

FIREARMS IN MUTANT CITY BLUES

INTRODUCTION

Mutant City Blues offers slightly more room for tactical combat than any other permutation of the Gumshoe game system; however, combat options are somewhat limited for characters other than the heightened.

This supplement is not designed to add lots of extra detail to the game, so much as give non-heightened characters a couple of extra tactical options, and give fire-fights a little more flavour than a simple exchange of die rolls.

To that end, I have taken a little extra crunch detail from the Esoterror Factbook (which you will also need to take full advantage of the rules presented), and added to it and fleshed it out where need be. The bulk of the remainder of this document is a brief primer on different types of firearms, and their application, along with enough game-rules to give each item a little in-game flavour.

Esoterror Factbook Rules

Rules from the Esoterror Factbook which may be highly appropriate are as follows:

- Called Shots,
- Critical Hits,
- Evasive Manoeuvres,
- Extra Attacks,
- Feints,
- Grenades,
- Martial Arts,
- Jumping In,
- Reckless Attacks,
- Sniping,
- Special Weapons Training,
- Support Moves and,
- Techno-macho Utterances.

Needless to say, use as many or as few of these rules as you are comfortable with. Note that the Auto-Fire and Suppression Fire rules have been folded into the Fire-Modes rules noted below.

THE RULES BIT

Fire Modes

Most modern weapons offer one or more of a number of different fire-modes. Each mode has some unique traits which are discussed below.

Semi-Automatic [SA]

Semi-automatic and single-shot weapons are treated identically in these rules. These weapons simply fire one shot per pull of the trigger. In practice, a single game "attack" might represent three or four hurried shots, of which perhaps one has any real chance of hitting, and no special game-rules apply.

Burst-Fire [BF]

Burst-fire weapons fire short bursts of ammunition with each pull of the trigger, usually two or three rounds per pull. Again, a single "attack" might represent two quick bursts of three rounds each. These bursts are too short to enable an attacker to hit multiple targets, but they are likely to inflict multiple wounds if they hit. To that end weapons performing burst attacks add one to their basic damage modifier.

Burst-Fire Lethality Option

Players who want a slightly more lethal game can, instead of applying the +1 Damage modifier for burst fire, pay two Shooting points after a successful attack roll to do an additional instance of damage.

Full-Auto [FA]

Fully-automatic fire enables an attacker to hold the trigger, firing until released, or the ammunition supply runs out. This fire mode is not precise by any means – ammunition will tend to be sprayed in the general direction of fire, perhaps ten to twenty rounds per attack. Firing a weapon automatically entitles you to use the Suppressing Fire rules on p52 of the Esoterror Factbook. Note that it *does not allow* use of the Automatic Weapons rules in the same book.

Full-Auto Option

Whenever a target performs an Athletics Test to avoid Suppressing Fire, GMs may allow the gunner to spend two Shooting points to force the target to make an additional test (representing them briefly focussing their fire on a specific target). The target will take damage from either roll, but other effects are determined according to the worst die roll. Note that any Recoil traits' limit will apply to these expenditures – so if you have already spent points up to your Recoil limit you may not be able to use this rule.

Full-Auto Notes

Note that the ability to hit multiple targets, and inflict extra damage by simply spending points has been removed. To hit multiple targets you should now employ Full-Auto and set the fire zone to cover all of your targets (and ideally no friendlies!). To inflict extra damage fire bursts at single targets. This more accurately reflects the controllability of automatic weapons, and forces players to make difficult choices before rolling any dice.

Weapon Special Rules

Note that there may be special notes in each weapons description modifying the manner in which these traits work.

AP (X)

This weapon is armour-piercing. Reduce all armour ratings by X (to a minimum of zero) when calculating damage.

e.g.:

Jack and Joe are unlucky enough to be caught by a barrage of fire from a GPMG, they are also unlucky enough to fail their Athletics Tests and both suffer damage.

The GPMG has a damage modifier of +1 and an AP rating of 2. Jack has an Armoured Vest on, which usually offers -2 to damage, but the AP rating completely negates this benefit. The attacker rolls a four for damage for a total of five.

