



Weapons v1.5.2
for
SH Rulebook v2.1+
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Overview

This extension to Retreat Hell covers weapons that you might want to use in your campaign. I tried to cover all equipment herein in a highly realistic manner (every load, size, whatever is taken from its' real-world equivalent, wherever possible).

The SH Weapons Manual was updated to allow usage with Sierra Hell.

Use the PDF's bookmarks to navigate through this Sierra Hell Manual.

If there are any weapons or ammunition you would like to see covered in Sierra Hell, drop me a note: b33fm41l@yahoo.de

New Weapons (v 1.5.2)

Name	Caliber	Type
M86 PDM	-	Mine

Handling Weapons

Whenever you want to use a weapon, you have to know how it functions, for this purpose you have to read the Field Manual that comes with every weapon (if you buy it or get it issued (always ask your GM on how to acquire Field Manuals)).

A character can be familiar with a certain number of weapons (the manuals) per level, based on his INT, how many judges the table below (if you don't use all your weapon familiarization charges before gaining a new level, they are lost):

INT	# of Weapon Manuals
1 - 4	½ (1 per 2 levels)
5 - 8	1
9 - 12	2
13 - 16	3
17 - 20	4

Some weapons do not require knowledge of themselves, like the AT-4 anti-tank missile launcher and can be instantly used (provided that your character succeeds over the INT DC) .

There are a few weapon families out there, for a weapon that is member of a weapon family, you just have to read one manual of a family member and can handle all of them at once. Look below for a list of all weapon families.

If you do not read or know the weapon manual (or have not received Weapon Familiarization Training) for your weapon you receive some penalties:

- ∞ You cannot use the sight issued with/mounted on your weapon, and receive the associated penalty (see Sierra Hell Rulebook).
- ∞ You cannot reload the weapon or correct malfunctions.
- ∞ You cannot use a weapon, requiring an INT check, at all.

Weapon Family	Family Members
Assault Rifles/SAWs	
AR-15	M16A2, M16A3, M16A4, M4, M4A1, M468, SR-25, SR25K, SR-47, HK416, AE 6.5 Grendel
AK	AK47, AK74, RPK, RPK74, Dragunov SVD
Tavor	Tavor, Mini Tavor
G36	G36, G36C
SIG550	SG-550, SG-552
G3	G3A3, G3KA4
M14	M14, M14A2 (SOPMOD), M1A
AK-102	AK-102, AK-104, AK-105
AK-107	AK-107, AK-108
Pistols	
Glock	Glock 17, Glock 20, Glock 21, Glock 23
M1911	M1911, Para Ordnance P-14
USP	HK USP, HK Mark 23 Mod. 0
SMGs	
MP5	MP5, MP5SD, MP5PDW, MP5K, MP5RIS
Grenade Launchers	
AG	AG36, AG416
M203	M203, M203QD
Machine Guns	
M60	M60, M60E3, M60E4

Weapon Weight

There are many weapons featured in this extension, some are pretty heavy, whether a character can use such a weapon in combat (without deploying it (using a bipod, supporting its weight)) is judged by the following table. You can use a weapon upto your given STR maximum without penalty, a weapon with a weight two classes (STR score +2) higher at a penalty of 15 (-15 on ToHit roll) and four classes (+4 STR) higher at a penalty of 30 (-30 on ToHit roll) and only for END rounds, weapons even heavier than that cannot be used at all (but can be carried; then deployed and afterwards used, provided that you can carry them). A one-handed weapon, used in 1 hand, is allowed half the weight stated in the table.

STR	Maximum Weapon Weight (lbs.)
1	1.5 (STRx1.5)
2	3
3	4.5
4	6
5	7.5
6	...

Modifying existing Weapon Systems

You might have the possibility (ask your GM), provided that you can afford it, to buy or re-engineer weapons of/to higher quality than usual. This increase of quality can show in various options:

Weapon Modification	Increase in Price (%)
High Reliability	50%
Good/Outstanding Accuracy (m1)	100%
One-armed firing	25%
Two-stage trigger	100%
Auto to Burst (m2)	50%
Burst to Auto (m2)	50%

Notes:

- ∞ m1: you can only increase the accuracy once either from standard to good or from good to outstanding
- ∞ m2: the auto/burst option on you weapon is changed to a burst/auto option (burst can be from 2 to 5 rounds)

High-quality Ammunition

You might have the possibility (ask your GM) to buy ammunition of higher (and lower) quality. This ammunition can have different characteristics:

Type	Description	Increase/Decrease in Price (%)
Chinese	Low quality ammunition, Decreases Weapon Reliability by 1 step (q1), Decreased Precision by 1 step (q3)	-50%
Sniper	High quality ammunition, Increases accuracy by 1 step (q2)	+100%

Notes:

- ∞ q1: From High Reliability to standard, from standard to low (critical miss chance doubled).
- ∞ q2: Outstanding accuracy cannot be increased any more.
- ∞ q3: From normal to low, from low to poor.

Magazine Length

If you want to use your weapon in the prone stance, you cannot use magazines having a capacity greater than 20rnds with most ammunition (10rnd with .338 LM and 5rnd with 12.7x99mm). This rule does not apply to pistols, revolvers or SMGs (in these cases the magazines are not allowed to protrude (being longer than the pistol grip) from the weapon).

Weapon Length

Weapon Length	Minimum Engagement Range (h/m)	Other
Short (Sh)	1 away	-
Compact (Co)	2 away	-
Medium (Me)	2 away	+2 AP for exiting (crowded) vehicles, cannot operate inside crowded vehicles, cannot carry another "backpacked" weapon when rappeling, +1 AP when changing "gun position" inside (crowded) vehicles.
Long (Lo)	3 away	+3 AP for exiting (crowded) vehicles, cannot operate inside crowded vehicles, cannot carry another "backpacked" weapon when rappeling, +1 AP +DRW, RW when changing "gun position" inside (crowded) vehicles.

Weapon Feats

This list contains all feats a weapon (or its magazines) could possess and the respective meaning of each.

Feat (Feat Number)	Description
High Reliability (1)	Whenever this weapon would jam or become damaged, the user is allowed a reroll for failure (if not another jam or damage comes up, it was just a natural, not a critical miss)
Fully Ambidextrous Controls (2)	The weapon can be used by both left and right handed users without modification
C-thru magazines (3)	You can always check how much ammo you have got left
Detachable carrying handle/iron sight (3)	The weapon features a iron sight that can be easily replaced/removed
Wooden Furniture (4)	Some parts of this weapon are made of wood
Good Accuracy (5)	The weapons' accuracy earns the user a +2 bonus ToHit
Outstanding Accuracy (6)	The weapons' accuracy earns the user a +4 bonus ToHit
Low Accuracy (7)	The weapons' accuracy earns the user a -2 penalty ToHit
Poor Accuracy (8)	The weapons' accuracy earns the user a -4 penalty ToHit
Bullpup (9)	Most bullpup weapons feature a LB with an overall Weapon Length shorter than standard-style rifles. Reloading costs 1 AP more than with non-bullpup weapons.
Vertical Handgrip (10)	The weapon has an inbuilt vertical (instead of horizontal) handgrip (MSP/Acc.)
Stackable magazines (upto n) (11)	The weapon has mags that can be stacked together (reduction of reloading AP)
M1913 RIS (12)	The weapon features a full set of M1913 RIS (onbuilt)
One-armed firing (13)	The weapon has some function (usually a handle) that allows 1-armed firing with lower penalty (-4 ToHit, MSPx1.6 instead of the normal conditions)
Folding Buttstock (14)	A folding buttstock means that this weapon overall length can be reduced. If the buttstock is folded it (the buttstock) can no longer be used (see "Firing Styles" in the UH Core Rulebook) but the weapon length is shorter than regular (reduced by 1 level: Medium -> Compact, Compact -> Short, etc...).
Telescoping Buttstock (15)	A telescoping buttstock means that this weapon can be adapted for different body sizes (and arm lengths)
M1913 RIS scope mount (16)	This weapon is partially equipped with M1913 RIS (scope mount only)
MSP :n	This weapon decreases MSP by some factor due to its heavier weight (relative to the "standard weapon weight" for each caliber) or special inbuilt recoil mitigation.
Two-stage trigger (17)	This weapon has a fire selector built into the trigger, unless otherwise noted you have to pull the trigger half way back to get a single shot and about the full way to fire on auto, you don't have to invest extra APs to change firing mode this way.
Poor Ergonomics	This weapon has its fire selector lever and magazine release button in strange places, therefore you have to Disready and Ready your weapon when changing fire mode (3 instead of 1 AP) and add 2 AP to every reloading action (chamber empty), and 1 AP for every reloading action with loaded chamber.
Side-flip loading	You neither have to ready nor disready your weapon when reloading a thumper with this feat.
STANAG mags	M16 type magazines
Heavy Weapon	Indicates that this weapons increased weight increases the felt recoil significantly (by 10%).

Weapons (Direct Fire): Assault Rifles

M8



Caliber: 5.56x45mm or 6.8x43mm

Magazine Sizes:

- ∞ 5.56mm: 20/30/100rnd (Weight: 0.5/1/3 lbs (MRSU: 1/1/3))
- ∞ 6.8mm: 20/28/100rnd (Weight: 0.75/1.25/4 lbs (MRSU: 1/1/3))

Notes:

- ∞ You can "stagger" upto 3 30rnd M8 Mags together to reduce AP cost for reloading.
- ∞ Using a 100rnd Beta-C drum mag turns your M8 into a SAW, (full auto (10,20))

Fire Selection: Safe, Semi, Burst (3), Auto (5, 10)

Sight: 3.5x sight

Weight:

- ∞ LB version:
 - 5.56mm: 7.0 lbs (unloaded)
 - 6.8mm: 7.5 lbs (unloaded)
- ∞ SB version:
 - 5.56mm: 6.0 lbs (unloaded)
 - 6.8mm: 6.5 lbs (unloaded)

Weapon Length:

- ∞ LB version: Medium
- ∞ SB version: Compact

Barrel Length:

- ∞ LB or SB (both available for both 5.56 and 6.8mm)

Add. Equipment: (Optional)

- ∞ M320 (cannot be combined with M92)
- ∞ M92 harris bipod or similar (cannot be combined with M320)
- ∞ Suppressor
- ∞ M1913 RIS
- And All M1913 RIS compatible equipment (except scopes, as there is one inbuilt already)

Feats: High Reliability, Fully ambidextrous controls, C-thru magazines, Telescoping Buttstock, Stackable Magazines (upto 3), Low Accuracy for the SB versions.

Notes: The M8 is available in multiple colors including black and yellow.

Barrett M468 (available as M16/M4 upper conversion as well)



Caliber: 6.8x43mm
Weapon Length: LB: Medium, SB: Compact
Barrel Length: SB/LB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 20/28rnd (Weight: 0.75/1.25 lbs)
Weight: SB: 7.5 lbs (unloaded), LB: 9 lbs (unloaded)
Sight: Iron sight (1.0x)
Feats: M1913 RIS, High Reliability, STANAG mags
Add. Equipment: (Optional)
∞ All M1913 RIS compatible equipment

M14A2 SOPMOD



(Picture shows weapon with closed buttstock and fitted suppressor, 6.0x sight, 20rnd magazine, SureFire flashlight/Vertical handgrip and M92 bipod)

Caliber: 7.62x51mm
Magazine Sizes: 10/20rnd (Weight: 1.0/1.5 lbs)
Weapon Length: Medium
Barrel Length: SB
Fire Selection: Safe, Semi, Burst (2), Auto (5)
Sight: -
Weight: 8 lbs (unloaded, standalone)
Feats: High Reliability, Telescoping Buttstock, M1913 RIS
Add. Equipment: (Optional)
∞ Suppressor
∞ All M1913 RIS compatible equipment

M16A2



Caliber: 5.56x45mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Burst (3)
Magazine Sizes: 20/30rnd (Weight: 0.5/1 lbs)
Weight: 7.5 lbs (unloaded)
Sight: Iron sight (1.0x)
Feats: (STANAG mags)
Add. Equipment: (Optional)
∞ M203 40mm LV

M4



Caliber: 5.56x45mm
Weapon Length: Compact
Barrel Length: SB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 20/30rnd (Weight: 0.5/1 lbs)
Weight: 5.5 lbs (unloaded)
Sight: Iron sight (1.0x)
Feats: Telescoping Buttstock, Low Accuracy, (STANAG mags)
Add. Equipment: (Optional)
∞ M203 40mm LV

M16A4/M16A3 (shown with attached vertical handgrip and Trijcon ACOG sight)



Caliber: 5.56x45mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: M16A4: Safe, Semi, Burst (3), M16A3: Safe, Semi, Auto (5, 10)
Magazine Sizes: 20/30rnd (Weight: 0.5/1 lbs)
Weight: 8.5 lbs (unloaded)
Sight: Iron sight (1.0x)
Feats: Detachable carrying handle/iron sight, M1913 RIS, (STANAG mags)
Add. Equipment: (Optional)
∞ All M1913 RIS compatible equipment

M4A1 (The sight attached is not included)



