Mythos threat using powerful arms. The Keeper should enforce the limited penetration of many handguns and shotgun loads (p. 26), and not hesitate to modify given Armour Values to adjust protection against specific investigator weapons – many game stats for Mythos beings date to editions of the game when the most powerful arms were double-barrelled shotguns.

The Keeper could rule that supernatural beings can only be taken out by putting “Called Shots” (p. 16) into particularly vulnerable parts of their anatomy. Typical examples are shots to the heart in some vampire myths and shots to the brain in much of the common zombie lore – compare “Flesh-Eating Maniacs from beyond the Grave” (*Blood Brothers*, pp. 92-93). Interestingly, this does not apply to those described under “Zombies” (*Call of Cthulhu*, p. 211).

Mythos creatures may have similar weaknesses. For example, the soft gills of Deep Ones are likely more vulnerable than their thick leathery skin, and a hollow-point bullet into the brain pan should waste a Deep One just as reliably as it would kill a human.

On the other hand, most Deep Ones are heavily muscled, sport scaly skin, and have layers of body fat protecting their vital organs, not unlike the blubber of maritime mammals. They even have thicker craniums to prevent damage from underwater pressure (*Delta Green: Countdown*, p. 237). Hitting a Mi-Go into what passes for its head would in all likelihood have no special effect other than spraying the vicinity with green-pinkish fungal goo. The investigators should make a **Cthulhu Mythos** or **Occult** roll (as applicable) to know about specific weak spots, and a devious Keeper can decide that a certain countermeasure is ineffective. Compare the flexible list of “facts” about “Vampires” (*Call of Cthulhu*, p. 209). None of this works against Mythos deities.



SHOTGUNS V. CTHULHU

In the original game, the shotgun is one of the most powerful weapons available (*Cthulhu Now*, p. 22), capable of dealing more damage than even a huge elephant gun. It is true that a shotgun in the right hands is a deadly weapon – if used against buck or duck, hare or human. However, without special ammunition, shotguns are not considered suitable even for wild boar, let alone bigger beasts. Confronting the Mythos with just a shotgun in hand should bring sweat on an investigator's brow, not make him feel well-armed. To this end, the Keeper could use the realistic rules presented in this book:

- ▲ Even heavy buckshot pellets are bad at penetrating armour (p. 26). Enforcing this rule vastly reduces potential Damage against armoured targets.
- ▲ Birdshot (p. 187) does much less Damage to unarmoured targets, and will be worse against those with armour. At the same time, birdshot is far more likely to be found than buckshot or shotgun slugs.
- ▲ The Keeper should feel free to adjust the Armour Value of Mythos creatures as necessary (see opposite).
- ▲ Shotguns have limited Base Range (p. 49). Investigators brave or desperate enough to let a target come into optimal range will often expose themselves to a variety of close-quarters problems. A charging Deep One can close the gap between Base Range 10 and striking distance within one combat round!

At least some Mythos beings should also be able to Dodge, despite the absence of this skill from most creature entries – use DEX×2 (*Malleus Monstrorum*, p. 13), just like for investigators.

Never forget that any kind of aimed shooting, including “Called Shots,” means that the shooter has to take a concentrated look at the target – practically inviting a SAN check. Telescopic sights, night vision aids, and similar vision enhancements only make this worse ...

Peek-a-Boo

The only machines that can see or hear a leech are us.

– Vaughan Rice, *Ultraviolet* #2 (set in 1998)

Investigators cannot shoot what they cannot see, making refined shooting techniques and tricked-out, high-powered guns loaded with special ammunition useless. The Keeper can make effective use of this, taking a cue from horror films like *Aliens* or *Predator*. This can involve both natural darkness and all manner of cloaking and invisibility effects.

Many Mythos beings and occult monsters, including Colours Out of Space, Dholes, Flying Polyps, Ghasts, Ghouls, Hastur, Hunting Horrors, Mi-Go, Nyogtha, Sand-Dwellers, Servants of Glaaki, vampires, and werewolves, will only, or at least primarily, be encountered during the night or in unlit underground environments. See “Shooting in Darkness” (p. 22).

The unearthly invisibility of some Mythos creatures like Colours Out of Space, Flying Polyps, or Star Vampires poses entirely different problems. It is up to the Keeper to decide whether these can be detected with modern “Weapon Optics” (p. 195).

For example, the Colours Out of Space are said not to radiate in the infrared spectrum of the light (*Call of Cthulhu*, p. 153). If true, this would mean that neither image-intensifying night vision sights nor thermal-imaging sights could detect them. This is contradicted by the claim that a Colour can be seen as a “bright patch of luminosity” with modern “light-intensification gear” (*Call of Cthulhu*, p. 153) – which is nothing but a different name for image-intensifying night vision equipment. This cannot be correct, since image-intensifying devices also detect IR emissions. The Keeper should decide what works best in his campaign, taking into account how accessible the various devices are to the investigators, and whether the investigators’ task is to *find* the Mythos beings or to *fight* them.

Mi-Go cannot be photographed or filmed (*Call of Cthulhu*, p. 168), including digitally (*The Laundry*, p. 214). Due to their extra-dimensional nature and the “odd vibration of their atomic structure” (*Keeper’s Companion*, p. 153), the Mi-Go cannot have their picture taken. Photography works by visualising radiation on a carrier medium. It is therefore almost certain that modern targeting equipment like night vision sights and

thermal-imaging sights cannot register them, either. This cannot be explained by physics, as there already exists image-taking technology that far surpasses ordinary human eyesight. One explanation is that the buzzing, abnormally vibrating Mi-Go (*Delta Green: Eyes Only*, p. 11) oscillate so rapidly that neither old-fashioned cameras nor modern electronics can capture their image – the human eye can see them only because the brain, the most powerful image-processing system known to man, can filter out the movement.

Star Vampires are invisible until they drink (warm) blood (*Call of Cthulhu*, p. 174). This should allow them to be seen even in pitch darkness using thermal sights, which operate on temperature differences. A star vampire might be made visible by spraying it with a “Chemical Spray” (p. 201) containing dye.

Although dead and cold, mummies, skeletons, and zombies should be visible with night vision sights, at least if they are moving.

COUNTERMEASURES

Walther P99, 9mm calibre, fifteen-round magazine, silvercap hollow-points engraved with a semicyclic banishment circuit in ninety-nanometre Enochian.

– Charles Stross, *The Jennifer Morgue* (2006)

Despite the problems of fighting the Mythos, the investigators might nevertheless be able to achieve *some* effect by selecting special weapons or by firing “Special Ammunition” (p. 187) – if only to cover their retreat or to ward off lesser Mythos beings.

Electricity

Powerful electric charges might affect some Mythos beings. As these are not generally portable, investigators will have to do with TASERs (p. 86). These work normally on Deep Ones, Ghasts, Gugs, Sand-Dwellers, and Serpent People. Mi-Go actually take 1D6 damage per combat round from a TASER hit. Most others are immune. Compare “Stunners” (*1990s Handbook*, p. 12).

See also “Tasers and the Possessed” (*The Laundry: Agent’s Handbook*, p. 26).

Fire

Olivia Dunham: I'm not convinced that UV is the most efficient way to destroy it.

Phillip Broyles: You have something else in mind?

Olivia Dunham: I'm thinking flamethrowers.

– *Fringe #4.3* (set in 2011)

Flames from an old-fashioned flamethrower (*Investigator Weapons 1*, pp. 105-106) or a road flare (p. 200), or the incendiary effects of APEI rounds (p. 187), tracers (p. 189), Dragon’s Breath shells (p. 189), or an incendiary grenade (p. 176), might be more effective than ordinary

According to *most* vampire myths, vampires cannot cast a reflection (*Call of Cthulhu*, p. 209). This means they also cannot be seen with image-processing equipment, including scopes, night vision sights, thermal sights, night vision goggles, cameras, etc.

Masters of their Domains

Deep Ones as well as Dagon and Hydra will be encountered in or around water, meaning that in order to attack them, “Shooting into or under Water” (p. 25) may be necessary. A Gnoph-Keh or Ithaqua himself can influence the environment in his favour and will almost certainly require “Shooting in the Cold” (p. 23). For encounters with Sand-Dwellers and mummies, see “Shooting in the Desert” (p. 25).

weapons against some Mythos beings and occult monsters, and even some Mythos deities. Such weapons do half their *Burn* damage against Shoggoths and zombies; normal damage against Flying Polyps, Shub-Niggurath, Tsathoggua, Ubbo-Sathla, and mummies; and double damage against Gnoph-Keh and Ithaqua.

Light

“UV!” Rick bellowed, turning on his flashlight and shining it up on the impacts and, as Ishii could have predicted, the holes and wounds failed to close with such rapid ease where the light fell.

– Greg Stolze, *Mask of the Other* (2012)

Some Mythos beings and occult monsters cringe back from bright light – while it might not inflict any damage, it might put them to flight or at least hold them at bay until other countermeasures can be deployed. This applies to Colours Out of Space, Ghasts, Hunting Horrors, Mi-Go, Servants of Glaaki, and most vampires. Nocturnal or underground creatures like Ghouls are at least uncomfortable in bright light (*The Laundry*, pp. 219-220). Modern flashlights (p. 200) and weapon lights (p. 197) develop around 100-200 lumens, which is the equivalent of daylight on a dark day – and it appears much brighter focused and close-in. Some of the latest devices produce thousands of lumens, as do flash-bang grenades (p. 167). Investigators might find that the lights mounted on their guns have more effect than their bullets ...

Dazzling an opponent with a light (p. 22) works on Byakhees, Deep Ones, Ghouls, Gugs, Sand-Dwellers,

Serpent People, Servants of Glaaki, and Shantaks. Ghasts and Hunting Horrors actually take 1D6 damage from being shined on. Compare “Blinding Flash Guns” (*1990s Handbook*, p. 13).

If ordinary white light does not do the trick, then ultraviolet (UV) light might. It might stall the regeneration of Shoggoths, and might also be effective against some vampires, perhaps as damaging as sunlight. Sunlight-shunning Mythos beings like Ghasts and Hunting Horrors take 2D6 damage from UV light. Flashlights emitting UV light are commercially available, and LED weapon lights can easily be rigged to emit UV light instead of their normal white light by replacing the LED diode.

Magic

Reggie watched them for a moment and then looked back down at Adolph with a terrible grin. He unzipped his jacket, which was riddled with bullet holes, and plucked at the white t-shirt inside that hung loose – loose over his bare, unmarked chest. “Be seeing you”...

– John Tynes, “The Corn King” (2001)

Magic spells might work on weaponry, depending on the style of game that the Keeper prefers – only a “pulp” campaign will sustain the impact of “magic” weapons. Even if he allows them, such enhanced weapons should be exceedingly rare and are probably best used as plot devices when every shot has to count (compare the Demon-slaying Colt No.5 revolver and its five magical silver bullets in *Supernatural*).

Bullets can be enhanced with a *Banishing* spell (*The Laundry*, p. 145), but those only work on some Mythos beings. For detailed suggestions concerning other magical ammunition, see “Occult Shotgun Shells” (*The Laundry: Agent’s Handbook*, pp. 49-50).

The blood sacrifices required for the spells below betray their voodoo origins. The Keeper might allow a fasting, bleeding, and cleansing ritual similar to the Native American *Sun Dance* instead. Such a ritual costs the spell caster 1D3 Hit Points.

BLESS BULLET: Similar to *Bless Blade* (*Call of Cthulhu*, pp. 220-221), this creates bullets capable of killing entities which cannot be harmed by ordinary weapons. It requires the blood sacrifice of an animal of at least SIZ 10 as well as 1D4 SAN points and 1 point of POW from the creator for each bullet made. The bullet must be of an elemental metal such as pure iron or silver (see the suggestions for making silver bullets, below). Blessed bullets are single-use items. Once fired, they lose all magical properties, even if recovered.

ENCHANT WEAPON: Similar to *Enchant Gris-Gris* (*Call of Cthulhu*, p. 234), this creates a weapon that gives the owner special abilities, like the sacred “Big Medicine” rifles of the Native Americans. The spell costs the caster 3 magic points, while the owner of the weapon has to invest 1 point of POW, 1D4 SAN points, and a

variable number of magic points. An animal of at least SIZ 10 must be sacrificed. A magical aura produced by engravings and items added to the weapon (for example, magical words or signs scratched into a knife blade or pistol slide, coffin nails or silver studs in the wooden stock, brass tacks in the shape of a Thunderbird or medicine wheel cross, a sleeve of beads on the handguard, an inscribed parchment in the oiler or battery compartment of the shoulder stock, blood poured down the barrel during the enchantment, etc.) improves one aspect of the weapon, specified before the enchantment begins – increasing the owner’s combat skill by +5 percentiles, improving the Malf of the weapon by +5 percentiles (if this improves it to better than 00, it will never malfunction while in the owner’s hands!), increasing Damage by +1 when used by the owner – for each magic point the owner invests in the enchanted weapon. An enchanted weapon will not damage beings that are immune to ordinary weapons.

IMPECCABLE THROW: This spell (*Call of Cthulhu*, pp. 237-238) virtually screams to be used with hand grenades (p. 167), incendiary grenades (p. 176), or Molotov cocktails (p. 206).

TURN BULLET: This spell creates a magical item that protects against ordinary firearms. The spell costs the caster 3 magic points, while the owner of the item has to invest 1 point of POW, 1D6 SAN points, and 3 magic points. An animal of at least SIZ 10 must be sacrificed. The item typically takes the shape of an amulet, often a leather pouch with magical contents, like the Brazilian *patuá* or Ghanaian *gris-gris*. It can also be a garment, often a shirt or vest, decorated with magical signs or interwoven amulets. Bullet-turning magic is practised by witch-doctors, shamans, *mandingas*, *wu ma*, and so forth in many parts of the world, including in most of Africa, but also in parts of Asia and the Americas. The Keeper could make it available to cultists to protect them against trigger-happy investigators ... and of course it only works if you truly believe in it. When the



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British SAS took down the West Side Boys in Operation BARRAS (2000) in Sierra Leone, many of the rebels wore bizarre magical amulets intended to make them bullet-proof. During the Civil War in Liberia in 2003, fighters believed in the bullet-turning capabilities of magic charms concealed under wigs and of powdered leaves applied as war paint to the face.

Rock Salt

Rock salt loaded in shotshells (p. 188) might be effective against some ghosts and wraiths. Generally, a successful attack means they disappear – only to return again later!