Joe on the other hand is not wearing any armour, so the AP rating has no effect. He does take full damage however, and with a roll of five takes six health in damage.

Jams (X)

When using Auto-Fire this weapon jams if the attack die roll shows a score equal or lower than X.

Kickback

Your action the round after firing is to recover. If standing you must make an Athletics test at difficulty 3 to remain upright.

Machine Gun (X)

When performing Full-Auto attacks you may spend X free Shooting points on your attack (you may use these for the Full-Auto option above if desired, but not any ammunition checks required).

Poor AP (X)

Add X to any armour ratings deducting from this weapons damage, if the target has no armour then this trait has no effect.



Recoil (X) When firing you may expend no more than X Shooting points on the attack (if you need to make an ammunition check then X must be split between both rolls).

e.g.:
Jim needs to suppress a pair of terrorists while Maggy disarms a bomb. His sub-machine gun has Recoil (2) when firing on Full-Auto. He considers his options carefully, and because he is halfway through his magazine, elects to spend one point of Shooting on the attack, and a second point on the resultant ammo check. Because he has spent Shooting points up to his Recoil rating, he may not spend further points on the Full-Auto option noted above.

Scope (X) After spending a round aiming, reduce the difficulty of a shot by X/2 (round the reduction down), or X if making a called shot. This ability cannot be used at under (X x 50)m, and the called shot bonus cannot result in a better target number than that received for a normal attack.

Shotgun Deduct one from all target numbers for attacks. Add one to the damage inflicted at two meters or less. Deduct one above half range.

Small A small weapon has +1 to all difficulties to find or spot.

Tripod This weapon may only be fired from a tripod or vehicle mounting.

Tracking Ammunition:

I don't especially recommend tracking ammunition, especially given the comments noted above in the section about weapon fire-modes which briefly discusses rates of fire. The system below is designed to create a little tension about running out of ammunition, without being overly complex.

The weapons discussed below all feature ammunition boxes. They also indicate any available rates of fire, along with the weapons "standard" rate of fire (SA, BF or FA). Players should note these details on their character sheet along with any other weapon details.

Whenever an attack is performed at the standard rate of fire the player should cross out the left-most ammunition box. Attack at a lower fire rate only crosses out an ammunition box if a one is rolled on the attack die. Attacks one level higher than the default cross out three boxes if possible, and attacks two levels higher (i.e.: a machine pistol firing on full-auto) cross out five boxes if possible. If the full amount of boxes cannot be crossed out then a -1 penalty is assessed upon the attack per box missed (you may not choose to expend less ammunition, you must attempt to fulfil the ammunition requirements as much as possible).

Rate of Fire	Expend...
Below Standard	One ammo box on a roll of a one only
Standard	One ammo box
One level above standard	Three ammo boxes
Two levels above standard	Five ammo boxes

After the attack is complete examine the ammunition track. If there are no boxes remaining then the weapon is empty. If the next available box has a number inside it, then you must immediately perform another Shooting Test with this number as the target. If you fail this die roll then the weapon is empty and you should line out any remaining boxes.

In this way, professional soldiers, who are calm and collected under fire, will tend to be more conservative with their ammunition than untrained civilians who will tend to expend all of their ammunition extremely quickly and to little effect.

e.g.:

Joe has a H&K MP-5SD SMG. The MP-5SD has an ammo track like this:

() () () (4+) (5+) (6+) (Magazine)

It also has noted fire modes as "SA/BF/FA" (burst fire is the weapons default). After a burst of fire at a heightened terrorist his ammunition track looks like this:

(X) () () (4+) (5+) (6+) (Magazine)

Shortly after, he gets charged by a group of terrorists and switches to auto-fire to deal with them. Afterwards, this is his ammo track:

(X) (X) (X) (X) (5+) (6+) (Magazine)

He must now make an ammo check, a Shooting test with a difficulty of 5. He passes, but not wanting to reload, he switches to single shots in an attempt to conserve ammunition. After making his single shot he does not need to cross out another ammunition box because he did not roll a one, he does still need to make a 5+ ammo check however.