Caliber: 5.56x45mm
Weapon Length: Compact
Barrel Length: SB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 20/30rnd (Weight: 0.5/1 lbs)
Weight: 6.5 lbs (unloaded)
Sight: Iron sight (1.0x)
Feats: Detachable carrying handle/iron sight, Telescoping Buttstock, Low Accuracy, M1913 RIS, (STANAG mags)
Add. Equipment: (Optional)
∞ All M1913 RIS compatible equipment

Steyr AUG A1/A3



A1
(as shown above)



A3
(comes w.o. flashlight, vertical handgrip or scope shown above)

Caliber: 5.56x45mm
Weapon Length: Compact
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (5, 10) or Burst (3) (mechanical modification)
Magazines Sizes: 30/42rnd (Weight: 1/1.25 lbs)
Weight:

- ∞ A1: 8.5 lbs (unloaded)
- ∞ A3: 9.5 lbs (unloaded)

Sight: 1.5/2.5x (you choose)

Feats:

- ∞ A1: Bullpup, Vertical Handgrip, Two-stage trigger, C-thru magazines
- ∞ A3: Bullpup, Vertical Handgrip, Two-stage trigger, C-thru magazines, M1913 RIS

Add. Equipment:

- ∞ A1: -
- ∞ A3: All M1913 RIS compatible equipment

SA80 (L85A2)



Caliber: 5.56x45mm
Barrel Length: Compact
Fire Selection: Safe, Semi, Auto (5, 10)
Magazines Sizes: 20/30rnd (Weight: 0.5/1 lbs)
Weight: 8.5 lbs (unloaded)
Sight: SUSAT 4.0x
Feats: Bullpup, STANAG mags
Add. Equipment: -

Tavor



Caliber:	5.56x45mm
Weapon Length:	Compact
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazines Sizes:	20/30rnd (Weight: 0.5/1 lbs)
Weight:	7 lbs (unloaded, including sling and sight)
Sight:	ACOG 4.0x
Feats:	Bullpup, STANAG mags
Add. Equipment:	-

Mini Tavor



Caliber:	5.56x45mm
Weapon Length:	Short
Barrel Length:	SB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazines Sizes:	20/30rnd (Weight: 0.5/1 lbs)
Weight:	6 lbs (unloaded, including sling and sight)
Sight:	ACOG 4.0x
Feats:	Bullpup, Low Accuracy, STANAG mags
Add. Equipment:	-

G36



Caliber: 5.56x45mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazines Sizes: 20/30rnd (Weight: 0.5/1 lbs)
Weight: 7 lbs (unloaded)
Sight: 3.0x/1.5x (you choose)
Feats: C-thru magazine, Stackable Magazines (upto 3), High Reliability, Folding Buttstock
Add. Equipment: (Optional)
∞ AG36 40mm LV

G36C



Caliber: 5.56x45mm
Weapon Length: Compact
Barrel Length: SB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 20/30rnd (Weight: 0.5/1 lbs)
Weight: 6 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: C-thru magazines, Stackable Magazines (upto 3), High Reliability, M1913 RIS scope mount, Folding Buttstock, Low Accuracy

Add. Equipment: (Optional)
∞ AG36 40mm LV
∞ All M1913 RIS compatible scopes

AK47



Caliber: 7.62x39mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi Auto (5, 10)
Magazine Sizes: 30rnd (Weight: 2.0 lbs)
Weight: 9.5 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: High Reliability, Low Accuracy, Wooden furniture, Poor Ergonomics
Add. Equipment: (Optional)
∞ GP-25 40mm LV

AK74



Caliber: 5.45x39mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 30rnd (Weight: 1 lbs)
Weight: 7.5 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: High Reliability, Low Accuracy, Wooden furniture, Poor Ergonomics
Add. Equipment: (Optional)
∞ GP-25 40mm LV

AKS74U



Caliber: 5.45x39mm
Weapon Length: Buttstock open: Compact, Buttstock closed: Short
Barrel Length: SB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 30rnd (Weight: 1 lbs)
Weight: 6 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: High Reliability, Wooden furniture, Folding Buttstock, Poor Accuracy, Poor Ergonomics
Add. Equipment: (Optional)
∞ GP-25 40mm LV

AN-94 "Abakan"



Caliber: 5.45x39mm
Weapon Length: Buttstock open: Medium, Buttstock closed: Compact
Barrel Length: LB
Fire Selection: Safe, Semi, Burst (2), Auto (5, 10)
Magazine Sizes: 30rnd (Weight: 1 lbs)
Weight: 8 ½ lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: Folding Buttstock, Poor Ergonomics
Add. Equipment: -
Special: This weapon features a high-speed 2-round burst setting; if you use the burst function both rounds exit the rifle so fast that you feel the recoil (MSP) only after the second shot, so there is no muzzle deviation between shots (both shots also hit the same target, if your ToHit roll is successful (only one is needed but if you miss both rounds are wasted)).

Robarm XCR



Caliber: 5.56x45mm or 6.8x43mm

Fire Selection: Safe, Semi, Auto (5, 10)

Magazine Sizes:

- ∞ 5.56mm: 20/30rnd (Weight: 0.5/1 lbs (MRSU: 1/1))
- ∞ 6.8mm: 20/28rnd (Weight: 0.75/1.25 lbs (MRSU: 1/1))

Weight:

- ∞ LB version:
 - 5.56mm: 7.0 lbs (unloaded)
 - 6.8mm: 7.5 lbs (unloaded)
- ∞ SB version:
 - 5.56mm: 6.0 lbs (unloaded)
 - 6.8mm: 6.5 lbs (unloaded)

Weapon Length:

- ∞ LB version: Medium
- ∞ SB version: Compact

Barrel Length:

- ∞ LB or SB (both available for both 5.56 and 6.8mm)

Sight: Iron Sight (1.0x)

Feats: High Reliability, Folding Buttstock, Low Accuracy for the SB versions.

Add. Equipment: (Optional)

- ∞ All M1913 RIS compatible equipment

FN SCAR L(ight)/H(eavy)



Light version

Heavy version

Caliber:	Light: 5.56x45mm Heavy: 7.62x51mm
Weapon Length:	Compact
Barrel Length:	SB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazine Sizes:	Light: 20/30rnd (Weight: 0.5/1 lbs) Heavy: 10/20rnd (Weight: 1/1.5 lbs)
Weight:	Light: 7 2/3 lbs (unloaded) Heavy: 8 1/2 lbs (unloaded)
Sight:	Iron Sight (1.0x)
Feats:	High Reliability, Folding Buttstock, Telescoping Buttstock, M1913 RIS, STANAG mags (L only)
Add. Equipment: (Optional)	
	∞ All M1913 RIS compatible equipment
	∞ EGLM

SIG SG-550/SG-552



(SIG SG-552)

Caliber: 5.56x45mm

Weapon Length:

- ∞ SG-550: Medium
- ∞ SG-552: Compact

Barrel Length:

- ∞ SG-550: Long
- ∞ SG-552: Short

Fire Selection: Safe, Semi, Auto (5, 10)

Magazine Sizes: 20/30rnd (Weight: 0.5/1 lbs)

Weight:

- ∞ SG-550: 9.0 lbs (unloaded)
- ∞ SG-552: 6.5 lbs (unloaded)

Weapon Length:

- ∞ SG-550: Medium
- ∞ SG-552: Compact

Sight: Iron Sight (1.0x)

Feats:

- ∞ Both: High Reliability, Poor Ergonomics, Stackable Magazines (upto 3), Folding Buttstock, Low Accuracy (SG-552 only), C-thru magazines.

Add. Equipment: -

Alexander Arms 6.5mm Grendel



Caliber: 6.5mm Grendel

Weapon Length:

- ∞ Standard: Medium
- ∞ Carbine: Compact

Barrel Length:

- ∞ Standard: LB
- ∞ Carbine: SB

Fire Selection: Safe, Semi, Burst (3)

Magazine Sizes: 10/20/30rnd (Weight: 0.75/1.0/1.50 lbs)

Weight:

- ∞ Standard: 9 lbs (unloaded)
- ∞ Carbine: 7.5 lbs (unloaded)

Sight: Iron Sight (1.0x)

Feats: Folding Buttstock (carbine version only), M1913 scope rail

Add. Equipment: (Optional)

- ∞ All M1913 RIS compatible scopes

Stoner SR-47 (picture: carbine version shown with silencer)



Caliber: 7.62x39mm

Weapon Length:

- ∞ Standard: Medium
- ∞ Carbine: Compact

Barrel Length:

- ∞ Standard: LB
- ∞ Carbine: SB

Fire Selection: Safe, Semi, Auto (5, 10)

Magazine Sizes: 30rnd (Weight: 2.00 lbs)

Weight:

- ∞ Standard: 8 lbs (unloaded)
- ∞ Carbine: 6.5 lbs (unloaded)

Sight: Iron Sight (1.0x)

Feats: Telescoping Buttstock (carbine version only), M1913 RIS

Specials: Uses the same magazines as the AK47

Add. Equipment: (Optional)

- ∞ All M1913 RIS compatible equipment

Stoner SR-25K (picture: standard version with handgrip and bipod)



Caliber: 7.62x51mm

Weapon Length:

- ⌘ Standard: Medium
- ⌘ Carbine: Compact

Barrel Length:

- ⌘ Standard: LB
- ⌘ Carbine: SB

Fire Selection: Safe, Semi, Auto (5, 10)

Magazine Sizes: 5/20rnd (Weight: 0.5/1.25 lbs)

Weight:

- ⌘ Standard: 9.5 lbs (unloaded)
- ⌘ Carbine: 8.0 lbs (unloaded)

Sight: Iron Sight (1.0x)

Feats: Telescoping Buttstock (carbine version only), M1913 RIS

Add. Equipment: (Optional)

- ⌘ All M1913 RIS compatible equipment (except scopes)

HK416



SB version

LB version

Caliber: 5.56x45mm

Weapon Length:

- ∞ Standard: Medium
- ∞ Carbine: Compact

Barrel Length:

- ∞ Standard: LB
- ∞ Carbine: SB

Fire Selection: Safe, Semi, Auto (5, 10) or Burst (3)

Magazine Sizes: 20/30rnd (Weight: 0.5/1 lbs)

Weight:

- ∞ Standard: 8.5 lbs (unloaded)
- ∞ Carbine: 6.5 lbs (unloaded)

Sight: Iron Sight (1.0x)

Feats: Telescoping Buttstock, High Reliability, Low Accuracy (Carbine version only), 2-stage trigger (optional), M1913 RIS, STANAG mags

Add. Equipment: (Optional)

- ∞ All M1913 RIS compatible equipment

Singapore Kinetics SAR-21



Standard version

RIS version

Caliber: 5.56x45mm

Weapon Length:

∞ Standard/RIS: Medium

Barrel Length:

∞ Standard/RIS: LB

Fire Selection: Safe, Semi, Auto (5, 10)

Magazine Sizes: 15/30rnd (Weight: 0.5/1 lbs)

Weight:

∞ Standard: 8.5 lbs (unloaded)

∞ RIS: 9.25 lbs (unloaded)

Sight: 1.5x or 3.0x sight (in the standard version) and none in the RIS version

Feats: M1913 RIS (RIS version only), Fully Ambidextrous Controls, Bullpup

Special: Integrated IR laser pointer

Add. Equipment: (Optional)

∞ All M1913 RIS compatible equipment (RIS version only)

M1A (M14)



Caliber: 7.62x51mm

Weapon Length: Long

Barrel Length: LB

Fire Selection: Safe, Semi

Magazine Sizes: 10/20rnd (Weight: 1.0/1.5 lbs)

Weight: 11 1/3 lbs (unloaded)

Sight: Iron Sight (1.0x)

Feats: -

Special: -

Add. Equipment: -

HK G3A3



Caliber: 7.62x51mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 5/20rnd (Weight: 0.5/1.5 lbs)
Weight: 9 3/4 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: High Reliability
Special: -
Add. Equipment: -

HK G3KA4



Caliber: 7.62x51mm
Weapon Length: Compact
Barrel Length: SB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 5/20rnd (Weight: 0.5/1.5 lbs)
Weight: 9 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: High Reliability, Telescoping Buttstock
Special: -
Add. Equipment: -

HK33EA2



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi, Burst (3), Auto (5, 10)
Magazine Sizes:	20/30rnd (Weight: 0.5/1.0 lbs)
Weight:	8.5 lbs (unloaded)
Sight:	Iron Sight (1.0x)
Feats:	High Reliability
Special:	-
Add. Equipment:	-

FN F2000



Caliber:	5.56x45mm
Weapon Length:	Compact
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazine Sizes:	20/30rnd (Weight: 0.5/1 lbs)
Weight:	8 lbs (unloaded), 10 lbs (unloaded with 40mm grenade launcher)
Sight:	1.6x sight
Feats:	Fully Ambidextrous Controls, Bullpup, STANAG mags
Special:	Integrated IR laser pointer and laser rangefinder, 40mm grenade launcher has the same characteristics as the EGLM (covered in this manual).
Add. Equipment:	-

HK53A3



Caliber:	5.56x45mm
Weapon Length:	Compact
Barrel Length:	SB
Fire Selection:	Safe, Semi, Burst (3), Auto (5, 10)
Magazine Sizes:	20/30rnd (Weight: 0.5/1.0 lbs)
Weight:	6 lbs (unloaded)
Sight:	Iron Sight (1.0x)
Feats:	High Reliability, Telescoping Buttstock
Special:	-
Add. Equipment:	-