With an Idea roll and a doubled Craft (Gunsmith) or a Mechanical Repair roll, an inventive gunman could prepare a similar load, but with the *Baneful Dust of Hermes Trismegistus* (*Call of Cthulhu*, p. 219), the *Dust of Suleiman* (*Call of Cthulhu*, p. 232), or the *Powder of Ibn Ghazi* (*Call of Cthulhu*, p. 240)!

Shaped Charge

Shaped charges such as found in High Explosive Anti-Tank (HEAT) warheads are designed to penetrate very thick steel armour plates (p. 181). It seems unreasonable to treat them the same as ordinary firearms or non-directional explosives, which as “physical weapons” do virtually no damage to many Mythos creatures, even if they are corporeal. Shaped charges require a certain resistance from a reasonably hard target to initiate their fuzes. The Keeper could require a successful Luck roll to the warhead to explode against specific Mythos beings, like the rather flexible Shoggoths. Handheld rocket launchers penetrating at least 30 cm of armour steel do 2D6 to Cthonians, 1D6 to Shoggoths, and 3 damage points to Dark Young of Shub-Niggurath. Compare “Armbrust Anti-Tank Missile Launcher” (*At Your Door*, p. 146).

Silver

Silver bullets are effective against werewolves, and might also work against other occult monsters, such as vampires. Compare the damage rolled against the werewolf’s CON on the Resistance Roll table. Overcoming its CON means it dies; otherwise it takes half damage.

Silver bullets cannot be bought, but have to be made using a halved Craft (Gunsmith) roll. A troy ounce (31.1 g) of silver costs around \$40 today and allows seven 5.56×45mm NATO; four 9×19mm Parabellum; three .38 Special, .40 S&W, or 7.62×51mm NATO; or two .45 ACP cartridges to be loaded – or one 12-gauge shotshell.

Replacing the 700 ball bearings in an M18A1 Claymore mine (p. 204) with silver pellets requires a Demolitions and a Mechanical Repair roll, as well as 640 g of silver (ingots for more than \$820 or a large amount of melted-down silver jewellery).

Tear Gas

Irritant gases like CS or OC as found in “Tear Gas Grenades” (p. 175) and “Chemical Spray” (p. 201) are effective against Deep Ones, Ghasts, Ghouls, Gugs, Mi-Go, Rat-Things, Sand-Dwellers, Serpent People, and Tcho-Tcho. Reduce POT by -2 against Mi-Go. Elder Things and members of the Great Race are blinded for 2D6 minutes, which due to their other senses results in penalty of (only) -10 percentiles to their attacks and skill rolls. See “Chemical Devices” (*1990s Handbook*, pp. 13-14).

A Demolitions or halved Mechanical Repair and a Chemistry roll allows filling a smoke or gas grenade with a different compound, tailored for effect against Mythos creatures – researching the effect typically needs at least a Biology or Medicine roll, possibly combined with a Cthulhu Mythos or Occult roll.

Water

Water is dangerous to Fire Vampires. Investigators with access to a flamethrower (*Investigator Weapons 1*, pp. 105-106) could simply fill its tank with water instead of flame oil. This requires a doubled Heavy Weapons (Flamethrower) roll. The device can then be used as normal, doing 1D6 damage per squirt (the water obviously does no damage against ordinary targets). A Super Soaker-type squirt gun might work, but probably does minimal or even no damage due to the limited amount of water thrown – 1 point of damage requires about 2 litres of water (*Call of Cthulhu*, p. 158).

Holy water has no effect at all against the Mythos ...

CULTIST WEAPONS

In other countries, e.g. some states of USA, South Africa, it is perfectly legal for members of the public to own certain types of firearms. If you live in such a country, obtain an assault rifle legally, preferably AK-47 or variations, learn how to use it properly and go and practice in the areas allowed for such training.

— Anonymous, "How I Can Train Myself for Jihad" (Undated)

Which weapons are suitable for an African war doctor, Haitian *Hoodoo* cultist, Louisiana redneck, Mad Arab, *Taliban*, or other folks that the investigators might encounter? The following suggestions might be useful:

Sub-Saharan Africa: Common African weapons include clubs and machetes (p. 200) like the Kenyan *panga*. Typical firearms are the Izhamash AK assault rifle (p. 115), H&K G3A3 automatic rifle (p. 104), and Bazalt RPG-7 launcher (p. 182).

China: Common weapons includes axes, clubs, hammers, and knives, as well as hunting shotguns similar to the Baikal IZH-43 (p. 135). Cultists might also have access to illegal guns like the NORINCO QSZ59 pistol (p. 74) and NORINCO QBZ56 assault rifle (p. 118).

North Africa/Middle East: Common weapons are knives and swords, but also the Colt M16A1 assault rifle (p. 102), Izhamash AK assault rifle, H&K G3A3 automatic rifle, and Bazalt RPG-7 launcher. Molotov cocktails (p. 206) are common.

Europe: Typical weapons are clubs and knives, but also hunting guns like the Baikal IZH-43 or Beretta DT10 (p. 139). Typical illegal guns include the Beretta Mod 92F pistol (p. 55), Izmekh PM pistol (p. 74), Walther PPK pistol (p. 89), Izhamash AK assault rifle, ČZ Sa vz.61 Škorpión submachine gun (p. 151), and IMI Uzi submachine gun (p. 162). Molotov cocktails are widespread.

North America: American cultists will almost certainly be armed with firearms, ranging from common handguns like the Glock 19 pistol (p. 63) or S&W Model 10 revolver (p. 81) over hunting weapons like the Mossberg Model 500A field gun (p. 142) to semiautomatic paramilitary rifles like the Colt AR-15 series (p. 103) or NORINCO MAK-90 (p. 118). Also quite possible are the Barrett Model 82A1 rifle (p. 97) and automatic weapons, either obsolete guns like the Guide Lamp M3 (p. 153) or illegally converted ones like a "MAC-10" (p. 166). Pipe bombs (p. 206) and Molotov cocktails are likely.

South and Middle America: Cultists in Latin America are likely to be armed with knives and machetes. Firearms such as the Taurus Mod 85 revolver (p. 83), Taurus PT92 pistol (p. 56), and double-barrelled shotguns similar to the Baikal IZH-43 are typical. Full-automatic guns are likely, possibilities including the Colt M16A1 assault rifle, IMI Galil assault rifle (p. 113), and Izhamash AK assault rifle.

South and Southeast Asia: Common weapons are clubs and knives, including traditional blades like the *kukri* (*The Unspeakable Oath* #16/17, p. 92) or *pesh kabz* (*The Unspeakable Oath* #16/17, p. 93). Possible guns include the Glock 19 pistol, Webley Mk VI revolver (*Investigator Weapons* 1, pp. 58-59), Enfield SMLE No.1 Mk III rifle (*Investigator Weapons* 1, pp. 65-66), Colt M16A1 assault rifle, H&K G3A3 automatic rifle, and Izhamash AK assault rifle.

ALPHABET AGENCIES

1er RPIMa – French *1er Régiment de Parachutistes d'Infanterie de Marine* ("1st marine infantry parachute regiment").

160th SOAR – US Army 160th Special Operations Aviation Regiment. *Delta Green*, pp. 254-255.

ACE – US JSOC Army Compartmented Element. Was the US JSOC Combat Applications Group (**CAG**) between 1991 and 2010. *1990s Handbook*, pp. 41-42; *Delta Green*, pp. 254-255.

AFEAU – Colombian *Agrupación de Fuerzas Especiales Anti-Terroristas Urbanas* ("urban anti-terrorist special forces group"). *Delta Green: Countdown*, p. 331.

AFOSI – US Air Force Office of Special Investigations. *1990s Handbook*, pp. 40-41; *Delta Green*, pp. 240-241.

AFP – Australian Federal Police. *Delta Green: Countdown*, p. 319.

AFSOC – US Air Force Special Operations Command. *Delta Green*, p. 254.

ARW – Irish Army Ranger Wing.

ATF – US Bureau of Alcohol, Tobacco, Firearms and Explosives. Was the Bureau of Alcohol, Tobacco and Firearms between 1968 and 2002. *1990s Handbook*, p. 32; *Delta Green*, p. 269.

AWG – US Army Asymmetric Warfare Group.

BfV – German *Bundesamt für Verfassungsschutz* ("federal office for the protection of the constitution"). *Delta Green: Countdown*, pp. 348-349.

BIA – US Bureau of Indian Affairs.

BKA – German *Bundeskriminalamt* ("federal criminal police office").

BND – German *Bundesnachrichtendienst* ("federal intelligence service"). *Delta Green: Countdown*, pp. 347-348.

BORTAC – US Border Patrol Tactical Unit.

CAG – US Army Combat Applications Group. Was the 1st Special Forces Operational Detachment – Delta (**1st SFOD-D**) between 1977 and 1991. *1990s Handbook*, pp. 41-42; *Delta Green*, pp. 254-255.

CBP – US Customs and Border Protection. Compromised of the uniformed elements of the US Customs Service and US Immigration and Naturalization Service (**INS**) from 2003. *Delta Green*, p. 272 and p. 263.

CGSU – Belgian *Commissariaat-Generaal Special Units* ("special units of the commissioner general").

CIA – US Central Intelligence Agency. *1990s Handbook*, pp. 35-36; *Delta Green*, pp. 276-277.

CIC – US Army Criminal Investigation Command. *Delta Green*, p. 242.

CNC – British Civil Nuclear Constabulary. Was the United Kingdom Atomic Energy Authority Constabulary (**UKAEAAC**) between 1955 and 2005. *The Black Seal #1*, p. 78; *The Laundry*, p. 116.

COE – Nicaraguan *Comando de Operaciones Especiales* ("special operations command").

COMSUBIN – Italian *Comando Subacqueo ed Incursori* ("diver and raider command").

CPA10 – French *Commando Parachutiste de l'Air No. 10* ("air force parachute commando no.10").

CPU – British RMP Close Protection Unit. *The Black Seal #2*, pp. 79-80.

CRS – French *Compagnies Républicaines de Sécurité* ("republican security companies"). *Delta Green: Countdown*, pp. 342-343.

CTB71 – Jordanian Counter-Terrorist Battalion 71.

DCIS – US Defense Criminal Investigative Service.

DEA – US Drug Enforcement Administration. *1990s Handbook*, p. 33; *Delta Green*, p. 261.

DEVGRU – US JSOC Developmental Group. Was **SEAL Team Six** between 1980 and 1987. *1990s Handbook*, pp. 41-42; *Delta Green*, pp. 254-255.

DGSE – French *Direction Générale de la Sécurité Exterieure* ("general directorate for external security"). *Delta Green: Countdown*, pp. 342-343.

DIA – US Defense Intelligence Agency. *1990s Handbook*, pp. 40-41; *Delta Green*, p. 247.

DIGICI – Guatemalan *Dirección General de Inteligencia Civil* ("general directorate of civil intelligence").

DOD – US Department of Defense.

DSI – Algerian *Détachement Spécial d'Intervention* ("special intervention unit").

DSS – US Diplomatic Security Service. Part of the Bureau of Diplomatic Security. *Delta Green: Countdown*, p. 421.

DYK – Greek *Dioikisy Ypovrixion Kastrofon* ("underwater demolition command").

EKO – Austrian *Einsatzkommando* ("task force").

EPA – US Environmental Protection Agency. *Delta Green*, p. 258.

ERT – Canadian Emergency Response Team. *Delta Green: Countdown*, p. 328.

ERU – Irish Emergency Response Unit.

FAMS – US Federal Air Marshals Service.

FBI – US Federal Bureau of Investigations. *1990s Handbook*, pp. 31-32; *Delta Green*, pp. 262-263.

FDA – US Food and Drug Administration Office of Criminal Investigations.

FEPA – Mexican *Fuerzas Especiales Policiales de Apoyo* ("special police support forces").

FES – Mexican *Fuerzas Especiales* ("special forces").

FFDO – US Federal Flight Deck Officer.

FKP – Danish *Frømandskorpset* ("frogmen corps").

FOES – Peruvian *Fuerza de Operaciones Especiales* ("special operations forces").

FSB – Russian *Federal'naya Sluzhba Bezopasnosti* ("federal security service"). *Delta Green: Countdown*, p. 385.

FSK – Norwegian *Forsvarets Spesialkommando* ("special command of the defence").

FSO – Russian *Federal'naya Sluzhba Okhrani* ("federal protective service"). *Delta Green: Countdown*, p. 386.

FWS – US Fish and Wildlife Service. *Delta Green*, p. 260.

GAFE – Mexican *Grupo Aeromóvil de Fuerzas Especiales* ("airmobile special forces group").

GCP – French *Groupement des Commandos Parachutistes* ("commando parachute group").

GEO – Spanish *Grupo Especial de Operaciones* ("special operations group").

GEOF – Argentine *Grupo Especial de Operaciones Federales* ("federal special operations group").

GID – Jordanian General Intelligence Directorate. *Delta Green: Countdown*, p. 366.