A couple of rounds later he is still on the same magazine, and needs to provide some cover-fire again. There are still two ammo boxes left in the magazine so Joe can do this, but with a -1 penalty (as he cannot cross out the full three boxes). After this action however the magazine automatically runs dry because he has expended all of his ammo boxes.

Reloading

Each weapon indicates the type of ammunition storage used. Different storage types have slightly different effects when reloading, as discussed below.

Internal These weapons have a built-in ammunition store. While robust, this type of ammo store can be slow to reload (although some older weapons employed a "stripper-clip" to speed this up). Generally reloading two rounds of ammunition takes one action. A character may elect to make an Athletics or Shooting roll to reload rounds up to the roll total.

Magazine Magazine-fed weapons use a special detachable ammunition holder (the magazine) to allow quick reloading. A Shooting roll of 4+ allows reloading with no hindrance, otherwise reloading takes a full round.

Revolver In some ways similar to an internal magazine, revolvers store their ammunition internally, making reloading slow (although speed-loaders help). Reloading a revolver works exactly as described for Internal Magazines above.

Belt The weapon is fed by a continuous belt of ammunition, usually 100 or 200 rounds in length. Modern belts are disintegrating, that is, after firing there is no longer any belt, just a pile of spent shell casings. They can also be clipped together, so a loader can clip a second belt to the end of a belt currently being fired, with the result that the gun operator need not pause. This takes two full actions.

Weapon Accessories

Extended Magazine Most magazine-fed weapons can accept larger magazines. These add weight, and can be unwieldy, but if you absolutely definitely want to stave off reloading as long as possible then you can. Game-wise an extended magazine adds one (empty) ammo box per three existing ammo boxes.

Suppressor Sometimes mistakenly referred to as a silencer, a suppressor conceals the sound of the detonation when a gun is fired. It will not conceal the sonic boom caused by the bullet ripping through the air at supersonic speeds, so suppressors are frequently paired with subsonic ammunition which is typically available in pistol-calibres (even without, a suppressor will make a gunshot significantly less distinct, and harder to pinpoint accurately). A suppressor will require Sense Trouble die rolls to notice unless you are the target. Suppressors are available for most pistol and sub-machine guns (notably excluding revolvers with one notable exception). There are also a few military rifles that can be suppressed, however they tend to suffer from the sonic boom issue.

Scope Most rifles and some pistols and submachine guns can be fitted with scope. The basic combat scopes fitted to many assault rifles (and gaining some popularity with militaries around the world) are too basic and fall in between the cracks in the system (their benefit is small enough to ignore). However, scopes with a significant magnification, fitted to weapons capable of precision fire are. High magnification optics can be tricky to focus onto a target, especially one very close, and especially if the weapon is not extremely stable (ideally braced on a bipod or similar) which means that as the scopes magnification rises so does the minimum range of the scope, as well as the potential benefits. See the Scope trait above for detail on how scopes work. Ratings of 1-3 are fairly typical for military and police weapons.

Folding / Solid Stock Rifles, sub-machine guns and some shotguns can be fitted with folding or fixed stocks. A folding stock offers the opportunity to shorten a weapon, making it handier in a confined space, the catch being that the weapon is less stable when fired. Folding stocks are really too minor to require game rules, but the GM may assess minor penalties in situations he deems appropriate (such as Shooting checks in extremely confined spaces).

Laser Sight Most weapons can be fitted with laser-sights; however their limited range means that they are most useful for short-range assault weapons (pistols and sub-machine guns). Generally the benefit falls between the cracks in the Gumshoe system, however it may be appropriate for the GM to assess minor bonuses and penalties in situations he deems appropriate.

Flashlight Sub-machine guns and assault rifles can be fitted with a barrel-mounted flashlight, offering some illumination. This is mostly a police or SWAT fitting, as military forces would tend to use night-vision equipment instead. Generally the benefit falls between the cracks in the Gumshoe system, however it may be appropriate for the GM to assess minor bonuses and penalties in situations he deems appropriate (completely appropriate for Shooting and Sense Trouble tests).