AK-102/AK-104/AK-105



Caliber:	AK-102: 5.56x45mm, AK-104: 7.62x39mm, AK-105: 5.45x39mm
Weapon Length:	Medium
Barrel Length:	SB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazine Sizes:	30rnd (Weight (5.56, 7.62, 5.45): 1.0/2.0/1.0 lbs)
Weight:	6 2/3 lbs (unloaded)
Sight:	Iron Sight (1.0x)
Feats:	Folding Buttstock, High Reliability, MSP: 1.33
Special:	-
Add. Equipment (optional):	GP-30

AK-107/AK-108



Caliber: AK-107: 5.45x39mm, AK-108: 5.56x45mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 30rnd (Weight (5.45, 5.56): 1.0/1.0 lbs)
Weight: 7 1/2 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: Folding Buttstock, High Reliability, MSP: 1.33
Special: -
Add. Equipment (optional): GP-30

FAMAS



Caliber: 5.56x45mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 30rnd (Weight: 1.0 lbs)
Weight: 8 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: Bullpup
Special: Comes with an integrated folding bipod. Can be modified (Gunsmith skill) to shoot 3 round bursts instead of Auto

Add. Equipment: -

IMI Galil



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazine Sizes:	30rnd (Weight: 1.0 lbs)
Weight:	8.75 lbs (unloaded)
Sight:	Iron Sight (1.0x)
Feats:	High Reliability
Special:	Comes with an integrated folding bipod.
Add. Equipment:	M203

FN FAL



Caliber:	7.62x51mm
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazine Sizes:	20rnd (Weight: 1.5 lbs)
Weight:	10 lbs (unloaded)
Sight:	Iron Sight (1.0x)
Feats:	-
Special:	Comes with an integrated folding bipod.
Add. Equipment:	-

FN FNC



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazine Sizes:	30rnd (Weight: 1.0 lbs)
Weight:	9 lbs (unloaded)
Sight:	Iron Sight (1.0x)
Feats:	High Reliability, STANAG magazines
Special:	-
Add. Equipment:	M203

Bofors AK5



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazine Sizes:	30rnd (Weight: 1.0 lbs)
Weight:	8.75 lbs (unloaded)
Sight:	Iron Sight (1.0x)
Feats:	High Reliability, STANAG magazines
Special:	-
Add. Equipment:	M203

Vektor CR-21



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazine Sizes:	35rnd (Weight: 1.1 lbs)
Weight:	7.5 lbs (unloaded)
Sight:	Optical Sight 1.0x
Feats:	Bullpup
Special:	-
Add. Equipment:	-

Daewoo K2



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10)
Magazine Sizes:	30rnd (Weight: 1.0 lbs)
Weight:	7.25 lbs (unloaded)
Sight:	Iron Sight 1.0x
Feats:	STANAG magazines
Special:	-
Add. Equipment:	-

Weapons (Direct Fire): Squad Automatic Weapons (SAW)

M249



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Auto (5, 10, 15, 20, 25, 30)
Magazines Sizes:	Belt (see „Ammunition Belts“)
Weight:	16 lbs (unloaded)
Sight:	Iron sight (1.0x)
Feats:	High Reliability, Heavy Weapon
Add. Equipment:	-

Mk. 46 Mod. 0



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Auto (5, 10, 15, 20)
Magazines Sizes:	Belt (see „Ammunition Belts“)
Weight:	13 lbs (unloaded)
Sight:	Iron sight (1.0x)
Feats:	High Reliability, M1913 RIS, Telescoping Buttstock, Heavy Weapon
Add. Equipment: (Optional)	∞ All M1913 RIS compatible equipment

Mk. 48 Mod. 0



Caliber:	7.62x51mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Auto (5, 10, 15, 20)
Magazine Sizes:	Belt (see „Ammunition Belts“)
Weight:	18 lbs (unloaded)
Sight:	Iron sight (1.0x)
Feats:	High Reliability, M1913 RIS, Heavy Weapon
Add. Equipment: (Optional)	
	∞ All M1913 RIS compatible equipment

HK MG-43



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Auto (5, 10, 15, 20)
Magazine Sizes:	Belt (see „Ammunition Belts“)
Weight:	14.5 lbs (unloaded)
Sight:	Iron sight (1.0x)
Feats:	High Reliability, M1913 scope rail, Heavy Weapon
Add. Equipment: (Optional)	
	∞ All M1913 RIS compatible scopes

RPK47



Caliber: 7.62x39mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 30/75rnd (Weight: 2.0/4.5 lbs)
Weight: 11 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: High Reliability, Low Accuracy, Wooden furniture, Poor Ergonomics
Add. Equipment: (Optional)
∞ Bipod (1 lbs.)

RPK74



Caliber: 5.45x39mm
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (5, 10)
Magazine Sizes: 30/75rnd (Weight: 1/2.5 lbs)
Weight: 10 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: High Reliability, Low Accuracy, Wooden furniture, Poor Ergonomics
Add. Equipment: (Optional)
∞ Bipod (1 lbs.)

IMI Negev



Caliber:	5.56x45mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10, 15, 20, 25)
Magazine Sizes:	Belt (see „Ammunition Belts“)
Weight:	17 lbs (unloaded, with bipod attached)
Sight:	Iron Sight (1.0x)
Feats:	High Reliability, Folding Buttstock, Heavy Weapon
Add. Equipment:	-

Weapons (Direct Fire): Shotguns

Mossberg 590



Caliber:	12gauge
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Pump-action
Magazine Sizes:	9 (internal)
Weight:	7.25 lbs (unloaded), 8 lbs (loaded)
Sight:	Iron Sight (1.0x)
Feats:	-
Add. Equipment:	-

SPAS12



Caliber:	12gauge
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi, Pump-action
Magazine Sizes:	8 (internal)
Weight:	10 lbs (unloaded), 10.75 lbs (loaded)
Sight:	Iron Sight (1.0x)
Feats:	Folding buttstock, One-armed firing
Add. Equipment:	-

USAS12



Caliber: 12gauge
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (2,3)
Magazine Sizes: 10/20rnd (Weight: 1.0/2.0 lbs)
Weight: 12 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: -
Add. Equipment: -

SPAS15



Caliber: 12gauge
Weapon Length: Buttstock open: Medium, Buttstock closed: Compact
Barrel Length: LB
Fire Selection: Safe, Semi, Pump-action
Magazine Sizes: 6rnd (Weight: 0.75 lbs)
Weight: 8.5 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: Folding Buttstock
Add. Equipment: -

Benelli M4 Super 90



Caliber: 12gauge
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Pump-action
Magazine Sizes: 6 (internal)
Weight: 8.5 lbs (unloaded), 9 lbs (loaded)
Sight: Iron Sight (1.0x)
Feats: Telescoping Buttstock, M1913 RIS scope mount
Add. Equipment: (Optional)
☞ All M1913 RIS compatible sights

Pancor Jackhammer



Caliber: 12gauge
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (2,3)
Magazine Sizes: 10rnd (Weight: 1 lbs)
Weight: 10 lbs (unloaded)
Sight: Iron Sight (1.0x)
Feats: -
Add. Equipment: -

Weapons (Direct Fire): Rifles

AW50



Caliber:	12.7x99mm
Magazine Sizes:	5rnd (Weight: 1.5 lbs) (MRSU: 1)
Weight:	33 lbs (unloaded, scope and bipod attached)
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Semi
Sight:	10.0x
MRSU:	Non-ruckackable
Feats:	High Reliability, Good Accuracy

Add. Equipment: (Optional)

☞ M92 harris bipod or similar

AW338



Caliber: .338 Lapua Magnum
Magazine Sizes: 5rnd (Weight: 0.75 lbs) (MRSU: 0.5)
Weight: 16 lbs (unloaded with attached bipod)
Weapon Length: Long
Barrel Length: LB
Fire Selection: Safe, Semi
Sight: 6.0x
MRSU: Non-ruckackable
Feats: High Reliability, Good accuracy

Add. Equipment: (Optional)

∞ Supressor

HK PSG-1



Caliber:	7.62x51mm
Magazine Sizes:	5/20rnd (Weight: 0.5/1.25 lbs)
Weight:	18 lbs (unloaded, scope attached)
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Single, Semi
Sight:	6.0x
MRSU:	Non-ruckable
Feats:	High Reliability, Outstanding accuracy, Tripod
Add. Equipment:	-

HK MSG-90



Caliber:	7.62x51mm
Magazine Sizes:	5/20rnd (Weight: 0.5/1.25 lbs)
Weight:	14 lbs (unloaded, scope attached)
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Single, Semi
Sight:	10.0x
MRSU:	Non-ruckable
Feats:	M1913 RIS scope mount, High Reliability, Outstanding accuracy, Bipod
Add. Equipment: (Optional)	∞ M1913 RIS compatible scopes

M24 SWS (Sniper Weapon System)



Caliber: 7.62x51mm
Magazine Sizes: 5rnd (internal)
Weight: 14 lbs (loaded, sling and sight included)
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Single
Sight: 10.0x (plus detachable backup iron sights)
Feats: High Reliability, Good accuracy
MRSU: Non-ruckable
Add. Equipment: (Optional)
∞ M92 harris bipod or similar

M82A3



Caliber: 12.7x99mm
Magazine Sizes: 10rnd (Weight: 3 lbs)
Weight: 28.5 lbs (unloaded, with bipod attached)
Weapon Length: Long
Barrel Length: LB
Fire Selection: Safe, Semi
Sight: Iron Sight (1.0x)
Feats: High Reliability, M1913 RIS scope mount
MRSU: Non-ruckable
Add. Equipment: (Optional)
∞ All M1913 RIS compatible scopes

Stoner SR-25



- Caliber:** 7.62x51mm
Magazine Sizes: 5/20rnd (Weight: 0.5/1.25 lbs)
Weight: 11 lbs (unloaded, no scope attached)
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi
Sight: -
Feats: High Reliability, Good accuracy, Top M1913 RIS
MRSU: Non-ruckable
Add. Equipment: (Optional)
- ∞ M92 harris bipod or similar
 - ∞ Supressor
 - ∞ All M1913 RIS compatible Scopes

Dragunov SVD



- Caliber:** 7.62x54mm
Magazine Sizes: 10rnd (Weight: 0.75 lbs)
Weight: 9.5 lbs (unloaded, scope attached)
Weapon Length: Long
Barrel Length: LB
Fire Selection: Safe, Semi
Sight: 4.0x
MRSU: Non-ruckable
Feats: High Reliability, Wooden furniture, Poor Ergonomics
Add. Equipment: -

Ultra Mag 50



Caliber: 12.7x99mm
Magazine Sizes: 3/5rnd (Weight: 1.0/1.5 lbs)
Weight: 13 lbs (unloaded, w.o. scope and bipod)
Weapon Length: Medium
Barrel Length: SB
Fire Selection: Safe, Single
Sight: -
MRSU: Non-ruckable
Feats: High Reliability, Top M1913 RIS
Add. Equipment: (Optional)
⊗ All M1913 RIS compatible scopes
⊗ M92 harris bipod or similar

Barrett M109



Caliber: 25mm LV or 25mm SPC
Magazine Sizes: 5rnd (Weight: 2.0 lbs)
Weight: 30.5 lbs (unloaded, w.o. scope and bipod)
Weapon Length: Long
Barrel Length: SB (for 25mm SPC)
Fire Selection: Safe, Semi
Sight: Iron Sight (1.0x)
MRSU: Non-ruckable
Feats: High Reliability, M1913 RIS, Poor Accuracy
Add. Equipment: (Optional)
⊗ All M1913 RIS compatible scopes
⊗ M92 harris bipod or similar

Accuracy International AS50



Caliber: 12.7x99mm
Magazine Sizes: 5rnd (Weight: 2.0 lbs)
Weight: 29 lbs (unloaded, w.o. scope and bipod)
Weapon Length: Long
Barrel Length: LB
Fire Selection: Safe, Semi
Sight: Iron Sight (1.0x)
MRSU: Non-ruckable
Feats: High Reliability, M1913 RIS, Good Accuracy

Add. Equipment: (Optional)

- ∞ All M1913 RIS compatible equipment
- ∞ M92 harris bipod or similar

M40A3



Caliber: 7.62x51mm
Magazine Sizes: 5rnd (internal)
Weight: 16.5 lbs (loaded, sling and sight included)
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Single
Sight: 10.0x (can be changed)
Feats: High Reliability, Good accuracy, M1913 scope mount

Add. Equipment: (Optional)

- ∞ M92 harris bipod or similar
- ∞ All M1913 RIS compatible scopes

M1 Garand



Caliber:	.30-06
Magazine Sizes:	8rnd „en-block“ (Weight: 0.75 lbs)
Weight:	9.5 lbs (unloaded)
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Semi
Sight:	Iron Sight (1.0x)
MRSU:	Non-ruckable
Feats:	Wooden furniture
Special:	Reloading takes 1 AP less than it would with an assault rifle
Add. Equipment:	-