GIGN – French <i>Groupe d'Intervention de la Gendarmerie Nationale</i> (“intervention group of the national gendarmerie”). <i>Delta Green: Countdown</i> , pp. 345-346.	JTF2 – Canadian Joint Task Force 2. <i>Delta Green: Countdown</i> , p. 326.	OSS – US Office of Strategic Services. <i>Delta Green</i> , pp. 20-21.
GIPN – French <i>Groupe d'Intervention de la Police Nationale</i> (“intervention group of the national police”). <i>Delta Green: Countdown</i> , pp. 346-347.	KCT – Dutch <i>Korps Commando Troepen</i> (“corps commando troops”).	PASKAL – Malaysian <i>Pasukan Khas Laut</i> (“naval special forces”).
GIS – Algerian <i>Groupe d'Intervention Spécial</i> (“special intervention group”).	KOPASKA – Indonesian <i>Komando Pasukan Katak</i> (“navy special forces command”).	PET – Danish <i>Politiets Efterretningstjeneste</i> (“police intelligence service”). <i>Delta Green: Countdown</i> , pp. 335-336.
GIS – Italian <i>Gruppo Intervento Speciale</i> (“special intervention group”). <i>Delta Green: Countdown</i> , p. 364.	KOPASSUS – Indonesian <i>Komando Pasukan Khusus</i> (“army special forces command”).	PFA – <i>Policía Federal Argentina</i> (“federal police of Argentina”). <i>Delta Green: Countdown</i> , p. 319.
GNR – Russian <i>Gruppa Nemedlennogo Reagirovaniya</i> (“immediate reaction group”).	KSK – German <i>Kommando Spezialkräfte</i> (“special forces command”).	PGK – Malaysian <i>Pasukan Gerakan Khas</i> (“special operations command”).
GOES – El Salvadoran <i>Grupo de Operaciones Especiales</i> (“special operations group”). <i>Delta Green: Countdown</i> , p. 337.	KSM – German <i>Kommando Spezialkräfte der Marine</i> (“special forces command of the navy”).	PIR – Angolan <i>Pólicia de Intervenção Rápida</i> (“rapid intervention police”).
GOPES – Mexican <i>Grupo de Operaciones Especiales</i> (“special operations group”).	LAPD – Los Angeles Police Department.	PIRA – Provisional Irish Republican Army. <i>The Black Seal #2</i> , pp. 80-81.
GROM – Polish <i>Grupa Reagowania Operacyjno Manewrowego</i> (“operational mobile reaction group”). <i>Delta Green: Countdown</i> , pp. 380-381.	MACV-SOG – US Military Assistance Command, Vietnam – Studies and Observation Group.	PSB – Russian <i>Prezidentskaya Sluzhba Bezopasnosti</i> (“presidential security service”). <i>Delta Green: Countdown</i> , p. 387.
GRU – Russian <i>Glavnoye Razvedyvatel'noye Upravleniye</i> (“chief intelligence directorate of the general staff”). <i>Delta Green: Countdown</i> , p. 389.	MAD – German <i>Amt für den Militärischen Abschirmdienst</i> (“bureau of the military counterintelligence service”).	PSD – US DOD Protective Security Detail.
GRUFE – Peruvian <i>Grupo de Fuerzas Especiales</i> (“special forces group”).	Magav – Israeli <i>Mishmar haGvul</i> (“border police”). <i>Delta Green: Countdown</i> , p. 360.	RAF – British Royal Air Force.
GRUMEC – Brazilian <i>Grupo de Mergulhadores de Combate</i> (“combat diver group”).	MJK – Norwegian <i>Marinejegerkommando</i> (“navy rangers command”).	RAF – German <i>Rote Armee Fraktion</i> (“red army faction”).
GSG9 – German <i>Grenzschutzgruppe 9</i> (“border guard group 9”). <i>Delta Green: Countdown</i> , pp. 349-350.	Mossad – Israeli <i>Mossad le-Modiin ute-Tafkidim Meyuhadim</i> (“institute for intelligence and special tasks”). <i>Delta Green: Countdown</i> , p. 361.	RAID – French <i>Recherche Assistance Intervention Dissuasion</i> (“research, assistance, intervention, deterrence”). <i>Delta Green: Countdown</i> , pp. 346-347.
HRT – US FBI Hostage Rescue Team. <i>1990s Handbook</i> , p. 32; <i>Delta Green</i> , p. 262.	MVD – Russian <i>Ministervo Vnutennikh Del</i> (“ministry of internal affairs”). <i>Delta Green: Countdown</i> , p. 392.	RCMP – Royal Canadian Mounted Police. <i>Delta Green: Countdown</i> , p. 328.
ICE – US Immigration and Customs Enforcement. Compromised of the plainclothes elements of the US Immigration and Naturalization Service (INS) and US Customs Service from 2003. <i>Delta Green</i> , p. 263 and p. 272.	NASA – US National Aeronautics and Space Administration.	RENEA – Albanian <i>Reparti i Neutralizimit të Elementit të Armatosur</i> (“unit for the neutralization of armed elements”).
IRA – Irish Republican Army. <i>The Black Seal #2</i> , pp. 80-81.	NATO – North Atlantic Treaty Organization.	RMP – British Royal Military Police. <i>The Black Seal #2</i> , pp. 79-80.
IRS CI – US Internal Revenue Service Criminal Investigation. <i>1990s Handbook</i> , pp. 33-34; <i>Delta Green</i> , p. 271.	NCIS – US Naval Criminal Investigative Service. Was the Naval Investigative Service (NIS) between 1966 and 1985. <i>1990s Handbook</i> , pp. 40-41; <i>Delta Green</i> , p. 266.	SAD – US CIA Special Activities Division. <i>Delta Green</i> , pp. 276-277.
ISI – Pakistani Inter-Services Intelligence. <i>Delta Green: Countdown</i> , pp. 378-379.	NIH – US National Institutes of Health.	SÄPO – Swedish <i>Säkerhetspolisen</i> (“security police”). <i>Delta Green: Countdown</i> , p. 396.
JaKdo – Austrian <i>Jagdkommando</i> (“hunting command”).	NOCS – Italian <i>Nucleo Operativo Centrale di Sicurezza</i> (“central security operations unit”).	SAPS – South African Police Service. <i>Delta Green: Countdown</i> , p. 394.
JSOC – US Joint Special Operations Command. <i>Delta Green</i> , pp. 254-255.	NPS – US National Park Service. <i>Delta Green</i> , p. 259.	SAS – British Special Air Service. <i>1990s Handbook</i> , pp. 41-42; <i>Delta Green: Countdown</i> , p. 416; <i>The Laundry</i> , pp. 116-117.
	NSG – Indian National Security Guard.	SASR – Australian Special Air Service Regiment. <i>Delta Green: Countdown</i> , p. 322.
	NYPD – New York Police Department.	Sayeret Mat'Kai – Israeli <i>Sayeret Mate Klali</i> (“reconnaissance unit of the general staff”). <i>1990s Handbook</i> , pp. 41-42.
	OMON – Russian <i>Otryad Mobilny Osobogo Naznacheniya</i> (“special purpose mobilization unit”). Was the <i>Otryad Militsii Osobogo Naznacheniya</i> (OMON) between 1979 and 2012. <i>Delta Green: Countdown</i> , p. 392.	SAT – Japanese Special Assault Team (<i>Tokushu Kyūshū Butai</i>). <i>Delta Green: Countdown</i> , p. 366.
	ONI – US Office of Naval Intelligence. <i>1990s Handbook</i> , pp. 40-41; <i>Delta Green</i> , p. 266.	SAT – Turkish <i>Su Altı Taarruz</i> (“underwater attack”).

SBS – British Special Boat Service. 1990s *Handbook*, pp. 41-42; *Delta Green: Countdown*, p. 417.

SCO19 – London Metropolitan Police Service Special Firearms Command Unit 19. Was the Special Operations Unit 19 (**SO19**) between 1991 and 2005 and the Central Operations Unit 19 (**CO19**) between 2005 and 2012. *The Black Seal #1*, p. 58; *The Laundry*, p. 116.

SEAL – US Navy Sea, Air, Land. 1990s *Handbook*, pp. 41-42; *Delta Green*, p. 254.

SEK – German *Sondereinsatzkommando* (“special task force”).

Shabak – Israeli *Sherut haBitachon haKlali* (“general security service”). *Delta Green: Countdown*, p. 362.

SOCOM – US Special Operations Command. *Delta Green*, p. 254.

SOG – USMS Special Operations Group. 1990s *Handbook*, p. 37; *Delta Green*, p. 265.

Spetsnaz – Russian GRU *Spetsialnogo Naznacheniya* (“special purpose”). 1990s *Handbook*, pp. 41-42; *Delta Green: Countdown*, p. 389.

SRG – Australian AFP Specialist Response Group. Merged the Operational Response Group (**ORG**) that existed between 2006 and 2012 and Special Response & Security (**SRS**) which existed between 2003 and 2012. *Delta Green: Countdown*, pp. 319-320.

SSG – Pakistani Special Service Group.

SSG – Swedish *Särskilda Skyttegruppen* (“special shooters group”).

SWAT – Special Weapons and Tactics.

USAF – US Air Force.

USCG – US Coast Guard. *Delta Green*, p. 268.

USMC – US Marine Corps.

USMS – US Marshals Service. 1990s *Handbook*, p. 37; *Delta Green*, p. 265.

USPIS – US Postal Inspection Service. *Delta Green*, p. 279.

USSS – US Secret Service. 1990s *Handbook*, pp. 36-37; *Delta Green*, p. 273.

Ya'Ma'M – Israeli *Yehida Merkazit Meyuhedet* (“special central unit”). *Delta Green: Countdown*, p. 360.

ZUZ – German *Zentrale Unterstützungsgruppe Zoll* (“central customs support group”).

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ABOUT THE AUTHOR

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Hans-Christian "Grey Tiger" Vortisch, MA, is the author of *Investigator Weapons 1: The 1920s and 1930s* (2012) and the Pegasus Press *Cthulhu – Waffen-Handbuch* (2008). He has contributed to several other German *Call of Cthulhu* publications, including *Cthulhu – Deutschland*, *Cthulhu – In Nyarlathoteps Schatten*, *Cthulhu – Niemandsland*, and *Cthulhu – Now*. He has published *Call of Cthulhu* articles in *The Black Seal*, *Cthulhoide Welten*, and *Worlds of Cthulhu*. In 2001, Hans compiled the infamous "Delta Green Agent Armament Archives."

Hans is a prolific writer for Steve Jackson Games' GURPS line, his efforts including *GURPS Covert Ops*, *GURPS Gun Fu*, *GURPS High-Tech*, *GURPS High-Tech: Adventure Guns*, *GURPS High-Tech: Pulp Guns*, *GURPS Loadouts: Monster Hunters*, *GURPS Martial Arts: Fairbairn Close Combat Systems*, *GURPS Modern Firepower*, *GURPS SEALs in Vietnam*, *GURPS Special Ops*, *GURPS Tactical Shooting*, and *GURPS WWII: Motor Pool*. He has been published in *Challenge* and *Pyramid* magazines.

Hans lives in Berlin, Germany, where he enjoys shooting, reading, watching films, and listening to rock 'n' roll.

For detailed, up-to-date agency inventories, visit the author's "World Inventory" site at sites.google.com/site/worldinventory/

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MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	COMMON		YEAR	AVAIL	PAGE
									10+	8	2009-	R-SL	76
AWC Amphibian ¥	.22 LR	20%	1D6+1	20	3(4)	10+	8	\$1,200	97	MIS	2009-	R-SL	76
AWC Amphibian S ¥	.22 LR	20%	1D6+1	20	3(4)	10+	8	\$1,300	97	MIS	2009-	R-SL	76
Balkal IZH-70-17A	.380 ACP	20%	1D8+1	15	2(3)	8+	8	\$200	99	FTE	1991-	C	135
Beretta Mod 92A1 (M9A1)	9×19mm	20%	1D10	15	2(3)	15+	8	\$700	98	FTE	2005-	S	56
Beretta Mod 92F (M9)	9×19mm	20%	1D10	15	2(3)	15+	8	\$650	98	FTE	1984-1989	VC	56
Beretta Mod 92FS (M9)	9×19mm	20%	1D10	15	2(3)	15+	8	\$650	98	FTE	1989-	VC	56
Beretta Mod 92G (PA MAS G1)	9×19mm	20%	1D10	15	2(3)	15+	8	\$650	98	FTE	1989-	S	56
Beretta Mod 92SB	9×19mm	20%	1D10	15	2(3)	15+	8	\$650	98	FTE	1980-1991	S	56
Beretta Mod 93R	9×19mm	10%†	1D10	15	2(3)B	15/20/32+1	8	\$1,350	98	FTE	1978-1993	VR-SL	56
Beretta Mod 96D Brigadier	.40 S&W	20%	1D10+1	15	2(3)	11+	8	\$650	98	FTE	1992-2006	VC	56
Beretta Mod 950BS	.22 Short	20%	1D6	5	3(4)	6+	6	\$275	97	FTE	1978-1992	S	57
Beretta Mod 950BS	.25 ACP	20%	1D4+1	5	3(4)	8+	6	\$275	98	FTE	1978-2002	C	57
Colt Combat Commander 70	.45 ACP	20%	1D10+2	15	1(2)	7+	8	\$975	98	FTE	1970-1983	S	60
Colt Delta Elite	10×25mm	20%	1D8+1D6	15	1(2)	8+	8	\$1,015	98	FTE	1987-	R	60
Colt Government 70	.45 ACP	20%	1D10+2	15	1(2)	7+	8	\$975	98	FTE	1978-1999	S	60
Colt Government M1911A1	.45 ACP	20%	1D10+2	15	1(2)	7+	8	\$950	98	FTE	1924-1970	VC	60
Colt Government M1991A1	.45 ACP	20%	1D10+2	15	1(2)	7+	8	\$885	98	FTE	1991-	VC	60
Colt Officer's M1991A1	.45 ACP	20%	1D10+2	10	1(2)	6+	7	\$885	98	FTE	1992-1999	S	60
FN Five-seven	5.7×28mm	20%	2D6	25	3(4)	20+	8	\$1,200	98	FTE	1998-	S	61
FN-Browning High Power (L9A1)	9×19mm	20%	1D10	15	2(3)	13/20+1	8	\$1,050	98	FTE	1935-	VC	62
FN-Browning High Power	.40 S&W	20%	1D10+1	15	2(3)	10+	8	\$1,050	98	FTE	1994-	R	62
Glock 17 (L134A1, P 80, P9M)	9×19mm	20%	1D10	15	2(3)	17+	8	\$500	99	FTE	1983-	VC	65
Glock 18C	9×19mm	10%†	1D10	15	2(3) or 40	17/31+1	8	\$1,000	99	FTE	1996-	VR-SL	65
Glock 19	9×19mm	20%	1D10	10	2(3)	15+	8	\$500	99	FTE	1988-	VC	65
Glock 20	10×25mm	20%	1D8+1D6	15	1(2)	15+	8	\$550	99	FTE	1991-	R	65
Glock 21	.45 ACP	20%	1D10+2	15	1(2)	13+	8	\$550	99	FTE	1991-	C	66
Glock 22	.40 S&W	20%	1D10+1	15	2(3)	15+	8	\$500	99	FTE	1990-	VC	66
Glock 23	.40 S&W	20%	1D10+1	10	2(3)	13+	8	\$500	99	FTE	1990-	VC	66
Glock 25	.380 ACP	20%	1D8+1	10	2(3)	15+	8	\$500	99	FTE	1995-	VR	66
Glock 26	9×19mm	20%	1D10+1	15	2(3)	10+	6	\$500	99	FTE	1995-	C	66
Glock 27	.40 S&W	20%	1D10+1	10	2(3)	9+	6	\$500	99	FTE	1995-	C	66
Glock 34	9×19mm	20%	1D10	15	2(3)	17+	8	\$500	99	FTE	1998-	S	65
Glock 35	.40 S&W	20%	1D10+1	15	2(3)	15+	8	\$500	99	FTE	1998-	S	66
Glock 36	.45 ACP	20%	1D10+2	10	1(2)	6+	6	\$550	99	FTE	2000-	S	66
H&K HK45	.45 ACP	20%	1D10+2	15	1(2)	10+	8	\$1,050	99	FTE	2006-	S	67
H&K HK45C	.45 ACP	20%	1D10+2	10	1(2)	8+	8	\$1,050	99	FTE	2006-	S	67
H&K HK45CT (MK 24 MOD 0)	.45 ACP	20%	1D10+2	10	1(2)	8+	8	\$1,300	99	FTE	2010-	R	67
H&K MK 23 MOD 0 ¥	.45 ACP	20%	1D10+2	20	1(2)	12+	9	\$2,015	99	FTE	1996-2010	R	72

