

VHD-20A
DEPARTMENTAL FIELD MANUAL

**AMERICAN
MILITARY
ARMS**



HEADQUARTERS, TEAM FROG
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American Military Arms Written By Michael L. Nunn

Michael Nunn served with the 101st Airborne Division (Air Assault) during both Desert Storm and Desert Shield. During his time in the US Army he attended many training schools including Sniper, Airborne, Air Assault and the Ranger Indoctrination Program (RIP). While stationed at Ft Benning GA in the early 1990's Nunn took part in the Army Individual Weapons Testing Assessment. Nunn qualified as an Expert marksman with the M16A1, the Squad Automatic Weapon, the M9 pistol, the M911 45, the AT4, the M60, and the M203.

Produced By Paul Arden Lidberg

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In the following pages virtually all the small arms used by the U.S. military are covered. The Modular Weapon System (MWS) and all it's parts: forward pistol grip, infrared aiming devices, laser designators, optical sights, and SureFire flashlights that can be mounted on the rails on the top and bottom of the M16A2s, M16A4sm M4s, and M4A1s, machine guns, flame Throwers, and even the AT-4. Also included are a few common items used by the U.S. Military.

U.S. Military Handguns

U.S. Pistol M9

The pistol adopted as the U.S. Pistol M9 is a double-action 9x19 mm pistol with a frame mounted safety and a 15 round, double column detachable magazine. It replaced the Colt M1911 in the 1980's as the United States military pistol, and has also been adopted by many American law enforcement agencies. The civilian equivalent of the M9 is the Beretta Model 92FS.

Due to its high quality of manufacture, the M9 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

The M9 has a Maximum Effective Range of 50 meters.

Weapon:	M9
Damage:	2d6
Critical:	20
Accuracy:	Masterwork +1
Type:	Ballistic
Range:	30
RoF:	Single
Magazine:	15
Purchase DC:	16
Restrictions:	Lic +1



U.S. Pistol M11

The M11 is made by SIGARMS and is intended for personnel who require a smaller handgun, such as aircrews. The M11 is a 9x19 mm pistol with a top locking block and has a combo safety/delocker and a 13 round double column detachable magazine. The civilian equivalent of the M11 is the SIG P228.

The M11 has a Maximum Effective Range of 50 meters.

Weapon:	M11
Damage:	1d12
Critical:	20
Accuracy:	+0
Type:	Ballistic
Range:	30
RoF:	Single
Magazine:	13
Purchase DC:	15
Restrictions:	Lic +1

Colt M1911A1

This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the M9. The M1911A1 has been chosen by the U.S. Marine Corps as the Marine Expeditionary Units (Special Operations Capable) MEC (SOC). Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

The M1911A1 has a Maximum Effective Range of 50 meters.

Weapon:	M1911A1
Damage:	3d4+1
Critical:	20
Accuracy:	+0
Type:	Ballistic
Range:	30
RoF:	Single
Magazine:	7
Purchase DC:	14
Restrictions:	Lic +1

U.S. Military Submachine Guns

HK MP5

The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model. This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

The MP5 has a Maximum Effective Range of 100 meters.

Weapon:	MP5
Damage:	2d6
Critical:	20
Accuracy:	Masterwork +1
Type:	Ballistic
Range:	50
RoF:	Single, double, 3 rnd burst
Magazine:	30
Purchase DC:	18
Restrictions:	Res +3

U.S. Military Rifles

M16a2/M16A4 Rifles and M4/M4A1 Carbine

Typical of the assault rifles used by militaries around the world, the M16A1 is the current service rifle of the United States military it is a 5.56x45 mm, gas operated selective fire rifle. M16's are common with other armies and in the civilian world. The M4/M4A1 is a compact version of the M16A2 with a telescoping, four-position stock. Special Operation Forces currently field fully automatic and semi-automatic versions of the M4A1. The M16A4 is essentially an A2 featuring a flat top receiver topped with a Picatinny M1913 accessory rail and detachable carrying handle/rear aperture sight assembly. This is a series of aluminum rails on the top, bottom, left and right of the fore-end. This allows customization with the Special Operations Peculiar Modification Kit (SOPMOD), this kit is also known as the Modular Weapon System (MWS). The kit includes; a 4x scope, a reflex sight, a visible laser, an infrared pointer, a SureFire light, back up iron sights, a forward handgrip and a sound suppressor. Using this system you can quickly add or remove these items with out tools day or night while in combat conditions. These weapons feature a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This Setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

The M16 series of weapons has a Maximum Effective Range of 600 to 800 meters.