M1 Carbine



Caliber:	.30 Carbine
Magazine Sizes:	15/30rnd (Weight: 0.5/1.0 lbs)
Weight:	5 lbs (unloaded)
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi
Sight:	Iron Sight (1.0x)
MRSU:	Non-ruckable
Feats:	Wooden furniture, Poor Ergonomics
Add. Equipment:	-

M1941 Johnson



Caliber:	.30-06
Magazine Sizes:	10 rnd (internal)
Weight:	10 lbs (loaded)
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Semi
Sight:	Iron Sight (1.0x)
Feats:	Wooden furniture
Special:	Has to be reloaded like a bolt-action rifle
Add. Equipment:	-

Simonov SKS



Caliber:	7.62x39mm
Magazine Sizes:	10 rnd (internal)
Weight:	8.5 lbs (loaded)
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Semi
Sight:	Iron Sight (1.0x)
Feats:	Wooden furniture
Special:	Reloaded using a stripper clip (see picture below)

Add. Equipment:

-



Ljungman AG-42



Caliber:	6.5mm Grendel
Magazine Sizes:	10 rnd (magazine)
Weight:	9.25 lbs (unloaded, 10.5 loaded)
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Semi
Sight:	Iron Sight (1.0x)
Feats:	Wooden furniture
Special:	-
Add. Equipment:	-

Mosin-Nagant M1891



Caliber:	7.62x39mm
Magazine Sizes:	5 rnd (internal)
Weight:	9.25 lbs (loaded)
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Single
Sight:	Iron Sight (1.0x)
Feats:	Wooden furniture
Special:	-
Add. Equipment:	-

Tokarev SVT-38



Caliber:	7.62x54mm
Magazine Sizes:	10 rnd (magazine)
Weight:	8.5 lbs (unloaded, 9.5 loaded)
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Semi
Sight:	Iron Sight (1.0x)
Feats:	Wooden furniture
Special:	Reloaded using a stripper clip (see "Simonov SKS" for details)
Add. Equipment:	-

Weapons (Direct Fire): Machine Guns

M2 HB/QCB



Caliber:	12.7x99mm
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Auto (5,10,15)
Magazine Sizes:	Belt (see „Ammunition Belts“)
Weight:	84 lbs (unloaded, without mounting) (can be split into 2 42 lbs parts)
Sight:	Iron sight (1.0x)
Feats:	Heavy Weapon
Add. Equipment:	-

XM312



Caliber:	12.7x99mm
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Auto (3, 6)
Magazine:	Belt (see „Ammunition Belts“)
Weight:	42 lbs (unloaded, with mounting) (can be split into 2 21 lbs parts)
Sight:	Iron sight (1.0x)
Feats:	Heavy Weapon
Add. Equipment:	-

M60



Caliber: 7.62x51mm
Weapon Length: Long
Barrel Length: LB
Fire Selection: Safe, Auto (5,10,15,20)
Magazine : Belt (see „Ammunition Belts“)
Weight: 23.5 lbs (unloaded, with bipod)
Sight: Iron sight (1.0x)
Feats: Heavy Weapon
Add. Equipment: -

M60E3



Caliber: 7.62x51mm
Weapon Length: Long
Barrel Length: LB
Fire Selection: Safe, Auto (5,10,15,20)
Magazine : Belt (see „Ammunition Belts“)
Weight: 19 lbs (unloaded, with bipod)
Sight: Iron sight (1.0x)
Feats: Heavy Weapon, Vertical Handgrip
Add. Equipment: -

MG3



Caliber:	7.62x51mm
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Auto (5,10,15,20,25,30,35)
Magazine :	Belt (see „Ammunition Belts“)
Weight:	26 lbs (unloaded, with bipod)
Sight:	Iron sight (1.0x)
Feats:	Heavy Weapon
Add. Equipment:	-

M240G/C



Caliber:	7.62x51mm
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Auto (5,10,15,20)
Magazine :	Belt (see „Ammunition Belts“)
Weight:	
∞ M240G:	25 1/2 lbs (unloaded bipod)
∞ M240C:	22 lbs (unloaded)

Sight:	Iron sight (1.0x)
Feats:	Heavy Weapon, High Reliability

Add. Equipment:

-

Notes: The M240C is the vehicle-mount version, the M240G the infantry variant.

HK21E



Special linkless high-cap magazines for belt-fed weapons

Caliber:	7.62x51mm
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Burst (3), Auto (5,10,15,20)
Magazine :	Belt (see „Ammunition Belts“) or 20/50rnd Magazines (Weight: 1.5/4.0 lbs)
Weight:	20.5 lbs (unloaded, with bipod)
Sight:	Iron sight (1.0x)
Feats:	Heavy Weapon, High Reliability
Add. Equipment:	-

M60E4 "Commando"



Caliber:	7.62x51mm
Weapon Length:	Medium
Barrel Length:	LB
Fire Selection:	Safe, Auto (5,10,15,20)
Magazine :	Belt (see „Ammunition Belts“)
Weight:	21.5 lbs (unloaded, with bipod)
Sight:	Iron sight (1.0x)
Feats:	Heavy Weapon, M1913 RIS
Add. Equipment:	All M1913 RIS compatible equipment

PK



Caliber:	7.62x54mm
Weapon Length:	Long
Barrel Length:	LB
Fire Selection:	Safe, Semi, Auto (5, 10, 15, 20)
Magazine Sizes:	Belt (see „Ammunition Belts“)
Weight:	20 lbs (unloaded, with bipod attached)
Sight:	Iron Sight (1.0x)
Feats:	High Reliability, Low Accuracy, Wooden furniture, Poor Ergonomics, Heavy Weapon
Add. Equipment:	-

Weapons (Direct Fire): Revolvers

Type	Caliber	Barrel Length	Fire Selection	Mag. Sizes	Weight	Sight	Add. Equip.	Feats
Colt Anaconda	.44 Magnum	LB	Semi	6rnd (0.5 lbs)	4 lbs	1.0x	10	1
Colt Python	.357 Magnum	LB	Semi	6rnd (0.5 lbs)	3 lbs	1.0x	10	1, 5
S&W 37 Airweight	.38 Special	SB	Semi	5rnd (0.25 lbs)	1 lbs	1.0x	10	1
S&W 625	.45 ACP	LB	Semi	6rnd (0.5 lbs)	3 lbs	1.0x	10	1

Notes:

∞ All revolvers feature cylindrical mags (all weapon weights are unloaded), All revolvers are Short weapons



Colt Anaconda



Colt Python



Smith & Wesson 625



S&W Model 37 Airweight

Weapons (Direct Fire): Pistols

Type	Caliber	Fire Selection	Mag. Sizes/Weight (weight in lbs)	Weight	Add. Equipment	Barrel/ Overall	Feats
Beretta 92FS	9x19mm	Safe, Semi	15 (1.0)	2.0 lbs	7, 4	SB/Sh	5
Beretta 92R	9x19mm	Safe, Semi, Burst (3)	15/20 (1.0/1.5)	2.5 lbs	7, 4	SB/Sh	10
Colt Delta Elite	10mm AUTO	Safe, Semi	8 (0.5)	2.5 lbs	7, 4	SB/Sh	-
Colt M1911	.45 ACP	Safe, Semi	7 (0.5)	2.5 lbs	7, 4	SB/Sh	5
Desert Eagle	.357 Magnum	Safe, Semi	9 (0.5)	4.0 lbs	7	LB/Sh	-
Desert Eagle	.44 Magnum	Safe, Semi	9 (0.5)	4.0 lbs	7	LB/Sh	-
Desert Eagle	.50 AE	Safe, Semi	9 (0.5)	4.0 lbs	7	SB/Sh	-
FN Five sevenN	5.7x28mm	Semi	20 (1.0)	1.5 lbs	7, 12, 13	SB/Sh	-
Glock 17	9x19mm	Semi	17 (1.0)	1.5 lbs	7, 12, 13	SB/Sh	-
Glock 20	10mm AUTO	Semi	15 (1.0)	1.5 lbs	7, 12, 13	SB/Sh	-
Glock 21	.45 ACP	Semi	15 (1.0)	1.5 lbs	7, 12, 13	SB/Sh	-
Glock 23	.40 S&W	Semi	15 (1.0)	1.5 lbs	7, 12, 13	SB/Sh	-
HK Mk. 23 Mod. 0	.45 ACP	Safe, Semi	12 (1.0)	2.5 lbs	7, 4, 12, 13	SB/Sh	5
HK P7	9x19mm	Semi	8 (0.5)	2.0 lbs	7	SB/Sh	-
HK P7	.40 S&W	Semi	8 (0.5)	2.0 lbs	7	SB/Sh	-
HK USP	.40S&W	Safe, Semi	13 (1.0)	2.0 lbs	7, 4	SB/Sh	-
P08 "Luger"	9x19mm	Safe, Semi	8 (0.5)	2.0 lbs	-	SB/Sh	7
Para Ordnance P14	.45 ACP	Safe, Semi	13 (1.0)	2.5 lbs	7, 4	SB/Sh	-
S&W 3rd Gen.	.45 ACP	Safe, Semi	11 (1.0)	2.5 lbs	7, 4	SB/Sh	-

Notes:

- ∞ All pistols feature a block magazine and have a 1.0x iron sight by standard.
- ∞ All weapon weights are unloaded



HK USP



Desert Eagle



HK MP7



Colt M1911



Glock 17 (models only vary slightly)



HK Mark 23 Mod. 0

Weapons (Direct Fire): Pistols, continued

Type	Caliber	Fire Selection	Mag. Sizes/Weight	Weight	Add. Equipment	Barrel/ Overall	Feats
Browning M1900	.32 ACP	Semi	7 (0.25)	1.25 lbs	-	SB/Sh	-
Browning HP	9x19mm	Semi	13 (1.0)	2 lbs	-	SB/Sh	-
Browning HP	.40 S&W	Semi	10 (0.5)	2 lbs	-	SB/Sh	-
Makarov	9mm Makarov	Semi	8 (0.5)	1.5 lbs	4	SB/Sh	7
Mauser C-96	7.63mm Mauser	Semi	6, 10, 20 * (0.33/0.5/1)	3 lbs	-	SB/Sh	-
Steyr M1A	9x19mm	Semi	12 (1.0)	1.75 lbs	7, 12, 13	SB/Sh	-
Steyr M1A	.40 S&W	Semi	15 (1.0)	2 lbs	7, 12, 13	SB/Sh	-
Taurus PT99	9x19mm	Semi	15 (1.0)	2.25 lbs	-	SB/Sh	-
Taurus PT101	.40 S&W	Semi	15 (1.0)	2 lbs	-	SB/Sh	-
Tokarev	7.62mm Tokarev	Semi	8 (0.5)	2 lbs	4	SB/Sh	7
Walther P22	.22 LR	Semi	10 (0.5)	1 lbs	7, 4, 12, 13	SB/Sh	5
Walther PPK	.32 ACP	Semi	6 (0.25)	1.25	4	SB/Sh	-
Walther PPK	.22 LR	Semi	7 (0.25)	1.25	4	SB/Sh	-

- Notes:**
- ∞ All pistols feature a block magazine and have a 1.0x iron sight by standard.
 - ∞ All weights are in pounds (lbs).
 - ∞ All weapon weights are unloaded.
 - ∞ * This weapon does have a non-detachable box magazine, it must be handfilled directly. The C-96 does have **either** a 6, 10 or 20round box fixed; that is an integral part of the weapon.