Tricks

Two-gun Style Using two weapons isn't the most viable of options if you have access to a variety of arms (it is generally a better option to simply use a sub-machine gun rather than two handguns). Nevertheless, circumstances can dictate... Only small weapons can be used in this way (hold-outs, light pistols or machine pistols) and to achieve anything other than collateral damage you will need a Shooting rating of 8+. Operating both of your weapons in SA fire mode allows you to attack using the Burst-Fire rules. If firing Bursts you attack using the Full-Auto rules, and finally, if attacking using Full-Auto you gain a +1 bonus to your roll. In all cases your weapon loses two points from its Recoil rating (or gains Recoil (4) if it did not possess it, or if it has Recoil that is only applicable in certain circumstances).

Clues

A fire-fight can leave behind a plethora of clues, some of which are discussed below.

Spent Ammunition

Spent rounds of ammunition can be found inside their victims (in the case of low-powered rounds) or embedded in the terrain surrounding a gunfight. It would not be uncommon for professional killers to use low powered rounds that are especially difficult to gather clues from, or to "police" their spent ammunition (time permitting) after the commission of a crime. Generally the following skills can be used to gather information about the event:

Ballistics: Examination of spent ammunition will identify the calibre of the weapon used (and this may lead to some clue as to the type of weapon used).

Ballistics: In the case of a round in good condition (small-calibre rounds can be badly distorted or damaged even by passage through the human body) can be used to identify the specific weapon used (this can lead to old cases the weapon was used in if compared with data on typical police databases, or to prove a specific suspects weapon was used).

Ballistics: An examination of the positions and trajectories of bullets embedded in terrain can give a rough idea of the relative positions of people involved in a shooting, and may also suggest other avenues of investigation (identify a likely window for the sniper to shoot from, etc).

Forensic Anthropology: Examination of a gunshot victim allows extraction of embedded ammunition. An examination of the wound track and posture of the victim may give clues relating to the relative position of shooter and victim, and possibly some clues about the physique of the shooter (taller than the victim, shorter than the victim, etc)

Shell Casings

Spent shell casings will tend to scatter around the attackers position. Professional killers might well collect their shell casings to put off an investigation (and weapons like revolvers do not automatically eject spent shell casings).

Note that there are experimental weapons under development which do away with shell casings entirely (such as the H&K G11 Assault Rifle), and so in ten years time it may well be the case that caseless weapons are available. Generally the following skills can be used to gather information about the event:

Ballistics or Mechanics: Examination of spent shell casings may be able to identify tool marks from the magazine, receiver or hammer of the weapon used, and these may well be unique enough to identify a specific weapon used.

Ballistics: Examination of spent shell casings will identify the calibre of the weapon used (and this may lead to some clue as to the type of weapon used).

Evidence Collection: Criminals may well wear gloves while committing a crime, but shell casings may well have fingerprints left prior to a crime being committed, while the criminal was loading his or her weapon. Evidence Collection may well be able to locate these and reference to a police database might well be able to identify a suspect, or they can be used to eliminate possible suspects.

Spent magazines

Most professionals would not drop spent magazines (other than accidentally), but finding one is an extremely easy clue.

Ballistics: Examining a magazine will identify the type of weapon used.

Weapons

A weapon left at or near a crime scene may well give access to a number of clue types.

If the weapon has a serial number it may be possible to trace the owner of the weapon, and even if not, it will be possible to identify previous crimes at which the weapon was used using the **Ballistics** Ability.

General

Evidence Collection: Evidence Collection combined with analysis of each round of ammunition, shell casings, bodies, etc collected might allow an investigator to figure out in general terms how many combatants there were, who fired which bullet, and the rough order of attacks as well as the relative positions of each combatant.