Weapon:	M16 series
Damage:	2d8
Critical:	20
Accuracy:	+1
Type:	Ballistic
Range:	80
RoF:	Single or 3 rnd burst
Magazine:	30
Purchase DC:	19
Restrictions:	Res +3



U.S. M203 Grenade Launcher

The M203 Grenade launcher attaches under the barrel of an M16 and replaces the stock fore-end. It is a single-shot, breech loading launcher. It fires a 40x46 mm M433HED grenade. Breech loading means the M203 is loaded by moving the barrel forward, inserting the cartridge, and then moving it back until it locks. The M203 is self-cocking and unloads by simply pressing the latch and moving it forward until the spent round ejects. Attacking with an M203 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M203 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown), accuracy the M203 is +2 to attack rolls because of the battle sight, and the fact that the M203 requires a weapon proficiency to operate without penalty. The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

The M203 has a Maximum Effective Range of 350 meters.

Weapon:	M203
Damage:	Varies - average is 5d6 explosion
Critical:	20
Accuracy:	+0
Type:	Concussion



Range: 70
RoF: Single
Magazine: 1
Purchase DC: 18
Restrictions: Mil +1

U.S. Rifle 7.62 mm, M14

The M14 is selective fire fed from either a detachable 20-round box magazine or via 5 round clips. The operation of the M14 is based on the .30-'06 U.S. M1 Garand rifle. The M14's 7.62x51 mm NATO rounds provide a longer-range weapon than the standard 5.56x45 mm M16 series of weapons.

Due to its high quality of manufacture, the MP14 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

The M14 has a Maximum Effective Range of 1000 meters.

Weapon: M14
Damage: 2d10
Critical: 20
Accuracy: +1, Masterwork +1
Type: Ballistic
Range: 100
RoF: Single
Magazine: 15
Purchase DC: 16
Restrictions: Mil +3

U.S. Mark 11 O / SMRLMR

The Mark 11 Model 0 is a 7.62x51 mm NATO semi-automatic rifle. This rifle is so accurate it was adopted by the Navy SEALs in 2000. It is equipped with a snap on sound suppressor and a Leopold 3.5-10x M3 Scope. The Special Military Lightweight Match Rifle (SMRLMR) is the Army version of the Mark 11. Both use a 20-round detachable box magazine.

Due to its high quality of manufacture, the Mk 11 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

It has a Maximum Effective Range of 1000 meters.

Weapon: Mk 11
Damage: 2d10
Critical: 20
Accuracy: +1, Masterwork +1
Type: Ballistic
Range: 100
RoF: Single, semi
Magazine: 15
Purchase DC: 16
Restrictions: Mil +3

U.S. Military Machine Guns

U.S. M249 Squad Automatic Weapon (SAW)

The SAW is a full automatic only gas operated 5.56x45 mm NATO caliber light machine gun. It fires at a cyclic rate of 725 Rounds Per Minute. Ammunition feeds from left to right via a 200 round disintegrating metal link belts, or the SAW can accept standard M16 magazines when required. These belts can either be loose fed or contained in a plastic box that mounts under the weapon. The SAW may be fired from under the shoulder, hip, underarm positions, or from a bipod. Two are issued per infantry squad.

The SAW has a Maximum Effective Range of 600 meters.

Weapon:	M249 Saw
Damage:	2d8
Critical:	20
Accuracy:	+1
Type:	Ballistic
Range:	150
RoF:	Autofired
Magazine:	Linked 200 or 30 box
Purchase DC:	18
Restrictions:	Mil +4



U.S. M240B Medium Machine Gun

The M240B is a 7.62x51 mm gas-operated, belt fed full-automatic only machine gun. It is the most widespread medium machine gun design used by western nations in the latter half of the 20th and start of the 21st century. The weapon may be mounted and fired from a tripod or a bipod.

M240 are mounted on helicopters, M2/M3 Bradley Armored Fighting Vehicles, the M1 series Abrams tanks and the Marine Corps LAV-Series of light Armored Vehicles.

The M240B has a Maximum Effective Range of 1,500 meters.