Browning M1900



Makarov



Mauser C-96



Walther PPK



Tokarev



Walther P22



Browning HP



Steyr M1A



Taurus PT99

Weapons (Direct Fire): Pistols, continued

Type	Caliber	Fire Selection	Mag. Sizes/Weight	Weight	Add. Equipment	Barrel/ Overall	Feats
Beretta PX4 Storm	9x19mm	Semi	17/20 (1.25/1.5)	1.75 lbs	7, 12, 13	SB/Sh	-
Beretta PX4 Storm	.40 S&W	Semi	14/17 (1.0/1.25)	2.0 lbs	7, 12, 13	SB/Sh	-
Beretta 9000	9x19mm	Semi	12 (1.0)	1.5 lbs	7	SB/Sh	5
Beretta 9000	.40 S&W	Semi	10 (1.0)	1.5 lbs	7	SB/Sh	5
Jericho 941	9x19mm	Semi	15 (1.0)	2.5 lbs	-	SB/Sh	5
Jericho 941	.40 S&W	Semi	12 (1.0)	2.5 lbs	-	SB/Sh	5
Jericho 941	.45 ACP	Semi	10 (1.0)	2.5 lbs	-	SB/Sh	5
SIG-Sauer P226	9x19mm	Semi	15 (1.0)	1.5 lbs	-	SB/Sh	5
SIG-Sauer P226	.40 S&W	Semi	12 (1.0)	2 lbs	-	SB/Sh	5
SIG-Sauer P228	9x19mm	Semi	13 (1.0)	1.5 lbs	-	SB/Sh	-
SIG-Sauer P229	9x19mm	Semi	12 (1.0)	1.5 lbs	-	SB/Sh	5
SIG-Sauer P229	.40 S&W	Semi	12 (1.0)	2.0 lbs	-	SB/Sh	5
SIG-Sauer P250	9x19mm	Semi	15 (1.0)	1.5 lbs	7, 12, 13	SB/Sh	5
SIG-Sauer P250	.40 S&W	Semi	13 (1.0)	2.0 lbs	7, 12, 13	SB/Sh	5
SIG-Sauer P250	.45 ACP	Semi	12 (1.25)	2.25 lbs	7, 12, 13	SB/Sh	5
Vektor SP1	9x19mm	Semi	15 (1.0)	2.25 lbs	-	SB/Sh	-
Vektor SP1	.40 S&W	Semi	11 (1.0)	2.5 lbs	-	SB/Sh	-
Vektor SP2	9x19mm	Semi	15 (1.0)	2.5 lbs	-	SB/Sh	6, ER
Vektor SP2	.40 S&W	Semi	11 (1.0)	2.25 lbs	-	SB/Sh	6, ER
Walther P99	9x19mm	Semi	16 (1.25)	1.5 lbs	7, 12, 13	SB/Sh	5
Walther P99	.40 S&W	Semi	12 (1.0)	2.0 lbs	7, 12, 13	SB/Sh	5

Notes:

- ∞ All pistols feature a block magazine and have a 1.0x iron sight by standard.
- ∞ All weights are in pounds (lbs).
- ∞ All weapon weights are unloaded.
- ∞ ER: Extended Range: +1 h/m



SIG-Sauer P226



SIG-Sauer P228



SIG-Sauer P250



Walther P99



Beretta PX4 Storm



Beretta 9000



IMI Jericho 941



Vektor SP1



Vektor SP2

Weapons (Direct Fire): Pistols, continued

Type	Caliber	Fire Selection	Mag. Sizes/Weight	Weight	Add. Equipment	Barrel/ Overall	Feats
HK UCP	4.6x30mm	Semi	20 (1.25)	1.75 lbs	7, 12, 13	SB/Sh	6
Sphinx 3000	9x19mm	Semi	16 (1.25)	2.0 lbs	7, 12, 13	SB/Sh	5
Sphinx 3000	.40 S&W	Semi	12 (1.0)	2.0 lbs	7, 12, 13	SB/Sh	5

Notes:

- ∞ All pistols feature a block magazine and have a 1.0x iron sight by standard.
- ∞ All weights are in pounds (lbs).
- ∞ All weapon weights are unloaded.
- ∞ ER: Extended Range: +1 h/m



Sphinx 3000



HK UCP

Weapons (Direct Fire): SMGs

Type	Caliber	Barrel/ Overall	Fire Selection	Mag. Sizes (Weight (lbs))	Weight	Feats/Equip.
Steyr TMP	9x19mm	LB/Sh	Safe, Semi, Auto (5,10)	15/20/25 (1/1/1.5)	3.0 lbs	10, HW/ 11, 4
FN P90	5.7x28mm	LB/Sh	Safe, Semi, Auto (5,10)	50 (1.5)	5.5 lbs	9, HW/ Buttst., 7
Ingram	.45 ACP	SB/Sh	Safe, Semi, Auto (5,10)	30 (2)	8.0 lbs	7, HW/ A
HK MP5	9x19mm	LB/Co	Safe, Semi, Burst (3), Auto (5,10)	15/30/40 (1/2/2.5)	5.5 lbs	HW/ B, 7
HK MP5SD	9x19mm	LB/Co	Safe, Semi, Burst (3), Auto (5,10)	15/30/40 (1/2/2.5)	7.0 lbs	HW/ B, 7
HK MP5K	9x19mm	SB/Sh	Safe, Semi, Burst (3), Auto (5,10)	15/30/40 (1/2/2.5)	4.5 lbs	10, HW/ A, 7, 11
HK MP5PDW	9x19mm	LB/Co	Safe, Semi, Burst (3), Auto (5,10)	15/30/40 (1/2/2.5)	5.0 lbs	HW/ A, 7, 4
HK UMP45	.45 ACP	LB/Co	Safe, Semi, Auto (5,10)	25 (2)	5.0 lbs	HW/ A, 7, 4
HK UMP40	.40 S&W	LB/Co	Safe, Semi, Auto (5,10)	30 (2)	5.0 lbs	HW/ A, 7, 4
HK MP7	4.6x30mm	LB/Co	Safe, Semi, Auto (5,10)	20/40 (1.25/2.5)	3.5 lbs	HW/ B, 7, 4

- Notes:**
- ∞ All SMGs feature a block magazine and have a 1.0x iron sight by default.
 - ∞ A number in the "additional equipment" row, can be matched with the equipment numbers from the "Sierra Hell Equipment Manual"
 - ∞ All weapon weights are unloaded
 - ∞ Ask your GM on staggering mags using duct tape (all except P90)
 - ∞ Equipment ID: A stands for "Folding Buttstock", B stands for "Telescoping Buttstock"
 - ∞ SMG = Sub Machine Gun
 - ∞ HW = Heavy Weapon characteristics



HK MP5K



HK MP5SD



Steyr TMP



Ingram



FN P90



HK MP5



HK UMP



HK MP7

Weapons (Direct Fire): SMGs, continued

Type	Caliber	Barrel/ Overall	Fire Selection	Mag. Sizes (Weight (lbs))	Weight	Feats/Equip.
Vz. 61 Skorpion	.32 ACP	SB/Co (Sh)	Safe, Semi, Auto (5,10)	10/20 (0.5/1)	3.0 lbs	7, 14
Vz. 61 Skorpion	9mm Makarov	SB/Co (Sh)	Safe, Semi, Auto (5,10)	10/20 (0.5/1)	3.0 lbs	7, 14

- Notes:**
- ∞ All SMGs feature a block magazine and have a 1.0x iron sight by default.
 - ∞ A number in the "additional equipment" row, can be matched with the equipment numbers from the "Sierra Hell Equipment Manual"
 - ∞ All weapon weights are unloaded
 - ∞ Ask your GM on staggering mags using duct tape (all except P90)
 - ∞ Equipment ID: A stands for "Folding Buttstock", B stands for "Telescoping Buttstock"
 - ∞ The value in brackets for overall weapon length is with buttstock folded



Vz. 61 Skorpion

MP5RIS

This is a new version of the MP5, I call it the MP5RIS because it's got a full set of M1913 rails.



It retains all characteristics of the standard MP5 except the weight.

Weight: 6.5 lbs

Calico M960A



Caliber: 9x19mm
Magazine Sizes: 50/100 rnd (Weight: 2.66/5.25 lbs)
Weight: 5 lbs (unloaded)
Weapon Length: Medium
Barrel Length: LB
Fire Selection: Safe, Semi, Auto (5, 10, 15, 20)
Sight: Iron Sight (1.0x)
Feats: Good Accuracy, Fully Ambidextrous Controls, MSP: 1.5
Add. Equipment: -
Special: Can fire upto 20 round bursts with 1 AP (for firing) only.

MP-38/40



Caliber: 9x19mm
Magazine Sizes: 32rnd (Weight: 1.0 lbs)
Weight: 9 lbs (unloaded)
Weapon Length: Compact
Barrel Length: LB
Fire Selection: Safe, Auto (5, 10)
Sight: Iron Sight (1.0x)
MRSU: Non-ruckable
Feats: Poor Ergonomics, Folding Buttstock, MSP: 2.5
Add. Equipment: -

M1921-1928



Caliber: .45 ACP
Magazine Sizes: 20/30/50/100rnd (Weight: 1.5/2.33/4.0/8.5 lbs)
Weight: 10.5 lbs (unloaded)
Weapon Length: Compact
Barrel Length: LB
Fire Selection: Safe, Auto (5, 10)
Sight: Iron Sight (1.0x)
MRSU: Non-ruckable
Feats: Wooden furniture, MSP: 3
Add. Equipment: -

Sten Mk. III/IV



Caliber: 9x19mm
Magazine Sizes: 32rnd (Weight: 1.0 lbs)
Weight: 7 lbs (unloaded)
Weapon Length: Compact
Barrel Length: LB
Fire Selection: Safe, Auto (5, 10)
Sight: Iron Sight (1.0x)
MRSU: Non-ruckable
Feats: MSP: 2.0
Add. Equipment: -

M3A1 „Grease gun“



Caliber:	.45 ACP
Magazine Sizes:	30rnd (Weight: 1.5 lbs)
Weight:	8.25 lbs (unloaded)
Weapon Length:	Compact
Barrel Length:	LB
Fire Selection:	Safe, Auto (5, 10)
Sight:	Iron Sight (1.0x)
MRSU:	Non-ruckable
Feats:	MSP: 2.33, Folding Buttstock, Low Reliability
Add. Equipment:	-

Weapons (Indirect Fire)

The use of rocket launchers (such as the AT-4 or SMAW) in the direct-fire role against human targets fall under some of the "direct fire" rules, as Thumpers do. A direct hit automatically results in a critical hit (7 or 8 mean a re-roll).

M25

Caliber: 25mm LV
Weight: 16 lbs (unloaded)
Range: 500m
Mag. Size: 6rnd (weight: 2.5 lbs)
(MRSU: 2)



Arming distance: 6 + 2d6 hex

Fire Selection: Semi

Fire Selection:

- ∞ **Shot** 1 (to switch mode) + 2AP
Shot mode is like shooting a bullet, make a Small arms check to hit the desired target, and undergoes the same limitations that shooting a bullet from a rifle does. So your maximum range with a 1.0x sight delimits your shooting range, but you don't get the bonus from a 1.0x sight.
- ∞ **Airburst** 1 (to switch mode) + 3AP
Airburst mode is the M25 storing the point of impact (where you were aiming at) in the grenade, and the grenade exploding in mid-air (all by itself, without contact)
- ∞ **Window** 1 (to switch mode) + 3AP
Windowing mode is the M25 storing the distance to a window or door, and the grenade exploding 1m after penetrating the target (if it manages, of course).

Feats: High Reliability

Usage: Shooting a M25 (Airburst or Window mode) requires a successful intelligence check (DC: 29)

Note: Some "direct fire" rules apply to the M25 projectiles also, when used in that role (= Shot or Window). A direct hit automatically results in a critical hit (7 or 8 mean a re-roll).

M320 (picture shows the M320 mounted on an M8)



Description: Side-flip, underbarrel 40mm low-velocity grenade launcher with leaf or quadrant sight attached.
Caliber: 40mm LV

AP costs:

- ∞ Reload: 1 AP less than stated in the Rulebook (for it's a side-flip loader)
- ∞ Single shot (loaded): 1 + 2 AP for \leq FR shots (1 to switch to from rifle part to launcher)
Or + 3 AP for \geq FR shots

Arming

distance: 12 + 2d6 hex

Weight: 2 lbs

Feats: High Reliability, Side-flip loading

ADM300 (no picture available)

Description: 84mm multi-purpose munition launcher

Caliber: ADM base

Weight: 28 lbs

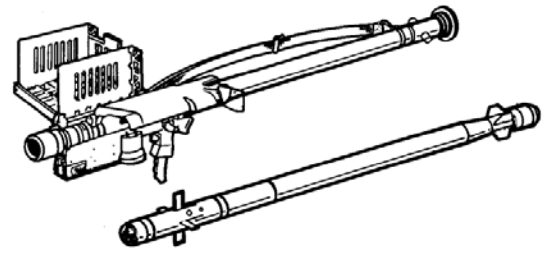
FIM92A ("Stinger")

Description: Medium SAM rocket launcher (re-usable).
Rocket: RIM92
Range: 8.0km

Arming distance: 4d6 + 16hex

Weight: 13 lbs (unloaded), 35 lbs (loaded)
Usage: Shooting a FIM92A requires a successful intelligence check (DC: 31)

AP cost: 4



Javelin AT

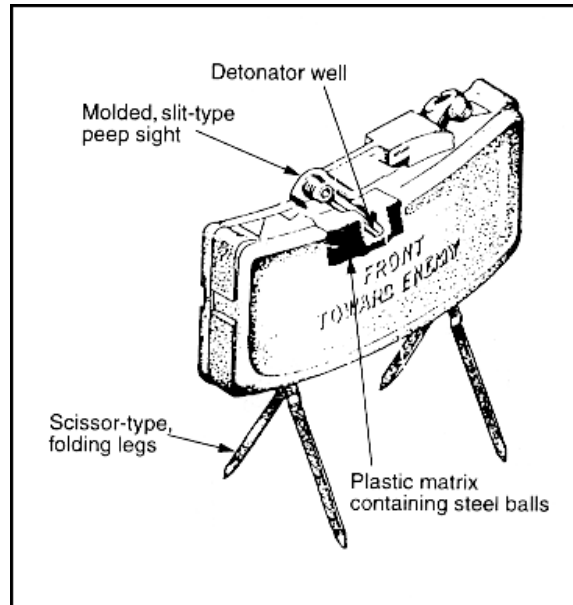
Description: Ultra-heavy anti-armor rocket launcher (re-usable)
Rocket: JAVAT8
Range: 2.0km

Arming Distance: 4d6 + 16hex

Weight: 18 lbs (unloaded), 50 lbs (loaded)
Usage: Shooting a Javelin requires a successful intelligence check (DC: 31)



M18A1 ("Claymore")



Description: The M18 Claymore, a directional fragmentation mine, is 8-1/2 inches long, 1-3/8 inches wide, 3-1/4 inches high, and weighs 3-1/2 pounds. The mine contains 700 steel spheres (10.5 grains) and 1-1/2 pound layer of composition C-4 explosive and is initiated by a No. 2 electric blasting cap. The M18 command-detonated mine may be employed with obstacles or on the approaches, forward edges, flanks and rear edges of protective minefields as close-in protection against a dismounted Infantry attack.