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MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALF	MALFUNCTION	YEAR	AVAIL	PAGE
H&K P2A1	26.5×38mmR	20%	1D10+1D3+Burn	10	1(1)	1	8	\$275	99	MIS	1974-	R	68
H&K P7	9×19mm	20%	1D10	15	2(3)	8+	8	\$1,550	99	0M	1979-1986	S	69
H&K P7M8	9×19mm	20%	1D10	15	2(3)	8+	8	\$1,550	99	0M	1981-2005	S	69
H&K P7M10	.40 S&W	20%	1D10+1	15	2(3)	10+	8	\$1,850	99	0M	1992-1994	R	69
H&K P7M13	9×19mm	20%	1D10	15	2(3)	13+	8	\$1,850	99	0M	1982-1994	S	69
H&K P11	7.62×36mm	20%	1D8	15	3(4)	5	8	\$2,000	99	MIS	1976-1980	VR-SI	70
<i>underwater</i>													
H&K P30	9×19mm	20%	1D10	15	2(3)	15+	8	\$925	99	FTE	2006-	S	67
H&K P30	.40 S&W	20%	1D10+1	15	2(3)	13+	8	\$925	99	FTE	2006-	S	67
H&K P30L	9×19mm	20%	1D10	15	2(3)	15+	8	\$925	99	FTE	2008-	S	67
H&K USP (P8)	9×19mm	20%	1D10	15	2(3)	15+	8	\$800	99	FTE	1993-	C	72
H&K USP	.40 S&W	20%	1D10+1	15	2(3)	13+	8	\$800	99	FTE	1993-	C	72
H&K USP	.45 ACP	20%	1D10+2	15	1(2)	12+	8	\$850	99	FTE	1995-	C	72
H&K USP Compact (P10)	9×19mm	20%	1D10	10	2(3)	13+	8	\$820	99	FTE	1996-	S	72
H&K USP Compact	.40 S&W	20%	1D10+1	10	2(3)	12+	8	\$820	99	FTE	1996-	C	72
H&K USP Compact	.45 ACP	20%	1D10+2	10	1(2)	8+	8	\$820	99	FTE	1996-	S	72
H&K USP Compact Tactical ¥	.45 ACP	20%	1D10+2	10	1(2)	8+	8	\$1,135	99	FTE	2007-	R	72
H&K USP Tactical ¥	9×19mm	20%	1D10	15	2(3)	15+	8	\$1,135	99	FTE	1998-	R	72
H&K USP Tactical (P12) ¥	.45 ACP	20%	1D10+2	15	1(2)	12+	8	\$1,135	99	FTE	1998-	R	72
IMI Desert Eagle	.357 Magnum	20%	1D8+1D6	20	1(2)	9+	9	\$1,600	97	LW	1983-	S	73
IMI Desert Eagle	.44 Magnum	15%	1D10+1D4+2	20	1(2)	8+	9	\$1,600	97	LW	1986-	S	73
IMI Desert Eagle	.50 AE	15%	1D10+1D6+3	20	1(2)	7+	9	\$1,600	97	LW	1991-	S	73
IMI Uzi Pistol	9×19mm	20%	1D10	15	2(3)	20/25/32+1	8	\$900	98	FTE	1984-1993	R	162
Izhmekh PB ¥	9×18mm	20%	1D6+1	8	1/2(1)	8+	8	\$600	99	FTE	1967-1994	VR-SI	75
Izhmekh PM	9×18mm	20%	1D8+1	15	2(3)	8+	8	\$200	99	FTE	1952-	C	75
Kimber Custom TLE II	.45 ACP	20%	1D10+2	15	1(2)	8+	8	\$1,045	98	FTE	1997-	S	60
Kimber Custom TLE/R/L II	.45 ACP	20%	1D10+2	15	1(2)	8+	8	\$1,145	98	FTE	2003-	S	60
Para-Ordnance P14-45	.45 ACP	20%	1D10+2	15	1(2)	13+	8	\$710	98	FTE	1990-	R	60
PWS M45 MEU (SOC)	.45 ACP	20%	1D10+2	15	1(2)	8+	8	\$2,000	98	FTE	1986-	VR	60
RPB SM10A1 ¥	9×19mm	20%	1D10	15	2(3)	32	8	\$500	97	FTE	1977-1982	R	166
RPB SM11A1 ¥	.380 ACP	20%	1D8+1	15	2(3)	16/32	8	\$500	97	FTE	1977-1982	R	166
Ruger MK I	.22 LR	20%	1D6+1	20	3(4)	9+	8	\$250	97	FTE	1949-1982	VC	76
Ruger MK II	.22 LR	20%	1D6+1	20	3(4)	10+	8	\$220	97	MIS	1982-2004	VC	76
Ruger P85	9×19mm	20%	1D10	15	2(3)	15+	8	\$420	98	FTE	1992-2007	VC	77
Ruger P89	9×19mm	20%	1D10+2	15	1(2)	8+	8	\$465	98	FTE	1990-2004	C	77
Ruger P90	.45 ACP	20%	1D10+1	15	2(3)	11+	8	\$420	98	FTE	1992-2004	C	77
Ruger P91	.40 S&W	20%	1D10+1	15	2(3)	15+	8	\$440	98	FTE	1994-2004	VC	77
Ruger P94	9×19mm	20%	1D10	15	2(3)	15+	8						

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MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	COMMON		YEAR 1996-	AVAIL VC	PAGE 77
									15+1	8			
Ruger P95	9×19mm	20%	1D10	15	2(3)	9+1	8	\$725	99	FTE	'97-1991	S	79
SIG-Sauer P220 (P75)	9×19mm	20%	1D10	15	2(3)	7/10+1	8	\$1,000	99	FTE	1987-	C	79
SIG-Sauer P220	.45 ACP	20%	1D10+2	15	1(2)						1978-1998	C	79
SIG-Sauer P225 (P6)	9×19mm	20%	1D10	15	2(3)	8+1	8	\$725	99	FTE	1982-	C	79
SIG-Sauer P226 (L105A2)	9×19mm	20%	1D10	15	2(3)	15/20+1	8	\$1,000	99	FTE	1998-	S	79
SIG-Sauer P226	.357 SIG	20%	1D8+1D4	15	1(2)	13+1	8	\$1,000	99	FTE	1994-	C	79
SIG-Sauer P226	.40 S&W	20%	1D10+1	15	2(3)	13+1	8	\$1,000	99	FTE	1988-	C	79
SIG-Sauer P228 (M11)	9×19mm	20%	1D10	15	2(3)	13+1	8	\$725	99	FTE	1994-	C	79
SIG-Sauer P229 (L117A2)	9×19mm	20%	1D10	15	2(3)	13+1	8	\$1,000	99	FTE	1994-	R	164
SIG-Sauer P229	.357 SIG	20%	1D8+1D4	15	1(2)	12+1	8	\$1,000	99	FTE	1995-	S	79
SIG-Sauer P229	.40 S&W	20%	1D10+1	15	2(3)	12+1	8	\$1,000	99	FTE	1991-	C	79
SITES Spectre HC	9×19mm	20%	1D10	15	2(3)	30/50+1	10	\$1,000	97	FTE	1987-1997	R	164
SITES Spectre HC	.40 S&W	20%	1D10+1	15	2(3)	22/35+1	10	\$1,000	97	FTE	1991	VR	164
S&W M&P9	9×19mm	20%	1D10	15	2(3)	17+1	8	\$570	99	FTE	2005-	VC	80
S&W M&P9C	9×19mm	20%	1D10	10	2(3)	12+1	6	\$570	99	FTE	2005-	VC	80
S&W M&P40	.40 S&W	20%	1D10+1	15	2(3)	15+1	8	\$570	99	FTE	2005-	VC	80
S&W M&P40C	.40 S&W	20%	1D10+1	10	2(3)	10+1	6	\$570	99	FTE	2005-	VC	80
S&W M&P45	.45 ACP	20%	1D10+2	15	1(2)	10+1	8	\$600	99	FTE	2007-	C	80
S&W M&P45C	.45 ACP	20%	1D10+2	10	1(2)	8+1	6	\$600	99	FTE	2008-	C	80
S&W Model 10 M&P	.38 Special	20%	1D10	15	2(3)	6	8	\$720	00	MIS	1999-	VC	82
S&W Model 13 M&P	.357 Magnum	20%	1D8+1D6	10	1(2)	6	8	\$720	00	MIS	1974-1998	S	82
S&W Model 36 Chief's	.38 Special	20%	1D10	5	2(3)	5	6	\$730	00	MIS	1950-	VC	83
S&W Model 37 Chief's	.38 Special	20%	1D10	5	2(3)	5	6	\$750	00	MIS	1952-2006	VC	83
S&W Model 60 Chief's	.357 Magnum	15%	1D8+1D6	5	1(2)	5	6	\$730	00	MIS	1996-	C	83
S&W Model 60 Chief's	.38 Special	20%	1D10	5	2(3)	5	6	\$730	00	MIS	1965-1996	VC	83
S&W Model 64 M&P	.38 Special	20%	1D10	15	2(3)	6	8	\$690	00	MIS	1970-	VC	82
S&W Model 65 M&P	.357 Magnum	20%	1D8+1D6	15	1(2)	6	8	\$720	00	MIS	1972-2005	C	82
S&W Model 586	.357 Magnum	20%	1D8+1D6	15	1(2)	6	8	\$810	00	MIS	1980-	C	84
S&W Model 686	.357 Magnum	20%	1D8+1D6	15	1(2)	6	8	\$830	00	MIS	1980-	C	84
S&W Model 686 2.5"	.357 Magnum	15%	1D8+1D6	5	1(2)	6	6	\$830	00	MIS	1990-	S	84
S&W Model 686 Plus	.357 Magnum	20%	1D8+1D6	15	1(2)	7	8	\$850	00	MIS	1996-	R	84
S&W Model 686 Plus 3"	.357 Magnum	20%	1D8+1D6	10	1(2)	7	6	\$850	00	MIS	1996-	R	84
S&W Model 1076	10×25mm	20%	1D8+1D6	15	1(2)	9/11/15+1	8	\$790	97	FTE	1990-1993	R	85
S&W Model 3913LS	9×19mm	20%	1D10	10	2(3)	8+1	6	\$740	98	FTE	1990-1999	S	85
S&W Model 4006	.40 S&W	20%	1D10+1	15	2(3)	11+1	8	\$790	98	FTE	1990-1999	VC	85
S&W Model 4006TSW	.40 S&W	20%	1D10+1	15	2(3)	11+1	8	\$850	98	FTE	1998-2006	C	85
S&W Model 4506	.45 ACP	20%	1D10+2	15	1(2)	8+1	8	\$820	98	FTE	1988-1999	VC	85
S&W Model 5906	9×19mm	20%	1D10	15	2(3)	15+1	8	\$750	98	FTE	1989-1999	VC	85
S&W Model 5906TSW	9×19mm	20%	1D10	15	2(3)	15+1	8	\$850	98	FTE	2000-2003	C	85

MASTER WEAPON TABLES

Handgun*

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALF	MALFUNCTION	YEAR	AVAIL	PAGE
S&W Model 5946	9×19mm	20%	1D10	15	(23)	15+1	8	\$750	98	FTE	1990-1999	C	85
S&W Model 6906	9×19mm	20%	1D10	15	(23)	12+1	8	\$720	98	FTE	1989-1999	C	85
Springfield Professional	.45 ACP	20%	1D10+2	15	(12)	7+1	8	\$2,400	98	FTE	1998-	R	60
SWD SM-11/9mm ¥	9×19mm	20%	1D10	15	(23)	32+1	8	\$500	97	FTE	1983-1994	S	166
TASER X26	TASER	20%	3D6+6 Stun	6/10	1(1)	1	6	\$1,000	98	MIS	2003-	c-5L	87
TASER X26C	TASER	20%	3D6+6 Stun	4	1(1)	1	6	\$1,000	98	MIS	2004-	C	87
Taurus Mod 82	.38 Special	20%	1D10	15	(23)	6	8	\$425	00	MIS	1982-	VC	82
Taurus Mod 82SS	.38 Special	20%	1D10	15	(23)	6	8	\$475	00	MIS	1993-	VC	82
Taurus Mod 85	.38 Special	20%	1D10	5	(23)	5	6	\$445	00	MIS	1985-	VC	83
Taurus PT92	9×19mm	20%	1D10	15	(23)	15+1	8	\$590	98	FTE	1983-	VC	56
Taurus PT92SS	9×19mm	20%	1D10	15	(23)	15+1	8	\$590	98	FTE	1992-	VC	56
Taurus PT99AF	9×19mm	20%	1D10	15	(23)	15+1	8	\$620	98	FTE	1985-	VC	56
Taurus PT100SS	.40 S&W	20%	1D10+1	15	(23)	11+1	8	\$590	98	FTE	1992-	VC	56
TsNII TochMash SR-1	9×21mm	20%	1D10+1	15	(23)	18+1	8	\$500	99	FTE	1996-	VR	88
Walther PPX (P21)	.32 ACP	20%	1D8	10	(23)	7+1	6	\$630	99	FTE	1931-	S	90
Walther PPX	.380 ACP	20%	1D8+1	10	(23)	6+1	6	\$630	99	FTE	1935-	S	90
Walther PP/S	.32 ACP	20%	1D8	10	(23)	8+1	6	\$630	99	FTE	1978-	C	90
Walther PP/S	.380 ACP	20%	1D8+1	10	(23)	7+1	6	\$630	99	FTE	1978-	C	90
Walther P5	9×19mm	20%	1D10	15	(23)	8+1	8	\$1,500	98	FTE	1978-2011	S	90
Walther P5C (L102A1)	9×19mm	20%	1D10	10	(23)	8+1	8	\$1,500	98	FTE	1987-2010	R	90
Walther P99	9×19mm	20%	1D10	15	(23)	15+1	8	\$1,000	98	FTE	1997-	S	91
Walther P99	.40 S&W	20%	1D10+1	15	(23)	12+1	8	\$1,000	98	FTE	1998-	S	91
Walther P99C	9×19mm	20%	1D10	10	(23)	10+1	6	\$1,000	98	FTE	2004-	R	91

* Compensator increases hit chances, see description.

B Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.

Throw

MAKE/MODEL	BASE CHANCE	DAMAGE	BASE RANGE	DELAY	HP	PRICE	MALF	MALFUNCTION	YEAR	AVAIL	PAGE
AMC AN-M8	25%	Special	STR/STR×3	1 Round	6	\$50	99	MIS	1940-	VR	175
AMC AN-M14	25%	Special	STR/STR×2	1 Round	6	\$90	99	MIS	1943-	VR-SL	176
AMC M7A3	25%	Stun/10 m	STR/STR×3	1 Round	6	\$200	99	MIS	1962-	VR-SL	175
AMC M18	25%	Special	STR/STR×3	1 Round	6	\$50	99	MIS	1942-	VR	175
AMC M67	25%	9D6/2 m	STR/STR×3	2 Rounds	6	\$30	99	MIS	1971-	VR-SL	167
Rheinmetall BTW-1 (MK 13 MOD 0)	25%	Stun/5 m	STR/STR×3	1 Round	6	\$50	99	MIS	2006-	VR	167
Molotov Cocktail	25%	1D6+2 Burn	STR/STR×3	Impact	1	-	90	MIS	-	-	206
Pipe Bomb	25%	6D6/2 m	STR/STR×3	Variable	6	-	95	MIS	-	-	206

¥ Includes or prepared for sound suppressor, see description.

Rifle*

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALFUNCTION	YEAR	AVAIL	COMMON	
												1990-	1990-
AI AW (P5990)	7.62×51mm	25%	2D6+4	140‡	1/2(1)	10+1	12	\$8,000	00	FTF	1992-	R	95
AI AWF (L118A1)	7.62×51mm	25%	2D6+4	140‡\$	1/2(1)	10+1	12	\$9,300	00	FTF	1994-	R	95
AI AWM	.300 WM	25%	2D8+4	140‡	1/2(1)	5+1	12	\$9,800	00	FTF	1994-	R	95
AI AW/MF (G22)	.300 WM	25%	2D8+4	140‡\$	1/2(1)	5+1	12	\$10,300	00	FTF	1994-	R	95
AI AW/MF (L115A3)	.338 LM	25%	3D6+4	140‡\$	1/2(1)	5+1	12	\$11,200	00	FTF	1994-	R	95
AI AWP	7.62×51mm	25%	2D6+4	130‡	1/2(1)	10+1	12	\$8,400	00	FTF	1992-	R	95
AI AWS (G25) ¥	7.62×51mm	25%	2D6+4	80‡	1/2(1)	10+1	12	\$10,050	00	FTF	1992-	WR-SL	95
AI PM (L96A1)	7.62×51mm	25%	2D6+4	140‡	1/2(1)	10+1	12	\$6,500	00	FTF	1985-1996	VR	95
AWC Ultra II ¥	.22 LR	25%	1D6+1	40	3(4)	10/25+1	10	\$1,200	97	MIS	1993-	R-SL	124
Barrett Model 82A1	.50 BMG	15%	2D10+ID6+4	190‡	1(2)	10+1	12	\$8,300	97	FTE	1986-2002	R	97
Barrett Model 82A1M (M107)	.50 BMG	15%	2D10+ID6+4	190‡	1(2)	10+1	12	\$8,900	97	FTE	2000-	R	97
BPT M25	7.62×51mm	25%	2D6+4	120	1(2)	20+1	10	\$3,200	98	FTE	1988-1992	VR	128
Bushmaster BCUA3F14	5.56×45mm	25%	2D8	80	2(3) or 30	30+1	10	\$1,225	97	FTE	1994-	WR-SL	101
Bushmaster BCUA3F16	5.56×45mm	25%	2D8	90	2(3)	30+1	10	\$1,225	97	FTE	1994-	C	101
Century Arms WASR-10	7.62×39mm	25%	2D6+2	90	1(2)	10/30+1	10	\$450	99	FTE	1998-	VC	118
Colt-Armalite AR-15 R0601	5.56×45mm	25%	2D8	110	2(3) or 25	20/30+1	10	\$1,150	97	FTE	1959-1963	WR-SL	103
Colt AR-15 R6000 SP1	5.56×45mm	25%	2D8	110	2(3)	20/30+1	10	\$1,150	97	FTE	1964-1985	C	103
Colt AR-15A2 R6400	5.56×45mm	25%	2D8	110	2(3)	20/30+1	10	\$1,350	97	FTE	1985-1989	C	103
Colt AR-15A2 R6500	5.56×45mm	25%	2D8	110	2(3)	20/30+1	10	\$1,350	97	FTE	1989-1994	C	103
Colt CAR-15 R0630 (GAU-5AA)	5.56×45mm	25%	2D8	60	2(3) or 30	30+1	10	\$1,000	97	FTE	1968-1970	WR-SL	101
Colt CAR-15A1 R0609 (XM177E1)	5.56×45mm	25%	2D8	60	2(3) or 30	30+1	10	\$1,000	96	FTE	1967-1968	WR-SL	101
Colt CAR-15A1 R0629 (XM177E2)	5.56×45mm	25%	2D8	60	2(3) or 30	30+1	10	\$1,000	97	FTE	1968-1970	WR-SL	101
Colt CAR-15A2 R0727	5.56×45mm	25%	2D8	80	2(3) or 30	30+1	10	\$1,300	97	FTE	1984-2003	WR-SL	101
Colt CAR-15A2 R0733	5.56×45mm	25%	2D8	60	2(3) or 30	30+1	10	\$1,200	97	FTE	1984-2003	WR-SL	101
Colt CAR-15A3 R0933	5.56×45mm	25%	2D8	60	2(3) or 30	30+1	10	\$1,250	97	FTE	1994-	WR-SL	101
Colt CAR-15A3 R6920	5.56×45mm	25%	2D8	90	2(3)	30+1	10	\$1,350	97	FTE	1993-	C	101
Colt M4	5.56×45mm	25%	2D8	80	2(3)B	30+1	10	\$1,350	97	FTE	1994-	WR-SL	101
Colt M4A1	5.56×45mm	25%	2D8	80	2(3) or 30	30+1	10	\$1,400	97	FTE	1994-	WR-SL	101
Colt M16	5.56×45mm	25%	2D8	110	2(3) or 25	20/30+1	10	\$1,150	97	FTE	1962-1967	WR-SL	103
Colt M16A1	5.56×45mm	25%	2D8	110	2(3) or 25	20/30+1	10	\$1,250	97	FTE	1967-1985	WR-SL	103
Colt M16A2	5.56×45mm	25%	2D8	110	2(3)B	30+1	10	\$1,350	97	FTE	1984-	WR-SL	103
Colt M16A3	5.56×45mm	25%	2D8	110	2(3) or 25	30+1	10	\$1,350	97	FTE	1984-	WR-SL	103
Colt M16A4	5.56×45mm	25%	2D8	110	2(3)B	30+1	10	\$1,400	97	FTE	1984-	WR-SL	103
Colt MK 18 MOD 0	5.56×45mm	25%	2D8	60	2(3) or 30	30+1	10	\$1,600	97	FTE	2000-	WR-SL	101
Cugir AKM (Md.63)	7.62×39mm	25%	2D6+2	90	1(2) or 20	30+1	10	\$500	99	FTE	1963-	WR-SL	118
Cugir AKMS (Md.65)	7.62×39mm	25%\$	2D6+2	90\$	1(2) or 20	30+1	10	\$500	99	FTE	1965-	WR-SL	118
DIEMACO C8FW (L119A1)	5.56×45mm	25%	2D8	90	2(3) or 30	30+1	10	\$1,550	97	FTE	1998-	WR-SL	101
DIEMACO C8CQB	5.56×45mm	25%	2D8	60	2(3) or 30	30+1	10	\$1,550	97	FTE	2002-	WR-SL	101
Enfield L85A1 IW	5.56×45mm	25%	2D8	110	2(3) or 20	30+1	10	\$1,300	96	FTE	1985-1994	WR-SL	112

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	MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALFUNCTION	YEAR	AVAIL	PAGE
Enfield 1861 LSW	5.56×45mm	25%	2D8	140+	2(3) or 20	30+1	10	\$1,550	96	FTE	1985-1994	VR-SL	112
FEG AMD-65	7.62×39mm	25%\$†	2D6+2	70\$	1(2) or 20	30+1	10	\$450	99	FTE	1967-1980	VR-SL	118
FN PS90	5.7×28mm	25%	2D6	60	3(4)	10/30/50+1	10	\$1,600	98	FTF	2005-	R	152
H&K G3A3	7.62×51mm	25%	2D6+4	100	1(2) or 20	20+1	10	\$1,700	99	FTE	1964-2001	VR-SL	106
H&K G3A4	7.62×51mm	25%\$	2D6+4	100\$	1(2) or 20	20+1	10	\$2,000	99	FTE	1964-2001	VR-SL	106
H&K G3A4 (L100A1)	7.62×51mm	25%\$	2D6+4	70\$	1(2) or 20	20+1	10	\$2,000	99	FTE	1983-2001	VR-SL	106
H&K G3KSFA4	7.62×51mm	25%\$	2D6+4	70\$	1(2)	20+1	10	\$2,000	99	FTE	1989-2001	VR-SL	106
H&K G36	5.56×45mm	25%\$	2D8	100\$	2(3) or 30	30+1	10	\$1,450	99	FTE	1996-	VR-SL	103
H&K G36C	5.56×45mm	25%\$	2D8	50\$	2(3) or 30	30+1	10	\$1,050	99	FTE	1999-	VR-SL	108
H&K G36CSF	5.56×45mm	25%\$	2D8	50\$	2(3)	30+1	10	\$1,050	99	FTE	1999-	VR-SL	108
H&K G36KA1	5.56×45mm	25%\$	2D8	70\$	2(3) or 30	30+1	10	\$1,050	99	FTE	2002-	VR-SL	108
H&K G36N	5.56×45mm	25%\$	2D8	70\$	2(3) or 30	30+1	10	\$1,050	99	FTE	1998-	VR-SL	108
H&K G36V	5.56×45mm	25%\$	2D8	100\$	1(2)B or 20	20/50+1	12	\$6,500	99	FTE	1981-2001	VR-SL	106
H&K HK11E (G8A1)	7.62×51mm	25%	2D6+4	100+	2(3) or 25	25/40+1	10	\$1,700	98	FTE	1971-2006	VR-SL	106
H&K HK33A2	5.56×45mm	25%\$	2D8	90	2(3) or 30	30+1	10	\$2,000	98	FTE	1982-2006	VR-SL	106
H&K HK33A5 (L101A2)	5.56×45mm	25%\$	2D8	50\$	2(3)B or 25	25/40+1	10	\$1,700	98	FTE	1972-1989	S	106
H&K HK91A2	7.62×51mm	25%	2D6+4	100	1(2)	5/20+1	10	\$1,700	99	FTE	1972-1989	R	106
H&K HK91A3	7.62×51mm	25%\$	2D6+4	100\$	1(2)	5/20+1	10	\$2,000	99	FTE	1972-1989	R	106
H&K HK93A2	5.56×45mm	25%	2D8	90	2(3)	5/25/40+1	10	\$1,700	98	FTE	1972-1989	R	106
H&K HK416D10RS	5.56×45mm	25%	2D8	60	2(3) or 30	30+1	10	\$2,000	99	FTE	2004-	VR-SL	110
H&K HK416D145RS	5.56×45mm	25%	2D8	80	2(3) or 30	30+1	10	\$2,000	99	FTE	2004-	VR-SL	110
H&K HK416D165RS (M27)	5.56×45mm	25%	2D8	90+	2(3) or 30	30+1	10	\$2,000	99	FTE	2004-	VR-SL	110
H&K HK4165RS	5.56×45mm	25%	2D8	80	2(3)	30+1	10	\$2,000	99	FTE	2004-	VR-SL	110
H&K HK417D12RS (G27)	7.62×51mm	25%	2D6+4	70	1(2) or 20	20+1	10	\$2,300	99	FTE	2005-	VR-SL	110
H&K HK417D165RS	7.62×51mm	25%	2D6+4	90	1(2) or 20	20+1	10	\$2,300	99	FTE	2005-	VR-SL	110
H&K HK417S20RS	7.62×51mm	25%	2D6+4	110	1(2)	20+1	10	\$2,300	99	FTE	2005-	VR-SL	110
H&K MP5FA2	9×19mm	25%	1D10	40	2(3)	15/30+1	10	\$1,900	98	FTE	1986-	VR-SL	156
H&K MP5FA3	9×19mm	25%\$	1D10	40\$	2(3)	15/30+1	10	\$2,150	98	FTE	1986-	VR-SL	156
H&K MP7FA1	4.6×30mm	25%\$	2D6	50\$	3(4)	20/30/40+1	8	\$1,550	98	FTE	2004-	VR-SL	159
H&K MR556A1	5.56×45mm	25%	2D8	90	2(3)	10/30+1	10	\$2,750	99	FTE	2011-	R	110
H&K PSG1	7.62×51mm	25%	2D6+4	140	1(2)	5/20+1	10	\$10,200	99	FTE	1982-	VR	106
H&K-Enfield L22A2	5.56×45mm	25%	2D8	70	2(3) or 20	20/30+1	10	\$2,350	99	FTE	2005-2006	VR-SL	112
H&K-Enfield L85A2 IW	5.56×45mm	25%	2D8	140+	2(3) or 20	30+1	10	\$2,350	99	FTE	2001-2005	VR-SL	112
H&K-Enfield L86A2 LSW	5.56×45mm	25%	2D8	130+	1(2/1)	4/10+1	10	\$4,900	00	FTE	2001-2005	VR-SL	112
H-S Precision PS 2000 HTR	7.62×51mm	25%\$	2D6+4	110\$	1(2)	25+1	10	\$1,500	99	FTE	1978-2005	VR-SL	114
IMI Galil AR 331	7.62×51mm	25%\$	2D8	100\$	2(3) or 30	35+1	10	\$1,500	99	FTE	1973-	VR-SL	114
IMI Galil AR 337	7.62×51mm	25%\$	2D8	100\$	2(3)	35+1	10	\$1,500	99	FTE	1983-1998	R	114
IMI Galil AR 355	5.56×45mm	25%\$	2D8	100\$	2(3)	35+1	10	\$1,500	99	FTE	1983-1998	R	114
IMI Galil AR 361	5.56×45mm	25%\$	2D8	100\$	2(3)	35+1	10	\$1,500	99	FTE	1983-1998	R	114