Weapon:	M240B
Damage:	2d8
Critical:	20
Accuracy:	+1
Type:	Ballistic
Range:	150
RoF:	Autofired
Magazine:	Linked (Bag 100 or 200) or 30 box
Purchase DC:	18
Restrictions:	Mil +4



U.S. M60 Medium Machine Gun

The 7.62x51 mm M60 has been in service since 1960 it has been used as an infantry arm on both a bipod and tripod, on armored vehicles, on boats on soft skinned vehicles and as a door gun for helicopters.

The M60 has a Maximum Effective range of 1,100 meters.

Weapon:	M60
Damage:	2d10
Critical:	20
Accuracy:	+1
Type:	Ballistic
Range:	300
RoF:	Autofired
Magazine:	Linked 500 per belt
Purchase DC:	18
Restrictions:	Mil +4

U.S. M2HB .50-Cal. Heavy Machine Gun

"Ma Deuce", the M2 Browning .50 Caliber Heavy Machine Gun family has been in service since 1923. Even earlier designs were used during World War One. The full-automatic .50 caliber BMG is recoil-operated, and can belt fed from either side. It can be ground mounted or used on vehicles to engage targets both on the ground and in the air.

The M2 weighs 85lbs with its tripod.

The M2 has a Maximum Effective range of 1,500 meters.

Weapon:	M2HB
Damage:	2d12
Critical:	19-20
Accuracy:	+1
Type:	Ballistic
Range:	200
RoF:	Autofired
Magazine:	Linked 500 per belt
Purchase DC:	19
Restrictions:	Mil +5



U.S. M24 Sniper Rifle

The U.S. Army Sniping rifle is a 7.62x51 mm NATO with a five round integral box magazine. It is based on the Remington Model 700 Hunting Rifle from the civilian sector. It comes standard with a Leopold Ultra Mark 4 M3 fixed power 10x 40 mm scope.

Due to its high quality of manufacture, the M24 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

The M24 has a Maximum Effective Range of 800 meters.

Weapon:	M24
Damage:	2d8
Critical:	20
Accuracy:	+1 - masterwork +1 (+2 w/ scope)
Type:	Ballistic
Range:	150
RoF:	Single
Magazine:	5
Purchase DC:	18
Restrictions:	Lic +1

U.S. Rifle M-82A3

The .50 BMG Barrett is an air-cooled recoil operated semi-automatic rifle that is fed by a 10 round detachable magazine. It comes standard with a Leopold Ultra Mark 4 M3 fixed power 10x 40 mm scope. The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machinegun round which is much more powerful than any other rifle ammunition.

Due to its high quality of manufacture, the M-82A3 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

The M24 has a Maximum Effective Range of 1800 meters.

Weapon:	M-82A3
Damage:	2d12
Critical:	20
Accuracy:	+1 - masterwork +1 (+2 w/ scope)
Type:	Ballistic
Range:	200
RoF:	Single
Magazine:	10
Purchase DC:	18
Restrictions:	Mil +3

Mossberg Model 500/590/590A1 12-Gauge

This pump action shot gun has an eight round capacity fixed. It is able to accept the U.S. M7 bayonets Mossbergs have a Maximum Effective Range of 50 meters.

Weapon:	Mossberg 12 Ga.
Damage:	4d4
Critical:	20
Accuracy:	+0
Type:	Ballistic
Range:	10
RoF:	Single
Magazine:	8
Purchase DC:	14
Restrictions:	Lic +1



Flame-thrower

A flame-thrower consists of a pressurized backpack containing fuel that is connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flame-thrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flame-thrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area. A flame-thrower can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

Weapon:	Flame Thrower
Damage:	3d6 (save DC15)
Critical:	20
Accuracy:	n/a
Type:	Fire
Range:	10
RoF:	Single
Magazine:	10
Purchase DC:	15
Restrictions:	Mil +4

M136 AT4

The M136 AT4 is the Army's primary light anti-tank weapon. The M136 AT4 is a recoilless rifle used primarily by Infantry Forces for engagement and defeat of light armor. The recoilless rifle design permits accurate delivery of an 84mm high explosive anti-armor warhead, with negligible recoil. The M136 AT4 is a lightweight, self-contained, anti-armor weapon consisting of a free-flight, fin-stabilized, rocket-type cartridge packed in an expendable, one-piece, fiberglass-wrapped tube. The M136 AT4 is man-portable and is fired from the right shoulder only. The launcher is watertight for ease of transportation and storage. Unlike the M72-series LAW, the M136 AT4 launcher need not be extended before firing. Though the M136 AT4 can be employed in limited visibility, the firer must be able to see and identify the target and estimate the range to it. Subsequent to the initial fielding of the weapon, a reusable night sight bracket was developed and fielded. It permits utilization of standard night vision equipment. The system's tactical engagement range is 250. The round of ammunition is self-contained in a disposable launch tube. The system weighs 15 pounds.

Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the AT-4 ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius. The AT-4 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

The AT-4 has a Maximum Effective Range of 2,100 meters.

Weapon:	AT4
Damage:	6d8 Armor Piercing
Critical:	20
Accuracy:	+1
Type:	Concussion
Range:	250
RoF:	Single
Magazine:	1
Purchase DC:	18
Restrictions:	Mil +4



Explosives

C4 Explosive

So-called "plastic" explosives actually resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. C4 explosives must be set on the target (typically a door or wall), and then remotely triggered. 6d6 explosion represents a 1-pound block. Additional blocks can be wired together, increasing the damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a demolitions check (DC 15) to link them. Although the damage statistics represent a 1- pound block, C4 is sold in 4-block packages. The purchase DC given represents a package of 4 blocks. C4/Semtex requires a detonator to set off. It is considered to be a moderate explosive for the purpose of using a Craft (chemical) check to manufacture it.

Weapon:	C4
Damage:	6d6 explosion
Critical:	20
Accuracy:	-
Type:	Concussion
Range:	20
RoF:	Single
Magazine:	1
Purchase DC:	18
Restrictions:	Lic +4

M31A - Phosphorus Grenade

M31A phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a M31A phosphorus grenade is dealt an additional 1d6 points of fire damage for 1d4 additional rounds, and risks catching on fire. In addition, a M31A grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade, except that it only fills squares within 5 feet of the explosion point.

Weapon:	M31A
Damage:	3d6
Critical:	20
Accuracy:	-
Type:	Fire
Range:	0
RoF:	Single
Magazine:	1
Purchase DC:	18
Restrictions:	Mil +4

Ammunition

Armor Piercing Rounds

Armor piercing rounds increase the damage of the weapon by +1. It cannot be reduced by armor.

Hollow-Point Rounds

Hollow-point rounds inflict +2 damage again unarmored opponents. Against armored opponents, its damaged is reduced by 2.

Manstopper Rounds

This round, which can only be used in a shotgun, inflicts +2 damage. Weight Scrounge DC Other Standard Equipment

Flashlight

This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Tactical Laser Sight

This small laser mounts on a firearm, and projects a tiny red dot on the weapon's target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

A Laser sights allow shooters to fire reflexively and give faster target acquisition allow for quicker, more accurate fire. Such a device gives a firer a +1 to hit under all conditions. These sights do not magnify the image.

Leopold Ultra Mark 4 M3 fixed power 10x 40 mm scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use. The Mk4 increases the range increment for a ranged weapon by one-half (multiply by 1.5). It also adds a +2 bonus to hit above any the weapon provides or any feats provide. However, to use a scope a character must spend an attack action acquiring his or her target. If the character changes targets or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

Thermal Imaging Scope

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use. The M45 scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he or she had the darkvision ability granted by night vision goggles.

The Personnel Armor System Ground Troops (PASGT)

The PASGT is the standard infantry kevlar helmet. Variants come with goggles that use passive light gathering to improve vision in near dark conditions. They grant the user the ability to see in darkness, also called darkvision—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Spot and Search checks made by someone wearing them. The PASGT must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the helmet comes with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

First Aid Kit

This kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Treat Injury check (DC 15). A first aid kit can be used only once at maximum capacity. Each use thereafter causes a -1 cumulative penalty, until it reaches -4 at which point the first aid kit is depleted. Skill checks made without a first aid kit incur a -4 penalty.

Burn Kit

Burn kits act like first aid kits but can only be used to help a dazed, unconscious, or stunned character suffering from fire damage by making a Treat Injury check (DC 15). A burn kit can be used only once. Skill checks made without a burn kit incur a -4 penalty.

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