Damage: Kr from indirect fire Caliber table, damage from 40mm cannister round description. The Kr is applied in a 60° cone directly in front of the mine.

Detonation: The M18A1 is "command-detonated" by a clacker device (a small, hand-held trigger), the clacker is attached to a 250m long cable, leading to the M18A1.

MRSU: 3

AT4

Description: The 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. It is man-portable and fired from the right shoulder only. The launcher is watertight for ease of transportation and storage.



Range: 250m (Flight time to 250m: <1s)

Arming Distance: 12 + 2d6 hex

Weight: 15 lbs

Penetration: IV, G

Kr: +4

Damage: 2d20 + 100 (100%)

Usage: Small Arms check vs. THD (the usual way)

Notes: Can be equipped AN-PVS 4 NVS and/or 4.0x magnified scope (can be tandem-used)

SMAW (Shoulder-launched Multipurpose Assault Weapon)



Description: The SMAW is a re-usable, multi-objective, rocket launcher that can fire 2 types of projectiles: High-explosive and Anti-armor.

Range: 500m

Arming

Distance: 12 + 2d6 hex

Weight:

- ∞ Launcher: 16 ½ lbs
- ∞ Anti-armor projectile: 14 lbs
- ∞ High-explosive projectile: 13 lbs

Penetration:

- ∞ AA
 - Direct Hit: IV, H
 - Indirect Hit: II-A, B
- ∞ HE
 - Direct Hit: IV, G
 - Indirect Hit: II-A, B

Kr:

- ∞ Anti-armor: +2
- ∞ High-explosive +4

Damage: 2d20 + 100 (100%)

Usage: Small Arms check vs. THD (the usual way)

Notes: Comes with equipped AN-PVS 4 NVS and 4.0x magnified scope (can be tandem-used), the SMAW launcher as well as all projectiles feature carrying slings.

AP costs:

- ∞ Aim & Fire: 2 AP (+ RW)
- ∞ Reload (Shouldered Projectile): 4 AP (+ DRW, RW)

RPG-7



Description: The RPG-7 is a recoilless, shoulder-fired, muzzle-loaded, reloadable, anti-tank grenade launcher.

Range: 500m

Arming Distance: 100m

Weight:

- ∞ Launcher: 17 ½ lbs
- ∞ Anti-armor projectile: 4 lbs

Penetration:

- ∞ AA
 - Direct Hit: IV, G
 - Indirect Hit: II-A, B

Kr:

- ∞ Anti-armor: +2

Damage: 2d20 + 100 (100%)

Usage: Small Arms check vs. THD (the usual way)

Notes: Comes with Iron Sights (1.0x), additional rockets are usually carried in backpacks holding 3 rounds.

AP costs:

- ∞ Aim & Fire: 3 AP (+ RW (2AP))
- ∞ Reload (backpacked projectile): 5 AP (+ DRW, RW)

M203 (M203 mounted on an M16A2 in this picture)



Caliber: 40mm LV

Weight: 3 lbs

AP costs:

- ∞ Reload: As stated in the Rulebook.
- ∞ Single shot (loaded): 1 + 2 AP for <= FR shots (1 to switch from the rifle to the launcher)
Or + 3 AP for >= FR shots

Arming

distance: 2 + 1d4

M203QD (M203QD mounted on the M4A1 in this picture)



Description: Same as M203 but mounts onto the M1913 RIS

Caliber: 40mm LV

Weight: 3 lbs

AP costs:

- ∞ Reload: As stated in the Rulebook.
- ∞ Single shot (loaded): 1 + 2 AP for <= FR shots (1 to switch from the rifle to the launcher)
Or + 3 AP for >= FR shots

Arming

distance: 2 + 1d4

AG36 (picture shows AG36 mounted onto the G36)



Caliber: 40mm LV

Weight: 2 lbs

AP costs:

- ∞ Reload: 1 AP less than stated in the Rulebook (for it's a side-flip loader).
- ∞ Single shot (loaded): 1 + 2 AP for \leq FR shots (1 to switch from the rifle to the launcher)
Or + 3 AP for \geq FR shots

Arming

distance: 2 + 1d4

Feats: High Reliability, Side-flip loading

AG416



Description: Mounts onto the M1913 RIS

Caliber: 40mm LV

Weight: 2 lbs

AP costs:

- ∞ Reload: 1 AP less than stated in the Rulebook (for it's a side-flip loader).
- ∞ Single shot (loaded): 1 + 2 AP for \leq FR shots (1 to switch from the rifle to the launcher)
Or + 3 AP for \geq FR shots

Arming

distance: 2 + 1d4

Feats: High Reliability, Side-flip loading

FN40 (no picture available)

Caliber: 40mm HV

Weight: 12 lbs

AP costs:

- ∞ Reload: 9 (Fresh round in LBV, combat reload)
- ∞ Single shot (loaded): 1 + 2 AP for <= FR shots (1 to switch from the rifle to the launcher)
Or + 3 AP for >= FR shots

Arming

distance: 2 + 1d4

Sight: 4.0x

Feats: High Reliability

Special: SB weapon, reduce 40mm HV range by 25%

GP-25/GP-30



Caliber: 40mm LV Russian (same characteristics as standard 40mm LV but without the minimum range)

Weight: 3 lbs

AP costs:

- ∞ Reload: As stated in the Rulebook.
- ∞ Single shot (loaded): 1 + 2 AP for <= FR shots (1 to switch from the rifle to the launcher)
Or + 3 AP for >= FR shots

Arming

distance: - (as there is no safety fuze the risk of a critical miss -> explosion is possible)

EGLM (Enhanced Grenade Launcher Module)



EGLM mounted onto the FN SCAR L

Special: Grenade launcher with integrated ballistic firing solution computer (when the computer is used, a successful hit is achieved upon a successful INT check (DC 25)).

Caliber: 40mm LV

Weight: 3 lbs

AP costs:

- ∞ Reload: As stated in the Rulebook.
- ∞ Single shot (loaded): 1 + 2 AP for \leq FR shots (1 to switch from the rifle to the launcher)
Or + 3 AP for \geq FR shots
- ∞ Single shot (loaded, ballistic computer): 1 + 3 AP (1 to switch from the rifle to the launcher)

Arming distance: 2 + 1d4

SAN M209



Caliber: 40mm LV

Weight: 5 lbs

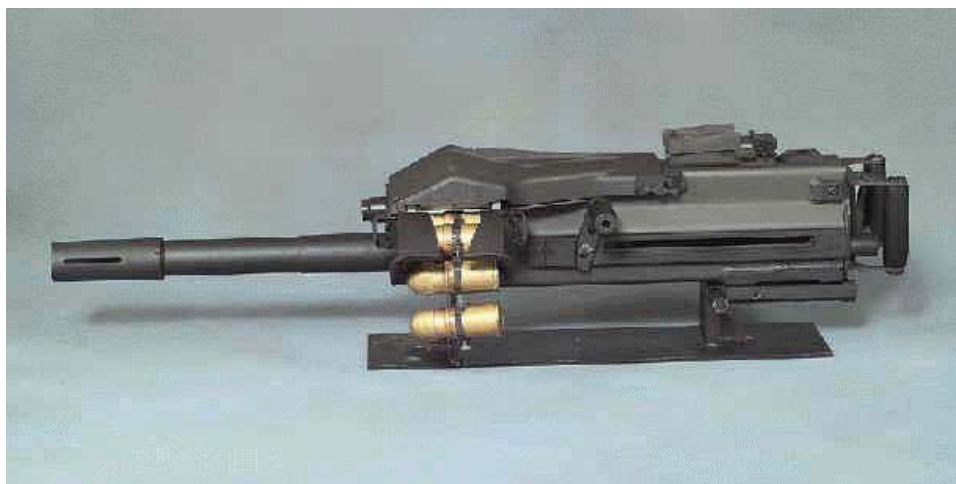
AP costs:

- ∞ Reload: As stated in the Rulebook.
- ∞ Single shot (loaded): 2 AP for \leq FR shots
Or 3 AP for \geq FR shots

Arming distance: 12 + 2d6 hex (depending on the grenade)

Feats: High Reliability

Mk-47 AGL ("Mark 47")



Caliber: 40mm HV

Weight:

∞ Gun:	71 ½	lbs
∞ Tripod (Mount for Ground-based applications):	44	lbs
∞ Cradle (Mount for Vehicles):	21	lbs

Mag. Size: 48rnd box (belt-fed) (Weight: 32 lbs)

Fire

Selection: Semi (1), Auto (3, 6, 9, 12)

AP costs:

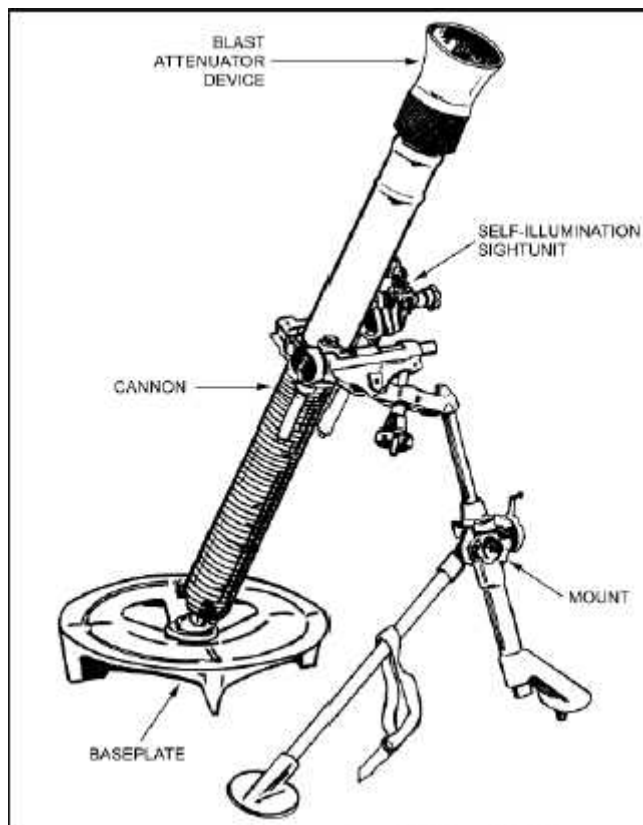
- ∞ Aim: 1 AP for Targets < FR, 3 AP for Targets >= FR (upto maximum range)
- ∞ Fire: 1 AP for 3 and 6rnd Auto, 2 AP for 9 and 12rnd Auto

Arming

distance: 2 + 1d4

Range: 1.5 km

M252



Caliber: 81mm Mortar
Weight: 91 lbs
Mag. Size: - (Single shot weapon)
Range: 5.6 km

Fire Selection: Single (Manually operated)

AP costs: (As operated by team of 2, both loose the AP)
∞ Set fuze, Aim, Load & Fire: 10 AP
∞ Follow-up shot (same target): 6 AP

Arming distance: 6d4 + 20 hex

Fuze settings: Proximity burst, Near-surface burst, Impact burst, Delay burst

Note: The handling of the M252 was simplified to ease the gameplay.

Handling the M252 Mortar and the Mk-47 AGL

M252 Mortar

As soon as your mortar team receives the fire placement coordinates, the type of fuze to be used and the type of projectile, you will set the fuze of the selected projectile:

Fuze Settings

Proximity burst (P ("Papa"))	The mortar round will explode after a certain time (programmable)
Near-surface burst (NS ("November Sierra"))	The mortar round will explode soon (1d2 + 1m) before it hits the surface
Impact burst (I ("India"))	The mortar round will explode upon contact with a surface
Delay burst (D ("Delta"))	The mortar round will explode after a certain time (programmable) after it has hit the surface.

And aim it. To do so make an Big Arms check, DC 86, if you succeed the mortar will strike at the desired position but with a slight deviation (Deviation of Double 2). If your Big Arms check is less than 75 its Quadruple Deviation 2. For an even worse check the Round will strike anywhere (not your desired location).

Mk-47 AGL

For a < FR shot the Big Arms DC is 92, if your result is equal or greater, its an exact hit, for a lower result, roll for deviation 1.

For a >= FR shot assume the Thumper Point target shot rule.

The Mark-47 has an integrated laser-rangefinder that make high-ranged shots a lot easier, simply mark the target, engage the rangefinder (instead of guessing the distance), elevate the gun and fire. When using the laser rangefinder the DC to hit a >= FR target is decreased by 1/3.

Ammunition (direct fire)

The following table covers ammunition (required for the practical use of firearms) covered by Sierra Hell, the table contains: **Name** of the cartridge, the **Damage** each bullet does (grouped into Full Metal Jacket/Armour Piercing (same damage) and Jacketed Hollow Point type cartridges) and the **Effective Range** of the bullet (the maximum range the bullet can be used in hexes/meters). The last row, **Penetration**, states whether a certain projectile is able to defeat certain barriers.