Rifles*

MASTER WEAPON TABLES

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	COMMON MALFUNCTION		YEAR	AVAIL	PAGE
									110±\$	1(2)	25+1	10	\$1,500
IMI Galil ARM 332	7.62×51mm	25%\$	2D6+4	110±\$	1(2)	25+1	10	\$1,500	99	FTE	1978-2005	VR-SL	114
IMI Galil ARM 336	7.62×51mm	25%\$	2D6+4	110±\$	1(2) or 30	25+1	10	\$1,500	99	FTE	1973-2005	VR-SL	114
IMI Galil ARM 354	5.56×45mm	25%\$	2D8	100±\$	2(3) or 30	35/50+1	10	\$1,500	99	FTE	1983-1998	R	114
IMI Galil ARM 372	5.56×45mm	25%\$	2D8	100±\$	2(3)	35+1	10	\$1,500	99	FTE	1983-1998	R	114
IMI Galil MAR 699	5.56×45mm	25%\$	2D8	50\$	2(3)B or 30	35+1	10	\$1,500	99	FTE	1993-	VR-SL	114
IMI Galil SAR 338	7.62×51mm	25%\$	2D6+4	70\$	1(2) or 30	25+1	10	\$1,500	99	FTE	1978-2005	VR-SL	114
IMI Galil SAR 365	5.56×45mm	25%\$	2D8	70\$	2(3) or 30	35+1	10	\$1,500	99	FTE	1973-	VR-SL	114
Izhmash AK	7.62×39mm	25%	2D6+2	90	1(2) or 20	30+1	10	\$300	99	FTE	1949-1959	VR-SL	118
Izhmash AK-74	5.45×39mm	25%†	2D8	90	2(3) or 20	30+1	10	\$1,000	99	FTE	1974-1990	VR-SL	118
Izhmash AK-74M	5.45×39mm	25%\$†	2D8	90\$	2(3) or 20	30+1	10	\$1,000	99	FTE	1991-	VR-SL	118
Izhmash AK-103	7.62×39mm	25%\$†	2D6+2	90\$	1(2) or 20	30+1	10	\$1,000	99	FTE	1994-	VR-SL	118
Izhmash AK-M	7.62×39mm	25%	2D6+2	90	1(2) or 20	30+1	10	\$350	99	FTE	1959-1994	VR-SL	118
Izhmash AKMS	7.62×39mm	25%\$	2D6+2	90\$	1(2) or 20	30+1	10	\$350	99	FTE	1959-1994	VR-SL	118
Izhmash AKS-74	5.45×39mm	25%\$†	2D8	90\$	2(3) or 20	30+1	10	\$1,000	99	FTE	1974-1990	VR-SL	118
Marlin Model 336CS	.30-.30 Winchester	25%	2D6+2	110	1(3)2	6+1	10	\$570	99	SS	1984-	VC	119
Marlin Model 444	.444 Marlin	25%	1D8+1D6+4	80	1(3)2	4+1	10	\$600	99	SS	1965-1983	S	119
Marlin Model 444SS	.444 Marlin	25%	1D8+1D6+4	80	1(3)2	5+1	10	\$650	99	SS	1984-	S	119
NORINCO C0311	5.56×45mm	25%	2D8	110	2(3) or 25	20/30+1	10	\$700	97	FTE	1987-	VR-SL	103
NORINCO MAK-90	7.62×39mm	25%	2D6+2	90	1(2)	30+1	10	\$350	99	FTE	1990-1994	VR	118
NORINCO QZ756	7.62×39mm	25%	2D6+2	90	1(2) or 20	30+1	10	\$400	99	FTE	1956-	VR-SL	118
NORINCO QZ756-1	7.62×39mm	25%\$	2D6+2	90\$	1(2) or 20	30+1	10	\$400	99	FTE	1956-	VR-SL	118
NSWC MK 14 MOD 0 EBR	7.62×51mm	25%	2D6+4	100‡	1(2)	20+1	10	\$2,400	98	FTE	2004-	VR	128
NSWC MK 12 MOD 0 SPR	5.56×45mm	25%	2D8	100‡	2(3) or 25	20/30+1	10	\$4,300	97	FTE	2001-2004	VR-SL	103
NSWC MK 12 MOD 1 SPR	5.56×45mm	25%	2D6+4	130‡	1/2(1)	5+1	10	\$4,100	97	FTE	2002-2004	VR-SL	103
PWS M40A3	7.62×51mm	25%	2D6+4	130‡	1/2(1)	5+1	10	\$5,000	00	FTF	2000-2009	VR	121
PWS M40A5	7.62×51mm	25%	2D6+4	130‡	1/2(1)	5+1	10	\$6,750	00	FTF	2009-	VR	121
Remington Model 700BDL	.220 Swift	25%	1D10+1D8	120	1/2(1)	4+1	10	\$985	00	FTF	1992-	C	121
Remington Model 700BDL	7.62×51mm	25%	2D6+4	120	1/2(1)	4+1	10	\$985	00	FTF	1962-1995	VC	121
Remington Model 700BDL	.30-.06	25%	2D6+4	120	1/2(1)	4+1	10	\$985	00	FTF	1962-	S	121
Remington Model 700BDL	.300 WM	25%	2D8+4	130	1/2(1)	3+1	10	\$985	00	FTF	1962-	S	121
Remington Model 700P	7.62×51mm	25%	2D8+4	130	1/2(1)	4+1	10	\$1,150	00	FTF	1986-	C	121
Remington Model 700P	.300 WM	25%	2D8+4	130	1/2(1)	3+1	10	\$1,300	00	FTF	1986-	S	121
Remington M24	7.62×51mm	25%	2D6+4	130‡	1/2(1)	5+1	10	\$4,000	00	FTF	1988-	VR	121
RIA M14 EBR	7.62×51mm	25%	2D6+4	120‡	1(2)	20+1	10	\$3,000	98	FTE	2009-	VR	128
RIA M21	7.62×51mm	25%	2D6+4	120	1(2)	20+1	10	\$5,000	98	FTE	1969-1970	VR	128
RRA LAR-15 D&A	5.56×45mm	25%	2D8	80	2(3)	30+1	10	\$1,200	97	FTE	2004-	VR-SL	101
RRA LAR-15 Government	5.56×45mm	25%	2D6+4	130	1/2(1)	4+1	10	\$4,100	00	FTF	1975-2000	VR	121
RTE M40A1	7.62×51mm	25%	2D8	100	2(3)B or 25	20/30+1	10	\$950	97	FTE	1976-1985	R-SL	123
Ruger AC-556	5.56×45mm	25%											

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	MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALFUNCTION	YEAR	AVAIL	PAGE
Ruger AC-536F	5.56×45mm	25%\$	2D8	70\$	2(3)B or 25	20/30+1	10	\$1,075	97	FTE	1976-1985	R-SL	123
Ruger Mini-14	5.56×45mm	25%	2D8	100	2(3)	5/20/30+1	10	\$880	97	FTE	1974-	VC	123
Ruger Mini-14GB	5.56×45mm	25%	2D8	100	2(3)	20/30+1	10	\$900	97	FTE	1975-1990	S	123
Ruger Mini-14GBF	5.56×45mm	25%\$	2D8	100\$	2(3)	20/30+1	10	\$1,025	97	FTE	1975-1990	S	123
Ruger Mini-30	7.62×39mm	25%	2D6+2	100	2(3)	5/20+1	10	\$920	97	FTE	1987-	VC	123
Ruger Model 10/22	.22 LR	25%	1D6+1	40	3(4)	10/25+1	10	\$275	97	MIS	1964-	VC	124
SIG SG550 (Stgw90)	5.56×45mm	25%\$	2D8	110\$	2(3)B or 25	20/30+1	10	\$2,800	99	FTE	1987-	VR-SL	126
SIG SG551 (G37)	5.56×45mm	25%\$	2D8	80\$	2(3)B or 25	20/30+1	10	\$2,975	99	FTE	1993-	VR-SL	126
SIG SG551	5.56×45mm	25%\$	2D8	80\$	2(3)	20/30+1	10	\$2,975	99	FTE	1993-	VR-SL	126
SIG SG551 Sport	5.56×45mm	25%\$	2D8	80\$	2(3)	10/20/30+1	10	\$2,700	99	FTE	2007-	VR	126
SIG SG552 Commando	5.56×45mm	25%\$	2D8	50\$	2(3)B or 25	20/30+1	10	\$3,150	98	FTE	1998-2007	VR-SL	126
SIG SG553 Commando	5.56×45mm	25%\$	2D8	50\$	2(3)B or 25	20/30+1	10	\$3,150	99	FTE	2007-	VR-SL	126
Springfield M1 Garand	.30-06	25%	2D6+4	130	1(2)	8	10	\$525	98	FTE	1936-1957	C	127
Springfield M1A	7.62×51mm	25%	2D6+4	120	1(2)	10/20+1	10	\$1,700	98	FTE	1974-	C	128
Springfield M14	7.62×51mm	25%	2D6+4	120	1(2) or 20	20+1	10	\$825	98	FTE	1959-1964	VR-SL	128
Steyr AUG A1 (StG 77A1)	5.56×45mm	25%	2D8	110	2(3) or 25	30+1	10	\$1,500	98	FTE	1982-	VR-SL	130
Steyr AUG A1 Carbine	5.56×45mm	25%	2D8	90	2(3) or 25	30+1	10	\$1,500	98	FTE	1982-	VR-SL	130
Steyr AUG A1 Commando	5.56×45mm	25%	2D8	80	2(3) or 25	30+1	10	\$1,500	98	FTE	1982-	VR-SL	130
Steyr AUG A1 HBAR-T	5.56×45mm	25%†	2D8	130\$	2(3) or 25	30/42+1	10	\$1,500	98	FTE	1982-	VR-SL	130
Steyr AUG A1 SA	5.56×45mm	25%	2D8	110	2(3)	30+1	10	\$1,500	98	FTE	1983-1989	R	130
Steyr AUG A2	5.56×45mm	25%	2D8	110	2(3) or 25	30+1	10	\$1,500	98	FTE	1997-	VR-SL	130
Steyr AUG A2 Carbine	5.56×45mm	25%	2D8	90	2(3) or 25	30+1	10	\$1,500	98	FTE	1997-	VR-SL	130
Steyr AUG A3 SA	5.56×45mm	25%	2D8	100	2(3)	30+1	10	\$2,100	98	FTE	2009-	R	130
Steyr AUG A3 SF (StG 77A3)	5.56×45mm	25%	2D8	90	2(3) or 25	30+1	10	\$1,700	98	FTE	2004-	VR-SL	130
T02 AKS-74U	5.45×39mm	25%\$	2D8	60\$	2(3) or 25	30+1	10	\$1,000	99	FTE	1979-1997	VR-SL	118
Winchester Model 70	.270 Winchester	25%	2D6+2	120	1/2(1)	5+1	10	\$900	00	FTF	1936-	VC	132
Winchester Model 70	7.62×51mm	25%	2D6+4	120	1/2(1)	5+1	10	\$900	00	FTF	1952-	VC	132
Winchester Model 70	.30-06	25%	2D6+4	120	1/2(1)	5+1	10	\$900	00	FTF	1936-	VC	132
Winchester Model 70	.300 WM	25%	2D8+4	130	1/2(1)	4+1	10	\$950	00	FTF	1963-	S	132
Winchester Model 70	.375 H&H	15%	2D8+5	130	1/2(1)	4+1	10	\$1,350	00	FTF	1937-	R	132
Winchester Model 70 African	.458 WM	15%	1D10+1D8+3	130	1/2(1)	3+1	10	\$1,350	00	FTF	1956-	R	132
Winchester Model 94	.30-30	25%	2D6+2	110	1(3/2)	6+1	10	\$1,230	99	SS	1895-	VC	132
Zastava AKM (M70B1)	7.62×39mm	25%\$	2D6+2	90	1(2) or 20	30+1	10	\$475	99	FTE	1973-	VR-SL	118
Zastava AKMS (M70AB2)	7.62×39mm	25%\$†	2D6+2	60\$	1(2) or 20	30+1	10	\$475	99	FTE	1973-	VR-SL	118
Zastava M92	7.62×39mm	25%\$†											

* Double Base Range if fired from bipod mount.

† Compensator increases hit chances, see description.

‡ Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

Base Chance includes penalty for lacking a stock.

¥ Includes or prepared for sound suppressor, see description.