THE GUNS BIT

All of the weapon types listed below use the following format:

Weapon Type

Description: *A few brief notes about the construction of the weapon, and its basic abilities.*

Examples: *A couple of examples of real-world weapons of this type.*

Use: *Some comments about the weapons use, and who is likely to be using it.*

Game Attributes

Range *The maximum combat range in meters. A skilled shooter could probably employ the weapon at up to twice this range; providing he was taking care with his shot (this should probably cost one or two extra Shooting points however).*

Fire Modes *The modes of fire available to the weapon. The default fire mode will be in bold text.*

Damage *The basic damage bonus for the weapon.*

Ammunition *Ammunition boxes and ammunition storage type.*

Notes *Any special rules that might apply to the weapon, and modifications to the way they normally work.*

Hold-Out Pistol

Description: A very small handgun. Light pistols fire light-calibre pistol ammunition either from in internal magazine (sometimes muzzle-loaded into each of two barrels) or cylinder.

Hold-out pistols are intended to be used as a last-ditch weapon. Genuine hold-out weapons are somewhat rare in modern days, mostly having been replaced with very small revolvers.

Examples: Two-barrel Remington Derringer

Use: Carried by those concerned about their own personal safety, as these weapons offer none of the capabilities needed for most police or military operations.

Game Attributes

Range 10m

Fire Modes SA

Damage +0

Ammunition () (4+) (Internal)

Notes Small

Light Pistol

Description: A small or medium-sized handgun, either an automatic or a revolver. Light pistols fire light or medium-calibre pistol ammunition (.38, .40, 9mm, etc) from either a clip of perhaps a dozen or so rounds, or a cylinder of half a dozen rounds or so.

Historically revolvers have retained popularity due to their high reliability, however, a well maintained automatic has a higher capacity and is easier to load (speed-loaders for revolvers do help somewhat with this).

Examples: Browning HP35, Colt M1911, Tokarev TT

Use: Police forces and militaries across the world equip their men with light pistols as a sidearm, they are also a popular and easy to acquire weapon for criminals, and in areas where firearm possession is legal there are many owned by citizens.

Game Attributes

Range 50m

Fire Modes SA

Damage +0

Ammunition () () () () (4+) (5+) (6+) (Magazine)

Notes **Revolver:** Remove the leftmost two ammunition boxes and change type to Revolver.

Heavy Pistol

Description: A large handgun, either an automatic or a revolver. Heavy pistols fire heavy-calibre pistol ammunition (.44, .50, etc) from a clip of eight or so rounds, or a cylinder of half a dozen rounds.

These weapons gained some popularity as body-armor capable of defeating Light Pistols became more common, however they are heavy and unwieldy weapons.

Examples: IMI Desert Eagle, Colt Python

Use: Rarely seen in police or military hands, Heavy Handguns are sometimes used by Special Forces and the like. Popular culture has made these weapons somewhat popular in private hands for those countries that allow firearm ownership, and of course where that occurs criminals will be similarly equipped.

Game Attributes

Range 50m

Fire Modes SA

Damage +0

Ammunition () () (4+) (5+) (6+) (Magazine)

Notes **AP (1)**

Revolver: Remove the leftmost ammunition box and change type to Revolver.

Machine Pistol

Description: Similar in size to a Heavy Pistol, most machine pistols are designed to fire low or medium-calibre pistol ammunition (9mm, etc). Machine pistols are invariably fed from a clip of twenty to thirty rounds. These weapons can be fired semi-automatically, but also offer the option for auto-fire with appalling accuracy – their light weight and small size means that they tend to spray rounds with little accuracy, especially if held in only one hand.

Examples: H&K MP-5K, vz61 Skorpion, IMI Micro-Uzi, Ingram MAC-10

Use: Somewhat rare in military hands because of their inaccurate and random fire, they are sometimes used by Special Forces or bodyguards, as well as many terrorists and criminals!

Game Attributes

Range 50m

Fire Modes SA/FA

Damage +0

Ammunition () () (4+) (5+) (6+) (Magazine)

Notes **Jams (1)**

Recoil (1): When firing using Full-Auto only

Sub-Machine Gun [SMG]

Description: Mid-way between a machine pistol and an assault rifle in size SMGs are generally the smallest weapon fired from the shoulder. SMGs fire medium calibre pistol ammunition (.40, 9mm, etc) from a clip of perhaps twenty-five or thirty rounds, and offer a variety of fire-modes. Fairly accurate for their size they see a lot of official use, and a wide variety of accessories are available for them.