Cartridge/Stats	Damage (Base: 2d20)		Recoil Classification	Effective Range	Penetration		
	FMJ/AP	JHP/APLP			FMJ	AP/APLP	JHP
Pistol/Revolver/SMG cartridges							
.32 ACP	+3	+11/-	Lite	¾	I, B	-	-, A
.38 Special	+5	+14/-	Lite	¾	I, B	-	-, A
.38 ACP	+5	+14/-	Lite	¾	I, B	-	-, B
.45 ACP	+10	+21/+21	Interim	¾	I, B	II-A, C	-, B
.44 Magnum	+10	+21/-	Interim	5/6	II, B	-	I, B
9x19mm	+5	+14/+14	Interim	¾	II-A, B	II, C	-, B
9mm Makarov	+5	+14/-	Lite	¾	II-A, B	-	-, B
7.62mm Tokarev	+3	+11/-	Interim	4/5	II, C	-	I, B
7.63mm Mauser	+3	-/-	Interim	6/8	II-A, C	II, C	-
.50 AE	+13	+25/-	Manageable	5/7	II, B	-	I, B
.440 CorBon	+10	+21/-	Manageable	9/12	II, C	-	I, C
.357 Magnum	+5	+14/-	Interim	4/5	II, C	-	-, B
10mm Auto	+7	+17/-	Interim	4/5	II-A, C	-	-, B
.40 S&W	+7	+17/-	Lite	5/6	I, B	-	-, B
5.7x28mm	-1	-/-	Lite	11/15	-	III-A, C	-
4.6x30mm	-5	-/-	Lite	14/20	-	III-A, C	-
Rifle cartridges							
.22 LR	-2	+5/-	Lite	6/8	I, B	-	-, A
5.45x39mm	-3	-/-	Interim	17/23	III-A, D	III, E	-
5.56x45mm	-2	-/+5	Interim	19/25	III-A, D	III, E	-
6.5mm Grendel	+1	+9/-	Interim	27/35	III-A, D	III, E	II-A, C
6.8x43mm	+1	-/+9	Interim	25/33	III-A, D	III, E	-
.30 Carbine	+3	+11/-	Lite	10/13	II-A, B	II, C	-, B
.30-06	+3	-/-	Manageable	38/50	III-A, D	III, E	-
7.62x39mm	+3	+11/-	Interim	23/30	III-A, D	III, E	-
7.62x51mm	+3	-/+11	Manageable	30/40	III-A, E	III, E	-
7.62x54mm	+3	+11/-	Manageable	32/43	III-A, E	III, E	-
.338 LM	+5	-/-	Manageable	45/60	IV, E	IV, F	-
12.7x99mm (.50 BMG)	+13	-/-	Heavy	68/90	IV, E	IV, F	-
Special-purpose cartridges							
25mm SPC	AP +36	HE +60 (Kr+1)	Heavy	135/200	AP IV, G	HE IV, F	
Shotgun cartridges							
10 gauge	00 Buckshot +34		Heavy	4/6	00 Buckshot I, B		
12 gauge	+26		Manageable	4/6	I, B		



5.56mm M855 Ball



7.62mm M80 Ball



.50 Caliber M33 Ball



5.56mm M856 Tracer



7.62mm M62 Tracer



.50 Caliber M17 Tracer



.50 Caliber M8
Armor Piercing Incendiary



From left to right: 7.62x51mm, 6.5mm Grendel and 5.56x45mm



Full Metal Jacket (FMJ) Bullet, FMJ is often referred to as "Ball"



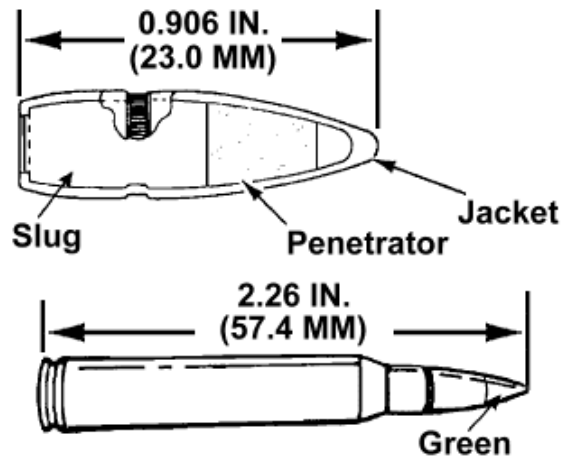
Jacketed Hollow Point (JHP) Bullet



The projectile of a military 5.56mm FMJ bullet



A military 5.56mm AP bullet (M995), can be identified by its black tip



Physical characteristics of the M855 bullet



Left: an 9x19mm FMJ bullet, Right: .45 ACP equivalent



A 5.7x28mm projectile next to the full cartridge

Notes:

- ⌘ Damage is the number that will be subtracted from the target's hitpoints when hit (+1 means: 2d20+1, +14 means 2d20+14 and so on ...). If a character drops under 0 hitpoints he starts to die.
- ⌘ Effective range indicates the distance this cartridge is able to fly and still retain its armour-piercing characteristics. (this was simplified in order to reduce game complexity, this distance is treated in game as the maximum distance the shooter is able to fire the cartridge, which is, as well, due to the intent of simplification). The very low ERs were introduced to make the gameplay more interesting and certainly more fun.
(This range ALWAYS overrules the maximum range calculated by the Sight Bonus rule).
- LB/SB stats indicate whether the bullet was fired from a long-barreled gun or a short-barrelled one.
- ⌘ Recoil classification and it's effect on gameplay is described on the next page.

Recoil

Every projectile weapon produces recoil, caused by the explosion of the cartridges power and the energy of the produced projectile exiting the weapons muzzle. Recoil causes the weapon's muzzle to deviate from it's intended target.

When classifying recoil, SH now uses the following levels:

Lite (L)
Interim (I)
Manageable (M)
Heavy (H)

This classification leads to the following in-game consequences (rules).

Range Identifier Decrement (RIDE) Base Table

Burst Count/Recoil Type	L	I	M	H
2-5 rounds (1d4+1)	50%	60%	70%	80%
6-10 rounds (2d4+2)	60%	70%	80%	90%

Example: Firing a 3 round burst using a weapon loading an Interim recoil-class cartridge (like the 5.56 -> 25m) generates an RID of 60%. Therefore when using this weapon (for example an M16) in the rapid-fire role it's effective range is decreased by 60% thus can only be used now at a range of 10 m.

Range Identifier Decrement Reduction (RIDEr) Tables

Stance DCR

St/Cr 00%

Pr 10%

vs. Point Target

Stance DCR

St/Cr 10%

Pr 20%

vs. Area Target

The difference between Point and Area Target is already classified in the SHCR in the "Thumper" section.

Additionally the base roll outcome must be higher than usual to succeed with automatic fire bursts.

Normally, when firing single shots, one must roll more than 1 or 2 to be able to hit. When using automatic fire, this changes. Now you must succeed over the d20 number that is equal to the amount of bullets you are pouring out in the attack. If the amount is greater than 10, 10 is used.

Ammunition (indirect fire)

The table at the bottom of this page (directly following this paragraph) contains ammunition for indirect-fire weapons, such as grenade launchers or rocket launchers. It is grouped into projectiles having a near-flat trajectory, high-trajectory or individual indirect-fire weapons (employed by hand), the table states the type of ammo, the effective Kill Radius (Kr) (the radius in which a projectile deals its stated damage), the damage, a character exposed to the effects of the munition will receive, the effective penetration of the explosion, its weight and additional information required for using the munition.

Type	Desc.	Kr (h/m)	Damage (2d20 base)	Penetration	Weight (lbs.)	Special
Flat Trajectory						
M1170	25mm LV HEAB	+2	+50 (100%)	II, B (W)	1/3	Evasion Check
M1172	25mm LV HEFAB	+1	+60 (50/50%)	II, B (W)	1/3	Thermobaric, AG check (no 1/2 dmg pos.)
M1183	25mm LV HEABSC	+1	+50 (100%)	IV, F (W)	1/3	Evasion Check
Guided						
RIM92SC	SAM AA	+6	+60 (50/50%)	IV, G (DH)	22	Passive infrared, fire & forget, AG check
JAVAT8	SSM AT	+8	+60 (50/50%)	IV, I (DH)	32	Active infrared, fire & forget, AG check
High Trajectory						
M406	40mm LV HE	+4	+60 (100%)	II, B (DH)	1/2	Evasion Check
M433	40mm LV HEDP	+3	+60 (100%)	IV, F (DH)	1/2	Evasion Check
M1060	40mm LV HEFAB	+2	+70 (50/50%)	II, B (DH)	1/2	Thermobaric, AG check (no 1/2 dmg pos.)
M397	40mm LV HEAB	+3	+60 (100%)	-	1/2	See notes, AG check
M680	40mm LV Smoke	(+6)	-	-	1/2	White smoke (1/+3/+6)
M992	40mm LV IRIC	(+250)	-	-	1/2	FLIR
M1085	40mm LV Concussion	+3	-	-	1/2	Concussed, AG check
M661	40mm LV Starshell	+5	-	-	1/2	Illumination
M651	40mm LV CS	(+3)	-	-	1/2	CS gas (1/+3)
M383	40mm HV HE	+4	+60 (100%)	II, B (DH)	2/3	Evasion Check
M430	40mm HV HEDP	+3	+60 (100%)	IV, F (DH)	2/3	Evasion Check
M821	81mm HE	+7	+60 (100%)	IV, G (DH)	9	-
M819	81mm Smoke	+12	-	-	10	White smoke (+2/+8/+12)
M853A1	81mm Starshell	+10	-	-	10	Illumination
M795	155mm HE	+12	+60 (100%)	IV, H (DH)	90	Evasion Check
M116A1	155mm Smoke	+20	-	-	90	White smoke (+4/+10/+16/+20)
M712	155mm Smart Munition	+10	+60 (100%)	IV, I (DH)	136	Evasion Check
M483	155mm DPICM	+30	+60 (100%)	IV, F (IH)	90	Evasion Check
Individual						
M67	Defensive Frag. grenade	+5	+60 (100%)	II, A (IH)	1	Evasion Check, fuse 5sec
MK3A2	Offensive OvP. grenade	+3	+50 (100%)	-	1	Stunned, fuse 2sec, AG check
M34	Def. Smoke grenade	(+4)	-	-	1 1/2	White/colour smoke (1/+2/+4), fuse 2sec
M84	Concussion grenade	+4	-	-	1 1/2	Concussed, fuse 2sec, AG check
M37	FLIR marker	(+250)	-	-	1 1/2	FLIR, fuse 2sec
M18A1	Defensive AnPe	+50	40mm can dmg	II, A (IH)	3 1/2	Clacker, 250m cable, 60° front Kr
M7A2	CS gas grenade	(+4)	-	-	1 1/2	CS gas (1/+4), fuse 2sec
M86	Pursuit Deterrent Munition	+3	+60 (100%)	II, A (IH)	1	Evasion Check (Increased DC +2)



25mm



40mm LV



M67

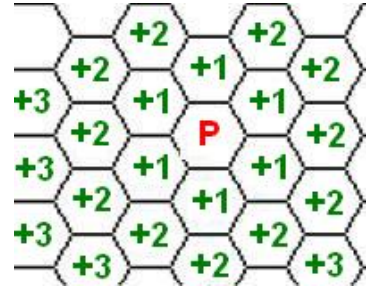


M86

Notes on indirect fire weapons:

- ∞ Kr refers to Kill Radius, all subjects within this radius are affected by any conditions the explosive may project. (The Kr refers to the effective range of the munition, its point of impact/point of explosion +Kr (in hex) in all directions around (and above (except in the case of the M18A1, where the cone extends to about 8m)) the point of impact.)

+2	+2	+2	+2	+2	+3
+2	+1	+1	+1	+2	+3
+2	+1	P	+1	+2	+3
+2	+1	+1	+1	+2	+3



- P Point of impact
- +1 Kr representation
- +2 Kr representation

- ∞ DH/IH refers to a Direct/Indirect Hit.
- ∞ FLIR means that the grenade projects a signal visible by Forward Looking Infrared devices. Visible range as specified under Kr. (Duration of projection is 18rounds)
- ∞ W refers to a grenade fired in "window" mode.
- ∞ Smoke 1/+3, 1/+4 indicates that the grenade fills the 1 hex field it landed on, in the same round it was fired, +3 means the surrounding 3 hex (in every direction) are filled in the following round, the smoke disperses after 18rounds in unmoving/lite wind conditions, 12rounds in medium wind conditions, and 3 round in heavy wind. (if there is a third number that means that this area is filled in the round following the 2nd one, and so on). The smoke generated by this type of grenade complete conceals personnel movement within the cloud, even thermal vision is obscured due to the considerably high temperature of the smoke.
- ∞ Thermobaric refers to an overpressure effect caused by an immensely fast explosion of the weapons' payload. It allows the projectile to spread and affect personell equally within it's Kr.
- ∞ Stunned means that all personnel within range have to make a END check vs. 42 or fall unconscious for 2d2+2 rounds. This grenade works only properly in close quarter ranges (Max: 2x Kr) without medium to large sized air entries/exits, If used outdoors or in large rooms it retains its damage capabilities but loses the "Stunning" effect.
- ∞ Concussed means that all personnel within range and looking at the point of impact are blind and deaf for 2d2+2 rounds. After that time they get a penalty of -20 on all skill checks and a penalty of -10 on all ability checks (for another 2d4+4 rounds).
- ∞ Illumination this munition ejects small parachutes carrying chemicals that produce a great deal of light for 1rnd.
- ∞ Fuse n sec indicates that this munition will ignite itself after n seconds passed, this has to be translated into AP for the N/PC that uses it.