MASTER WEAPON TABLES

MASTER WEAPON TABLES

Shotgun*

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	COMMON		YEAR	AVAIL	PAGE		
							HP	PRICE	MALF	MALFUNCTION			
Baikal IZH-43	12G 3"	30%	4D6+2/2D6+1/1D8	15/30/75	2(2)	2	10	\$350	00	MIS	1977-	VC	135
sawn-off barrels		40%	4D6+2/2D6+1/1D8	8/15/35	4/8/18		8					SL	SL
Baikal IZH-43	20G 3"	30%	2D6/1D6/1D3	15/30/75	2(2)	2	10	\$350	00	MIS	1977-	C	135
Baikal IZH-43	.410 3"	30%	2D5/1D4/1D2	10/20/50	2(2)	2	10	\$350	00	MIS	1977-	C	135
Baikal IZH-43KH	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	2(2)	2	10	\$450	00	MIS	2003-	C	135
Benelli M3 Super 90	12G 3"	30%	4D6+2/2D6+1/1D8	15/30/75	2(3)	2/7+1	10	\$1,590	98	FTE	1989-	S	137
Benelli M3 Super 90	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	2(3)	7+1	10	\$1,590	98	FTE	1989-	S	137
Benelli M3T Super 90	12G 3"	35%\$	4D6+2/2D6+1/1D8	10/20/50\$	2(3)	7+1	10	\$1,790	98	FTE	1990-	R	137
Benelli M3T Super 90 Entry	12G 3"	40%\$	4D6+2/2D6+1/1D8	8/15/35\$	2(3)	5+1	10	\$1,790	98	FTE	1990-	R-SL	137
Benelli M4 Super 90	12G 3"	30%	4D6+2/2D6+1/1D8	15/30/75	2(3)	4+1	10	\$1,800	98	FTE	1998-	S	137
Benelli M4 Super 90 (M1014)	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	2(3)	6+1	10	\$1,900	98	FTE	2001-	S	138
Benelli M4 Super 90 Entry	12G 3"	40%	4D6+2/2D6+1/1D8	8/15/35	2(3)	4+1	10	\$1,900	98	FTE	1999-	R-SL	138
Benelli M4 Super 90 Tactical firing military ammunition	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	2(3)	6+1	10	\$1,800	98	FTE	1998-	S	138
Beretta DT10	12G 3"	30%	4D6/2D6/1D6	7/15/35	7/15/35	7+1	10	\$10,650	00	MIS	1999-	R	139
Daewoo USAS-12	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	2(3) or 10	10/20+1	12	\$4,000	97	FTE	1986-1994	VR-SL	140
Daewoo USAS-12	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	2(3)	10/20+1	12	\$1,500	98	FTE	1990-1994	R-SL	140
Izhmash Saiga-12	12G 3"	30%	4D6+2/2D6+1/1D8	15/30/75	2(3)	2/5/8+1	10	\$625	98	FTE	1997-	S	142
Izhmash Saiga-12K	12G 3"	35%\$	4D6+2/2D6+1/1D8	10/20/50\$	2(3)	5/8+1	10	\$625	98	FTE	1997-	VR-SL	142
KAC Masterkey S	12G 3"	40%	4D6+2/2D6+1/1D8	8/15/35	1(3/2)	3+1	8	\$1,950	99	SS	1991-	VR-SL	146
Mossberg Model 500A Field sawn-off barrel	12G 3"	30%	4D6+2/2D6+1/1D8	15/30/75	1(3/2)	2/5+1	10	\$375	99	SS	1961-	VC	144
Mossberg Model 500C Bantam sawn-off barrel and stock	20G 3"	30%	4D6+2/2D6+1/1D8	8/15/35	4/8/18		8					SL	SL
Mossberg Model 500ATP6	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	2(3)	2/5+1	10	\$375	99	SS	1990-	C	144
Mossberg Model 500ATP6C	12G 3"	30%#	4D6+2/2D6+1/1D8	5/10/25	1(3/2)	5+1	10	\$415	99	SS	1965-	VC	144
Mossberg Model 500ATP8	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	1(3/2)	7+1	10	\$435	99	SS	1989-	C	144
Mossberg Model 500A MIL-S	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	1(3/2)	5+1	10	\$400	99	SS	1974-	VC	144
Mossberg Model 590SP	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	1(3/2)	8+1	10	\$500	99	SS	1981-	R	144
Mossberg Model 590A1 firing military ammunition	12G 2.75"	35%	4D6+2/2D6+1/1D8	10/20/50	1(3/2)	8+1	10	\$500	99	SS	1987-	R	144
Mossberg Model 590A1 Mariner	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	1(3/2)	8+1	10	\$500	99	SS	1989-1993	R	144
MPS AA-12	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	10	8/20	12	\$12,000	97	FTE	2004-	VR-SL	140
Remington Model 870 Breacher	12G 3"	35%#	4D6+2/2D6+1/1D8	4/8/18	1(3/2)	3+1	10	\$575	99	SS	1985-	R-SL	146
Remington Model 870 Entry	12G 3"	35%	4D6+2/2D6+1/1D8	8/15/35	1(3/2)	4+1	10	\$575	99	SS	1985-	R-SL	146
Remington Model 870 Marine	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	1(3/2)	6+1	10	\$830	99	SS	1993-	C	146
Remington Model 870 Police	12G 3"	35%	4D6+2/2D6+1/1D8	10/20/50	1(3/2)	4/6+1	10	\$575	99	SS	1985-	VC	146
Remington Model 870 Riot	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	1(3/2)	4+1	10	\$400	99	SS	1950-1985	VC	146

Shotgun*

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALF	COMMON	YEAR	AVAIL	PAGE
Remington Model 8/0 Wingmaster	12G 2.75"	30%	4D6+2/2D6+1/D8	10/20/50	1(3/2)	2/4+1	10	\$410	99	SS	1985-	VC	145
Remington Model 870 Wingmaster sawn-off barrel/ sawn-off barrel and stock	12G 3"	30%	4D6+2/2D6+1/D8	15/30/75	1(3/2)	2/4+1	10	\$410	99	SS	1950-1985	SL	145
Remington Model 870 Wingmaster	20G 3"	30%	2D6+2/1D6+1/D4	15/30/75	2(3)	2/4+1	10	\$410	99	SS	1985-	C	146
Serbu Super-Shotty	12G 3"	35%#	4D6+2/2D6+1/D8	4/8/18	1(3/2)	2+1	8	\$700	99	SS	2005-	R-SL	144
SGT TR-870 90102 FBI	12G 3"	35%	4D6+2/2D6+1/D8	10/20/50	1(3/2)	4+1	10	\$1,350	99	SS	1991-1999	R-SL	146
SGT TR-870 90120 Border Patrol	12G 3"	35%	4D6+2/2D6+1/D8	10/20/50	1(3/2)	6+1	10	\$1,100	99	SS	1992-	R-SL	146
Tromix Saiga S17	12G 3"	40%\$	4D6+2/2D6+1/D8	4/8/18\$	2(3)	5/8+1	8	\$2,500	98	FTE	2001-	R-SL	142

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

Includes penalty of -5 percentiles for lacking a stock.

Machine Gun*

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALF	COMMON	YEAR	AVAIL	PAGE
FN MINIMI (L108A1)	5.56×45mm	15%	2D8	100‡	25	30/200	12	\$5,000	98	FTF	1982-	VR-SL	170
FN MINIMI-Para (L110A2)	5.56×45mm	15%\$	2D8	70‡\$	25	30/100/200	12	\$5,500	98	FTF	1985-	VR-SL	170
FN MINIMI-7.62-TR	7.62×51mm	15%	2D6+4	110‡	20	100	12	\$18,400	98	FTF	2008-	VR-SL	170
FN MK46 MOD 1	5.56×45mm	15%	2D8	80‡	25	100/200	12	\$8,850	98	FTF	2010-	VR-SL	170
FN M249 SAW	5.56×45mm	15%	2D8	100‡	25	30/200	12	\$5,300	98	FTF	1984-	VR-SL	170
FN M249E3 SAW	5.56×45mm	15%\$	2D8	80‡\$	25	30/100/200	12	\$5,900	98	FTF	1994-	VR-SL	170
Grossfuss MG42	7.92×57mm	15%	2D6+4	120‡	50	50	12	\$15,000	97	FTF	1942-1945	VR-SL	172
POF MG1A3P	7.62×51mm	15%	2D6+4	120‡	40	50	12	\$2,000	98	FTF	1970-	VR-SL	172
Rheinmetall MG3	7.62×51mm	15%	2D6+4	120‡	40	50/120	12	\$4,500	98	FTF	1966-1979	VR-SL	172
Saco M60	7.62×51mm	15%	2D6+4	120‡	20	100	12	\$5,800	96	FTF	1957-1997	VR-SL	174
Saco M60D	7.62×51mm	15%	2D6+4	120‡	20	200/550	12	\$5,800	96	FTF	1962-	VR-SL	174
Saco M60E3	7.62×51mm	15%	2D6+4	90‡	20	100	12	\$10,000	97	FTF	1983-1997	VR-SL	174
Saco M60E4 (MK43 MOD 0)	7.62×51mm	15%	2D6+4	90‡	20	100	12	\$11,200	98	FTF	1993-	VR-SL	174
Zastava M53	7.92×57mm	15%	2D6+4	120‡	50	50	12	\$10,000	97	FTF	1954-1982	VR-SL	172

‡ Double Base Range if fired from bipod, tripod, or vehicle mount.

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

Submachine Gun*

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	COMMON MALFUNCTION		YEAR	AVAIL	PAGE
									FTE	1978-1993			
Beretta Model 93R	9×19mm	15%†\$	1D10	30\$	2(3)B	15/20/32+1	8	\$1,350	98	FTE	1987-1995	VR-SL	56
Colt SMG R0633HB	9×19mm	15%	1D10	30	2(3) or 25	20/32+1	9	\$1,500	98	FTE	1985-2009	VR-SL	150
Colt SMG R0635	9×19mm	15%	1D10	40	2(3) or 30	20/32+1	10	\$1,200	98	FTE	1988-1995	VR-SL	150
Colt SMG R0636 ¥	9×19mm	15%	1D8	20	2(3) or 30	20/32+1	10	\$1,800	98	FTE	1985-2009	VR-SL	150
Colt SMG R0639	9×19mm	15%	1D10	40	2(3)B	20/32+1	10	\$1,200	98	FTE	1985-2009	VR-SL	150
Colt SMG R0991	9×19mm	15%	1D10	40	2(3) or 30	20/32+1	10	\$1,250	98	FTE	2009-	VR-SL	150
ČZ Sa vz.61 Škorpión	.32 ACP	15%\$	1D8	30\$	3(4) or 25	10/20+1	8	\$600	98	FTE	1963-1979	VR-SL	151
ČZ Sa vz.61E Škorpión	.32 ACP	15%\$	1D8	30\$	3(4) or 25	10/20+1	8	\$600	98	FTE	1991-	VR-SL	151
FN P90	5.7×28mm	15%	2D6	50	3(4) or 30	50+1	10	\$1,650	98	FTE	1990-	VR-SL	152
FN P90TR	5.7×28mm	15%	2D6	50	3(4) or 30	50+1	10	\$1,575	98	FTE	1999-	VR-SL	152
Guide Lamp M3	.45 ACP	15%\$	1D10+2	40\$	15	30	10	\$825	98	FTE	1943-1945	VR-SL	154
Guide Lamp M3A1	.45 ACP	15%\$	1D10+2	40\$	2(3) or 25	15/30+1	10	\$1,800	98	FTE	1945	VR-SL	154
H&K MP5A2	9×19mm	15%	1D10	40	2(3) or 25	15/30+1	10	\$2,050	98	FTE	1971-	VR-SL	156
H&K MP5A3 (L92A1)	9×19mm	15%\$	1D10	40\$	2(3) or 25	15/30+1	10	\$2,100	98	FTE	1971-	VR-SL	156
H&K MP5A4	9×19mm	15%	1D10	40	2(3)B or 25	15/30+1	10	\$2,350	98	FTE	1984-	VR-SL	156
H&K MP5A5 (L92A2)	9×19mm	15%\$	1D10	40\$	2(3)B or 25	15/30+1	10	\$1,600	98	FTE	1984-	VR-SL	156
H&K MP5K (L80A1)	9×19mm	10%#	1D10	15	2(3) or 30	15/30+1	8	\$1,600	98	FTE	1976-	VR-SL	157
H&K MP5A4	9×19mm	10%#	1D10	15	2(3)B or 30	15/30+1	8	\$1,600	98	FTE	1984-	VR-SL	156
H&K MP5A7	9×19mm	15%\$	1D10	30\$	2(3) or 30	15/30+1	8	\$1,600	98	FTE	1991-	VR-SL	157
H&K MP5-N ¥	9×19mm	15%\$	1D10	40\$	2(3) or 25	15/30+1	10	\$2,350	98	FTE	1985-	VR-SL	156
H&K MP5SD2 ¥	9×19mm	15%	1D8+1	20	2(3) or 25	15/30+1	10	\$2,700	98	FTE	1974-	VR-SL	156
H&K MP5SD3 (L91A1) ¥	9×19mm	15%\$	1D8+1	20\$	2(3) or 25	15/30+1	10	\$3,000	98	FTE	1985-2001	VR-SL	156
H&K MP5SD5 ¥	9×19mm	15%	1D8+1	20	2(3)B or 25	15/30+1	10	\$3,200	98	FTE	1992-1999	VR-SL	157
H&K MP5SD6 ¥	9×19mm	15%\$	1D8+1	20\$	2(3)B or 25	15/30+1	10	\$3,500	98	FTE	1984-	VR-SL	156
H&K MP5SD-N ¥	9×19mm	15%\$	1D8+1	20\$	2(3) or 25	15/30+1	10	\$3,500	98	FTE	1999-	VR-SL	156
H&K MP5/10A2	10×25mm	15%	1D8+1D6	45\$	1(2)b	30+1	10	\$2,000	98	FTE	1986-	VR-SL	162
H&K MP5/10A3	10×25mm	15%\$	1D8+1D6	45\$	1(2)b or 25	30+1	10	\$2,300	98	FTE	1992-1999	VR-SL	157
H&K MP7A1	4.6×30mm	15%\$	2D6	50\$	3(4) or 30	20/30/40+1	8	\$1,550	98	FTE	2003-	VR-SL	159
H&K UMP	9×19mm	15%\$	1D10	40\$	2(3) or 25	30+1	10	\$1,150	98	FTE	2002-	VR-SL	161
H&K UMP	.40 S&W	15%\$	1D10+1	40\$	2(3) or 25	30+1	10	\$1,150	98	FTE	1994	VR-SL	154
High Standard M3 Silenced ¥	.45 ACP	15%\$	1D10	20\$	15	30	10	\$1,100	98	FTE	1945	VR-SL	154
High Standard M3A1 Silenced ¥	.45 ACP	15%\$	1D10	20\$	15	30	10	\$950	98	FTE	1981-	VR-SL	162
IMI Micro-Uzi	9×19mm	10%\$†	1D10	30\$	2(3) or 50	20/25/32+1	8	\$900	98	FTE	1985-1997	VR-SL	162
IMI Mini-Uzi	9×19mm	10%\$†	1D10	40\$	2(3) or 40	20/25/32	9	\$900	98	FTE	1970-1975	R-SL	166
IMI Uzi (MP2A1)	9×19mm	15%\$	1D10	40\$	2(3) or 20	20/25/32	10	\$900	98	FTE	1970-1975	VR-SL	166
MAC-Ingram M10 ¥	9×19mm	10%\$	1D10+2	30\$	1(2) or 35	30	8	\$500	96	FTE	1970-1975	VR-SL	166
MAC-Ingram M10 ¥	.45 ACP	10%\$	1D10+2	30\$	1(2) or 35	30	8	\$500	96	FTE	1970-1975	VR-SL	166
MAC-Ingram M11 ¥	.380 ACP	10%\$	1D8+1	30\$	2(3) or 50	16/32	8	\$500	96	FTE	1970-1975	VR-SL	166

Submachine Gun*

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALF. MALFUNCTION	YEAR	AVAIL	PAGE
RPB M10 *	9×19mm	10%§	1D10	30\$	2(3) or 40	32	8	\$500	96	FTE	1977-1982	R-SL 166
SITES Spectre M4	9×19mm	15%§	1D10	30\$	2(3) or 30	30/50+1	10	\$1,250	97	FTE	1985-1997	VR-SL 164
SWD M-11/9mm ¥	9×19mm	10%§	1D10	30\$	2(3) or 40	32	8	\$500	96	FTE	1983-1994	R-SL 166
SWD M-11A1 ¥	.380 ACP	10%§	1D8+1	30\$	2(3) or 40	32	8	\$500	96	FTE	1983-1994	VR-SL 166
Zastava M84	.32 ACP	15%§	1D8	30\$	3(4) or 25	10/20+1	8	\$350	98	FTE	1985-1992	VR-SL 151

† Compensator increases hit chances, see description.