Examples: H&K MP-5, Bizon, L2A3 Sterling, FN P9, IMI Uzi

Use: SMGs are frequently deployed by armed police and SWAT teams, as well as Special Forces and better equipped terrorists. Their calibre keeps them from causing as much collateral damage as an assault rifle while still giving police forces some options for automatic assault weaponry.

Game Attributes

Range 100m

Fire Modes SA/BF/FA

Damage +0

Ammunition () () () (4+) (5+) (6+) (Magazine)

Notes **Jams (1)**

Recoil (2): When firing using Full-Auto only



Heavy Sub-Machine Gun [SMG]

Description: Really a Heavy SMG is an assault rifle with the shortest possible barrel and a folding stock. These weapons are large SMGs firing light rifle-calibre rounds (5.45mm and 5.56mm). Somewhat inaccurate on auto-fire as a consequence of their size and lighter weight they also have heavy penetration which can lead to high collateral damage.

Examples: Kalashnikov AK-74SU, Colt CAR-15

Use: Not really used by police forces who generally either do not want the over-penetration (and collateral damage potential) these weapons offer without the additional accuracy offered by a full assault rifle. These weapons are generally seen in the hands of military vehicle crews (who need a small weapon to stow away inside their vehicle) or Special Forces.

Game Attributes

Range 100m
Fire Modes SA/BF/FA
Damage +1
Ammunition () () () (4+) (5+) (6+) (Magazine)
Notes **Jams (1)**
Recoil (1): When firing using Full-Auto only

Rifle

Description: This category covers a wide variety of weapons, from sporting and hunting rifles through to sniper weapons. The specific capabilities for this weapon will need to be hashed out between you and your GM, the example below is for a fairly simply sniping weapon, with some notes on other options.

These weapons tend to be mid-sized rifles, firing cartridges varying from .22LR through to 7.62mm, or even larger. The weapon may be single-shot, fed from an internal magazine or clip-fed, and may be bolt-action or semi-automatic. A wide variety of stocks, bipods, scopes and other accessories are available depending upon the specific model.

Examples: L1A1 SLR, Remington M70

Use: Sports-shooting, hunting and sniping are all possibilities for rifles. Police forces and militaries across the world issue these weapons to marksmen and snipers.

Game Attributes

Range 200m
Fire Modes SA
Damage +0 or +1
Ammunition () () (4+) (5+) (Magazine)
Notes **AP (1)**
Scope (2)

Note:

The rifle presented here represents a five-shot bolt-action sniper rifle. For a ten-shot weapon add a blank ammo box, and a box with "6+". Other variations will need to be negotiated with the GM.

Heavy Rifle

Description: A very large, heavy and unwieldy rifle, typically either with a five or ten round clip, or sometimes breach-loaded. These weapons fire .5 or 14.5mm heavy machine-gun rounds, and are intended for military operations. Specifically they are intended to be used to destroy or disable light vehicles.

Examples: Barrett M82, Steyr AS.50

Use: Strictly military weapons, designed for damaging or destroying light vehicles. Police forces would be unlikely to field these weapons because of their shocking over-penetration potential. Some can be found in civilian hands.

Game Attributes

Range 500m
Fire Modes SA
Damage +2
Ammunition () () () () () (Magazine)
Notes **AP (3)**
Kickback
Scope (3)

Assault / Battle Rifle

Description: A large rifle, typically with a clip of twenty to thirty rounds of either heavy (7.62mm, for Battle Rifles), or medium (5.45mm, 5.56mm, for Assault Rifles) calibre rounds fired in a variety of different modes.

Examples: Kalashnikov AK-47, AK-74, Colt M-16A2, Royal Enfield Ordnance SA80, FN-FAL, Steyr AUG

Use: The assault rifle is the general-purpose infantry weapon for militaries of the modern world. Assault and Battle Rifles are also widely used by SWAT teams and the like (although frequently with auto-fire disabled).

Game Attributes

Range 200m
Fire Modes SA/BF/FA
Damage +1
Ammunition () () () (4+) (5+) (6+) (Magazine)
Notes **AP (1)**
Jams (1)
Recoil (2*): When firing using Full-Auto only. If the weapon is braced then add two to the recoil cap.

Light Shotgun

Description: A large rifle-sized weapon. Typically with a six or eight round magazine, cycled by a pump- or lever-action, or breach-loaded into one or two barrels. Light Shotguns are around 20g (15.6mm), typically firing bird or buck-shot.

Examples: Remington Model 870 Express, Browning 425

Use: Light shotguns are often used for hunting, and occasionally by police (in some areas they can be standard issue for police cars). There are many Light Shotguns in civilian hands – although generally Heavy Shotguns are more common.

Game Attributes

Range 50m
Fire Modes SA
Damage +1
Ammunition () () (4+) (5+) (6+) (Internal)
Notes **Poor AP (1)**
Shotgun

Double-Barrelled: Double-barrelled weapons have the following ammunition boxes: "() (4+) ". You may "fire both barrels" for a +1 damage bonus if you fill in both ammunition boxes (they must both be unused).

Sawn-Off: A double-barrelled weapon may have the stock and barrel sawn down to the size of a very large pistol. If this is done reduce the range to 10m.

Slugs: If firing slugs, ignore the Poor AP and Shotgun traits.



Heavy Shotgun

Description: A large rifle-sized weapon, fitted with a five or six round internal magazine. Rounds are chambered by a pump- or lever-action, auto-loading, or breach-loaded into one or two barrels. Heavy Shotguns are typically 12g (18.6mm) or 10g (19.7mm), typically firing bird or buck-shot (although beanbag, stun, door-breaker and a lot of other ammunition options are available).

Examples: Benelli M4, Franchi SPAS-12

Use: Heavy shotguns are often used for hunting, and occasionally by police (in some areas they can be standard issue for police cars). There are many Heavy Shotguns in civilian hands.

Game Attributes

Range 50m

Fire Modes SA

Damage +2

Ammunition () () (4+) (5+) (6+) (Internal)

Notes **Poor AP (2)**

Shotgun

Double-Barrelled: Double-barrelled weapons have the following ammunition boxes: “() () (4+)”. You may “fire both barrels” for a +1 damage bonus if you fill in both ammunition boxes (they must both be unused).

Sawn-Off: A double-barrelled weapon may have the stock and barrel sawn down to the size of a very large pistol. If this is done reduce the range to 10m.

Slugs: If firing slugs, ignore the Poor AP and Shotgun traits.

Combat Shotgun

Description: Similar to a heavy shotgun, a combat shotgun usually has a more military finish and fittings, and are frequently designed to accept a clip of a dozen shells or so in place of an internal magazine. Some combat shotguns even allow for automatic fire despite the heavy recoil and low ammunition capacity (usually no more than a dozen shells).

Examples: Franchi SPAS-15, H&K CAWS, Daewoo USAS-12, Pancor Jackhammer

Use: Combat shotguns are sometimes employed by SWAT teams and the like, but are generally military weapons.

Game Attributes

Range 50m

Fire Modes SA/FA

Damage +2

Ammunition () () (4+) (5+) (6+) (Magazine)

Notes **Poor AP (1)**

Recoil (1): When firing using Full-Auto only. If the weapon is braced then add two to the recoil cap.

Shotgun

Slugs: If firing slugs, ignore the Poor AP and Shotgun traits.

Light Machine Gun [LMG]

Description: Large rifle-sized weapons, some LMGs are simply long-barrelled versions of Assault Rifles. LMGs usually have either a belt-feed or an extended assault-rifle clip loaded with either heavy (7.62mm), or medium (5.45mm, 5.56mm) calibre rounds. The barrels and fixtures are designed to be more reliable than those on assault-rifles and sub-machine guns when used for extended periods of auto-fire, and typically an Assault Rifle will be fitted with a bipod.

Examples: FN Minimi (M249 SAW), Kalashnikov PK-74, RPK, H&K MG-4, L-86 LSW

Use: Light machine guns are designed to provide infantry teams with some light automatic fire support, while still retaining some mobility. Unlike their heavier cousins, LMGs can be fired from a standing position, although they are generally more effective when braced. LMGs are purely military weapons, and it would be extremely rare to see one in police hands.