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

¥ Includes or prepared for sound suppressor, see description.

B Instead of full-automatic fire, the shooter can fire as many 3-round limited bursts as he can fire single shots.

B Instead of full-automatic fire, the shooter can fire as many 2-round limited bursts as he can fire single shots.

Grenade Launcher*

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALF. MALFUNCTION	YEAR	AVAIL	PAGE
Colt M203	40×46mmSR	25%	4D6/2 m	100	1(1)	1	8	\$1,500	99	MIS	1969-	VR-SL 179
Colt M203A1	40×46mmSR	25%	4D6/2 m	100	1(1)	1	8	\$1,500	99	MIS	1999-	VR-SL 179
Colt M203A2	40×46mmSR	25%	4D6/2 m	100	1(1)	1	8	\$1,800	99	MIS	2005-	VR-SL 179
H&K HK69A1	40×46mmSR	25%§	4D6/2 m	100\$	1(1)	1	8	\$3,000	99	MIS	1979-2010	VR-SL 180
H&K MZP1 (L104A1)	37×122mmR	25%§	Varies	50\$	1(1)	1	8	\$3,000	99	MIS	2002-2010	VR 180
H&K MZP1	40×46mmSR	25%§	Varies	50\$	1(1)	1	8	\$3,000	99	MIS	1981-2010	VR-SL 180
RM M203PI	40×46mmSR	25%	4D6/2 m	100	1(1)	1	8	\$1,500	99	MIS	1987-	VR-SL 179

§ Subtract -5 percentiles from Base Chance and halve Base Range when used without stock.

Heavy Weapon (Rocket Launcher)*

MAKE/MODEL	CALIBRE	BASE CHANCE	DAMAGE	BASE RANGE	ROF	CAPACITY	HP	PRICE	MALF. MALFUNCTION	YEAR	AVAIL	PAGE
AMC M72A2 LAW	66mm	10%	12D6/2 m+AP	150	1(1)	1	6	\$300	90	MIS	1965-1979	VR-SL 184
AMC M72A3 LAW	66mm	10%	12D6/2 m+AP	150	1(1)	1	6	\$300	93	MIS	1974-	VR-SL 184
Bazalt RPG-7V	40mm	10%	12D6/2 m+AP	150	1(1)	1	10	\$2,400	96	MIS	1970-	VR-SL 183
NORINCO WP69-1	40mm	10%	12D6/2 m+AP	150	1(1)	1	10	\$1,000	96	MIS	1970-	VR-SL 183
Talley M72A5 LAW	66mm	10%	12D6/2 m+AP	200	1(1)	1	6	\$1,800	95	MIS	1988-	VR-SL 184
Talley M72A7 LAW	66mm	10%	20D6/2 m+AP	200	1(1)	1	6	\$2,000	98	MIS	1997-	VR-SL 184

Demolitions*

MAKE/MODEL	BASE CHANCE	DAMAGE	BASE RANGE	DELAY	HP	PRICE	MALF. MALFUNCTION	YEAR	AVAIL	PAGE
Aerojet M18A1 Claymore detonation	60%	6D6+6/3D3+3/2D6 17D6/1 m	10/20/50	Variable	6	\$550	99	MIS	1960-	VR-SL 205
AMC M112 Demolition Block	01%	15D6/1 m	-	Variable	1	\$15	99	MIS	1962-	VR-SL 204

RULES SUMMARY 1

Concealed Weapons

Resistance Table roll between **Conceal**/5 and **Spot Hidden**/5.

Failure results in the concealed weapon being spotted. Use the following modifiers (p. p. 13):

Very small weapon: **Conceal**×3.

Small weapon: **Conceal**×2.

Medium weapon: **Conceal**.

Large weapon: **Conceal**/2.

Heavy clothing: **Conceal**×2.

Normal clothing: **Conceal**.

Light clothing: **Conceal**/2.

Not carried in a proper holster or sling: **Conceal**/2.

Darkness or limited visibility: **Conceal**/2.

Disarming

Grapple roll to take hold off the weapon. If the roll is equal or under **Martial Arts** skill, make another **Grapple** roll to take it from the opponent. The second roll must also be equal or under **Martial Arts** skill. A special success means the weapon is now in the disarmer's hand(s) (p. 28).

Dodge

-1 percentile to **Dodge** per shot in a burst directed at you (p. 19).

Keeping Your Cool

POW×5 roll. Failure results in Unaimed Shots at **Firearms skill**/5 until the **POW×5** roll is made (p. 5).

Quick Draw

Characters with unready weapons act in the second DEX cycle, with the following DEX bonuses and penalties (p. 13):

+1/10 of **Handgun**.

+1/20 of **Machine Gun**, **Rifle**, **Shotgun**, **Submachine Gun**, or other long arm.

-2 for a handgun fired with both hands.

-4 for a long arm fired with one hand.

-1 for drawing from a quick-draw holster.

-2 for drawing from a belt or pocket holster.

-3 for drawing from a shoulder or flap holster.

-4 for drawing from an ankle holster or similar hiding place.

-3 for drawing a hammerless handgun from a pocket.

-4 for drawing a handgun with hammer spur from a pocket.

-3 for a slung long arm.

-5 for simultaneously drawing a flashlight

-2 for a handgun with mounted tactical light.

Range

Called Shot

Point-Blank Rangex2 and Base Rangex2 for taking a Called Shot (p. 16).

Sawn-off Shotgun

Riot-length barrel: Base Rangex2/3 (p. 49).

Entry-length barrel: Base Range/2 (p. 134).

Shooting from a Mount or Vehicle

Treat as one range band closer if the gun is fixed on a weapons mount (p. 26).

Treat as two range bands closer if the gun is fixed on a stabilized weapons mount (p. 26).

Shooting into and under Water

All ranges reduced to a few metres (p. 25).

Shooting Stance

Base Rangex2 if the gun is braced (p. 15).

Stocked Handgun

Base Range/2 for shooting a handgun with shoulder stock attached (p. 49).

Stockless Long Arm

Base Range/2 for shooting a long arm with shoulder stock removed or folded (p. 93).

Telescopic Sight

2x magnification: Base Rangex2 (p. 195).

4x magnification: Base Rangex3 (p. 195).

8x magnification: Base Rangex4 (p. 195).

16x magnification: Base Rangex5 (p. 195).

32x magnification: Base Rangex6 (p. 195).

RULES SUMMARY 2

Shooting Bonuses and Penalties

Automatic Fire

-3% to **firearms skill** per shot in the burst after the first (p. 16).
-2% to **firearms skill** per shot in the burst after the first if using a braced gun (p. 16).
-1% to **firearms skill** per shot in the burst after the first if using a mounted gun (p. 16).
Compensator: +5% to **firearms skill** (p. 16).
Tracer ammunition: +5% to **firearms skill** (p. 189).

Big Target

+5% to firearms skill per 10 SIZ over SIZ 30 (*Call of Cthulhu*, p. 63).

Called Shot

Firearms skill/5 to achieve a special hit (p. 16).

Cover

Firearms skill/2 or worse (p. 6).

Darkness

Firearms skill/2 or worse (p. 22).

Range

Point-Blank Range or less: **firearms skill×2**.

Point-Blank Range to Base Range: **firearms skill**.

Base Range to Base Range×2: **firearms skill/2**.

Base Range×2 to Base Range×3: **firearms skill/4**.

Base Range×3 to Base Range×4: **firearms skill/8**.

Base Range×4 to Base Range×5: **firearms skill/16**.

Base Range×5 to Base Range×6: **firearms skill/32**.

Sawn-off Shotgun

Riot-length barrel: +5% to **firearms skill** (p. 134).

Entry-length barrel: +10% to **firearms skill** (p. 134).

Shooting from a Mount or Vehicle

Target is moving side-by-side: **firearms skill** (p. p. 26).

Target is two car-lengths away: **firearms skill/2** (p. 26).

Target is in close range: **firearms skill/4** (p. 26).

Target is merely in sight: **firearms skill 01%** (p. 26).

Water

Into water: **firearms skill/4** (p. 25).

Shooting underwater: **firearms skill/2** (p. 25).

Shooting Stance

Handgun, two-handed: +5% to **firearms skill** (p. 15).

Long arm, one-handed: **firearms skill/2** (p. 15).

Long arm, braced with sling: +5% to **firearms skill** (p. 15).

Off hand: **firearms skill/2** (p. 15).

Two guns at once: **firearms skill/5** (p. 15).

Stockless Long Arm

Long arm without shoulder stock or with stock folded: -5% to **firearms skill** (p. 48).

Unaimed Shots

Shooting at ROF×2: **firearms skill/5** (p. 49).

Stun

POW×5 roll if the injury is not severe enough to result in Shock.
Failure results in 1D6 combat rounds of Stun (p. 8).

Suppressive Fire

Resistance Table roll between POW and the number of shots in the attacking burst. Failure results in 1D3 combat rounds of Stun (p. 17).

Surprise

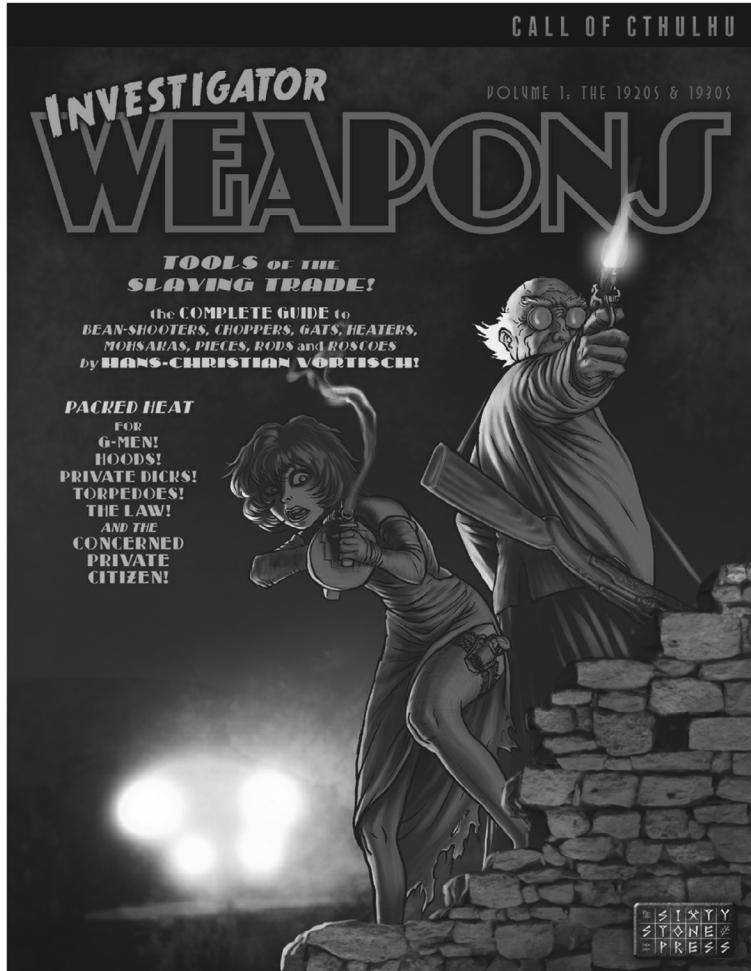
Resistance Table roll between **(Conceal, Hide, or Sneak)/5** and **(Listen or Spot Hidden)/5**. Failure results in 1D6 combat rounds of Surprise (p. 6).

Taking a Non-Penetrating Hit

(POW×5)+(highest combat skill/2) roll if a hit fails to penetrate body armour. Failure results in 1D3 combat rounds of Stun (p. 8).

ARMOUR TYPE	VALUE
Heavy Leather Jacket	1/1
Bullet-resistant Vest (NIJ I)	6/3
Bullet-resistant Vest (NIJ IIA)	8/4
Bullet-resistant Vest (NIJ II)	12/6
Bullet-resistant Vest (NIJ IIIA)	14/7
Bullet-resistant Vest (NIJ III)	24/12
Bullet-resistant Vest (NIJ IV)	40/20
Automobile Body	6/3
3 cm Soft Wood (Pine)	1/0.5
3 cm Hard Wood (Oak)	2/1
30 cm Sand Bag	30/15
1 cm Armour Steel Plate	32/16
5 cm Armour Steel Plate	160/80
1 cm Laminated Armour Glass	12/6
15 cm Concrete	40/20
20 cm Brick	46/23

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"A semi-automatic shotgun was as good a weapon as any against the thing, its wide blast cone shredding the tissues of the attacker and, at this range, burning it with muzzle-flash as well, but the injuries were quick to heal, blindly questing black threads twisting together to fill gaps as John frantically scuttled away, shooting again and again."

– Greg Stolze, *Mask of the Other* (2012)

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– Andy Stanford, *Fight at Night* (1999)

CALL OF CTHULHU



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ISBN 978-1-909095-11-3

60-IHB02-01