Game Attributes

Range 200m

Fire Modes BF/FA

Damage +1

Ammunition () () () () () (4+) (5+) (6+) (Belt)

Notes **AP (1)**

Clip Feed: Some LMGs use a clip feed instead of a belt to lighten the weapon. Change the default fire mode to BF, and the ammunition type to Magazine.

Machine Gun (1)

Recoil (2): If not braced when firing using full-auto you lose the benefit of Machine Gun (1) and suffer from the Recoil trait. If you are braced then you may ignore the Recoil trait.

General Purpose Machine Gun [GPMG]

Description: Larger than the LMG, GPMGs can still be fired from the hip, but they are designed to be fired from a bipod or vehicle mount. These weapons tend to use high-power 7.62mm rounds fed from a 200 round belt of ammunition. Fittings are designed to aid with that and generally include things like bipods or tripods, and easily exchangeable barrels.

Examples: FN MAG, MG3, M60, M240, Kalashnikov PKM
Use: GPMGs are military weapons; they are intended to provide extended automatic fire support for infantry, and anti-infantry weapons for vehicles.

Game Attributes

Range 500m

Fire Modes FA

Damage +1

Ammunition () () () () () (4+) (5+) (6+) (Belt)

Notes **AP (2)**

Machine Gun (2)

Recoil (0): If not braced when firing using full-auto you lose the benefit of Machine Gun (2) and suffer from the Recoil trait. If you are braced then you may ignore the Recoil trait.

Heavy Machine Gun [HMG]

Description: The heaviest of machine guns, HMGs usually need to be broken down and carried by two or three crew to move. These weapons fire heavy-calibre rounds (.5, 14.5mm, etc) which were originally designed to be used as anti-tank ammunition (before tank armour far outstripped their capabilities). These weapons do not have an especially high rate of fire (hence the low Machine Gun rating), but they are devastating.

Examples: Browning M2HB, KPV, DShK

Use: HMGs are military weapons; they are intended to provide anti-infantry and anti-light vehicle fire support for infantry, and anti-infantry and anti-helicopter weapons for vehicles.

Game Attributes

Range 800m

Fire Modes FA

Damage +2

Ammunition () () () () () (4+) (5+) (6+)

Notes Machine Gun (1)

AP (3)

Tripod

ARMOUR

Stab Vest

Description A light mesh vest which can be worn over other armour, designed to distribute the impact of bladed and stabbing weapons, offering some protection against them. Fairly common for police departments in regions where firearms are less common (like the UK).

Benefit -2 to Bladed damage

Armoured Vest

Description A armoured vest, concealable under other clothing but heavy and somewhat uncomfortable. Used regularly by police forces in high-risk environments.

Benefit -1 to Bladed damage, -2 to bash and gunshot damage

Heavy Armoured Vest or Jacket

Description A military armoured vest of the sort issued primarily to vehicle crews (the light armoured vest is more suitable for infantry because of the better weight and mobility offered).

Benefit -1 to Bladed damage, -3 to bash and gunshot damage

Riot Shield

Description A large shield designed to afford maximum protection while also allowing a police officer to fight back. These are designed to be employed by lines of police officers. A smaller shield with identical stats (except for the loss of the called shot penalty) is more appropriate for small groups of officers as it can be actively used to protect an officer.

Benefit -3 to all damage from the front unless a called shot is made

Notes Increase all called shot penalties by one from the front

MELEE WEAPONS

Small Club

Description A nightstick, blackjack or small improvised bludgeoning weapon.

Damage -1

Notes Bash
Small

Heavy Club

Description A large club, sledgehammer or other large (two-handed) bludgeoning weapon.

Damage -1

Notes Bash

Knife

Description A dagger, combat knife, kitchen knife or other small bladed weapon.

Damage -1

Notes Bladed

Machete

Description A machete, kukri, cleaver or other medium-sized edged weapon.

Damage +0

Notes Bladed

Sword

Description Any large edged weapon

Damage +1

Notes Bladed