AP of thrower	AP delay
3	2sec/5sec
4	1/3
5	2/4
	2/5

- ∞ To calculate your maximum throwing distance for "individual's" subtract 5 from your STR and multiply result by 4, then add 40.
- ∞ All individual explosives feature an MRSU of 1, except stated otherwise.
- ∞ SAM is Surface to Air Missile, SSM is Surface to Surface Missile, AT stands for Anti-Tank, AA is Anti-Aircraft, AnPe is Anti-personnel.
- ∞ CS gas rules can be found in the Sierra Hell main rulebook.
- ∞ Note on M397 40mm LV HEAB, this grenade, as soon as it comes in contact with the surface is launched again, into the air (1d2hex), the advantage of this grenade is that It can reach enemies behind cover for example, without having to fire behind the cover (its harder to target the field before, than behind cover, usually).
- ∞ Note on M86 Pursuit Deterrent Munition, this is a small, hand-deployed mine. The trigger mechanism is the same as for fragmentation grenades. The mine is held, then the pin is drawn the mine deployed and then placed wherever needed, afterwards the spring retained trigger mechanism is released. Upon releasing the trigger, 7 spring-triggered wires are launched from the mine. If somebody steps on one of the wires, the mine is triggered, launched to the air and will explode in a height of approximately 1.5 meters.

Cannister ("Flechette") Ammunition

These types of ammunition are basically large shotgun shells for grenade/rocket launchers and are used just like a shotgun shell.

Description	Type	Range	Diameter	Damage/m ²	vs 0.8m ²	Stopping Power
40mm cannister round	40mm LV	30m	3x3m	+64	+51	Natural Only
ADM401	84mm HV	100m	9x9m	+134	+107	Natural Only

- Notes:**
- ∞ Diameter: If you fire a cannister round the spread is as follows: 1 field directly in front of you and 3 or 9 at the following one.
 - ∞ Penetration: The 40mm cannister round has a penetration of II, C. The ADM401 has a penetration of III-A, D. If the payload has to pierce a suit of armor an obstacle or something similar, the first hit stops the payload in that relative direction, in the case of unarmored, "soft" targets, the payload can punch through the first and afterwards hit the second target, standing relatively behind the first one, but only at half its maximum range (afterwards only 1 target can be effectively engaged, and the practical penetration is halvened).
 - ∞ Weight: 40mm cannister: 0.75 lbs, ADM401: 3.5 lbs

Armour-piercing Limited-penetration (APLP) Bullets ("Blended-metal")

"...expanding point ammunition is legally permissible in counterterrorist operations not involving the engagement of the armed forces of another State."

-- The Geneva Convention --

Bullets being made out of blended metal combine characteristics of JHP and AP cartridges. Blended-metal bullets give you the stopping power and initial damage statistics of JHP and the armour piercing characteristics of AP bullets. Blended-metal bullets are available in the following calibres:

- ∞ 5.56x45mm
- ∞ 6.8x43mm
- ∞ 7.62x51mm
- ∞ 9x19mm
- ∞ .45 ACP

Due to the high popularity with SH players, the Damage/Stopping Power for APLP bullets is now included in the standard Direct Fire Ammunition table.

Blended metal bullets are also available in PCA type cartridges.

Ammunition belts

Machine guns are usually belt-fed, meaning that multiple rounds are connected together by belt-links. One end of this belt is then connected with the belt-feed mechanism of the weapon. All weapons in this manual use disintegrating-link belt types. The weight of individual belts can be found below. (All belts come with either hard or soft bags).

Caliber	Size	Weight
5.56x45mm	100rnd	3 1/2 lbs
	200rnd	6 lbs
6.8x43mm	100rnd	4 3/4 lbs
	200rnd	9 lbs
7.62x51mm	100rnd	6 lbs
	200rnd	11 lbs
12.7x99mm	100rnd	30 lbs

Polymer Cased Ammunition (PCA)

This new type of ammunition differs from "normal" ammunition only in the fact that $\frac{3}{4}$ of its body are made out of polymers instead of metal, which reduces the whole cartridge weight (by two-thirds). (other benefits include: less heat transfer to weapon, cartridge case cool to touch (directly after being expended)). The list below shows how much PCA filled magazines weigh. (In a campaign setting where the characters would have to buy ammunition (instead of getting it issued), PCA ammunition will be $\frac{2}{3}$ cheaper than normal).

PCA is available in the following calibres:

5.56x45mm, 6.8x43mm, 7.62x51mm, 12.7x99mm, .338 LM, .45 ACP and 9x19mm

It is available in all ammo types (AP, FMJ, JHP, APLP, ...)

Calibre	Magazine Size	Weight
5.56x45mm	20rnd	1/3 lbs.
	30rnd	1/2 lbs.
	100rnd	1 1/4 lbs.
6.8x43mm	20rnd	1/3 lbs.
	28rnd	1/2 lbs.
	100rnd	1 1/2 lbs.
7.62x51mm	10rnd	1/3 lbs.
	20rnd	1/2 lbs.
12.7x99mm	5rnd	2/3 lbs.
	10rnd	1lbs.
.338 LM	5rnd	1/2 lbs.
	10rnd	2/3 lbs.
.45 ACP	15-12rnd	1/3 lbs.
	11-7rnd	1/4 lbs.
	30-25rnd	1/2 lbs.
9x19mm	20-17rnd	1/4 lbs.
	15-8rnd	1/8 lbs.

Note:

- ∞ Many weapons covered in this manual using the same type of ammunition, generally don't use the same type of magazine, the weights in this table shall be treated as compatible to all.
- ∞ The magazines listed here are all polymer type as well, where required, fitted with metal locking lugs (so they're compatible with all covered weapons).

PCA belts

Calibre	Belt size (boxed)	Weight
5.56x45mm	200rnd	3 1/2 lbs
	100rnd	2 1/2 lbs
6.8x43mm	200rnd	4 1/4 lbs
	100rnd	3 lbs
7.62x51mm	200rnd	5 lbs
	100rnd	3 1/3 lbs
12.7x99mm	100rnd	10 1/2 lbs

12.7x99mm Special-purpose Ammunition

M1/M8 Incendiary

This type of ammunition has armor-piercing characteristics (but with a shorter range (decreased by 15%)) and ignites after impact, allowing the gunner to light up enemy vehicles quickly (by igniting the fuel tank or ammunition inside the vehicle). It is very effective against non-combat vehicles like civilian cars, buses or the like. It weighs the same as normal 12.7x99mm ammunition and is available in PCA as well.

When hitting a vehicle with an armor class of E (F-1) or less, the gunner might be allowed (the GM judges this, after analyzing the situation) a % roll (chance to light up is 30% for every bullet that hit, if you burst attack the vehicle and more than 1 bullet hit the chance is increased by 15% for every bullet after the 1st one. (Incendiary ammunition is effective against non-combat ignitable targets as well (of course), but in this case you simply succeed, to ease the gameplay).

Weapons (Individual)

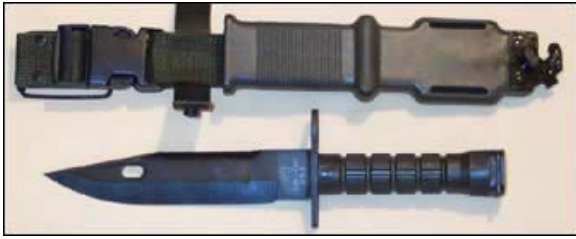
Knives

It would be unnecessary complex to list various sizes and lengths of knives here, so I just included fixed, folding and throwing knives (and only a few members of each category).

Fixed Blade Knives

Fixed blade knives are longer and bigger, so they will do more damage, but you are required to carry a sheath with you, which reduces concealability greatly.

M9 Bayonet



Weight: 1 lbs
Damage: +10
Penetration: Can penetrate any soft body armour not classified as "stab resistant"
MRSU: 2
Note: Mounting the bayonet increases weapon length by 1 level

Folding Blade Knives

Folding knives need no additional equipment to be carried around and doing unnoticed Coup-de-Grace's is just as easy as with their fixed blade versions. All (unless otherwise noted) folding knives can be carried in an individual or flashbang pocket.

Benchmade Auto Stryker

Weight: 0.5 lbs
Damage: +3
Penetration: Can penetrate any soft body armour not classified as "stab resistant"
MRSU: 0.5



Leatherman Wave



Weight: 0.5 lbs
Damage: +1 (Wave's knife)
Penetration: Can penetrate any soft body armour not classified as „stab resistant“ (Wave's knife)

Throwing knife

Description: A throwing knife is a balanced fixed blade knife, allowing it to be thrown, in order to silently engage enemies over greater distance than with normal knives.

Weight: 3/4 lbs

Damage: 2d20 + 8 + 1/2xMD

Penetration: Can penetrate Level I soft body armour.

Range: 5h + (STR-5)h



Throwing knife set



Description: Same as above, just in this case you have 3 knives in a compact belt-strap attachment.

Weight: 2 1/2 lbs

Damage: 2d20 + 8 + 1/2xMD

Penetration: Can penetrate Level I soft body armour.

Range: 5h + (STR-5)h

Compact throwing knife

Description: Same as above, just in this case you have a smaller knife that can be easily strapped to your leg or boot.

Weight: 1/2 lbs

Damage: 2d20 + 5 + 1/2xMD

Penetration: Can penetrate Level I soft body armour.

Range: 3h + (STR-5)h



Rules for Using Throwing Knives

When attacking with a throwing knife, basically the same rules come to work as when using firearms, just in this case you are using your throwing skill.

Use the same THD tables as usually but multiply all THD by 3 (if you wanna target your throw, add the THD bonus and then multiply by 3).

It's the same for all THD bonuses, always multiply by 3.

Aiming throwing knife attacks costs 1 AP.

A "standard" non-targeted throwing knife attack is a center-of-mass throw, the same as with small arms.

Expanding Baton

Description: A baton, especially an expanding one is a useful utility in close combat, it allows you to reach further and strike harder. It also improves your ability to defend yourself (A baton has a doubled chance over fist attacks to achieve a critical hit).

Damage: +4
Weight: 2 lbs
MRSU: 1



C4

Description: A 1 pound pack of C4, a plastic explosive, 1.4 times as explosive as TNT. Quite useful to destroy unarmored or light armored vehicles, walls or other stuff you don't like. Comes with 2 blasting caps and a carrying bag (with enough place for 1 remote detonator, 4x2 detonation rods and 2x 1 lbs C4 packs). Looks like a block of yellow clad.

Weight: 1 lbs
MRSU: 2
Damage: 2d20 + 100 (Kr: 4)
Penetration: IV, F (direct hit)

TNT

Description: 1 "roll" of TNT, a high explosive material, comes with a firing line. Same uses as C4 but not so effective. Everyone must have seen rolls of TNT in some movie.

Weight: 0.5 lbs
MRSU: 2
Damage: 2d20 + 100 (Kr: 2)
Penetration: IV, F (direct hit)

Weapons (Less-than-lethal)

Taser



Description:

A taser is a hand-held device featuring a grip part, 2 conductive rods and a "firing" button. If you want to disable an enemy, push the 2 rods on him (you have to aim at a conductive part of his body) and "fire" the taser. Your target will receive a high-powered electrical shock, this taser has a power rating of 650,000 Volts (which will KICK your enemies ass). To use it simply make a punch attack (see the Melee Combat) skill. If you're attack is successful, the receiver will drop to the ground (50% chance to drop the items in his hands (rolled for every item)) and will stay (unable to control his motions) for 1d2 rounds. Afterwards he will be able to control his body again, but not as well as usual, so he will receive a penalty of 4 on every skillcheck requiring bodily action and 2 on every ability check.

Weight:
Charges:

1 lbs
5 (2xEU742)

Taser Gun



Description:

Same as the Taser above but this one has 2 firable rods with a maximum range of 3 h/m, to use it aim (1AP) and fire (against the doubled normal (small arms) THD of your target).

Weight:
Charges:

1.5 lbs
4 (2xEU742)

FN303 Riot-control multipurpose munition launcher (RMML)



Description: The FN303 is a riot-control-oriented, less-than-lethal launcher that can fire a variety of different projectiles for varying types of missions.

Fire Selection: Safe, Semi

Weight: 5 lbs (5 1/2 lbs with full mag)

Max. Eff. Range: 10m

Magazine Size: 15 rounds (ammunition can be mixed)

FN303 Ammunition



Washable Paint



Impact Hammer



Inelible Paint

The FN303 can fire 3 types of projectiles:

- ∞ **“Impact Hammer”**: Non-penetrating energy (trauma damage) only projectile, will stop humans easily and discourage their attempt for further assaulting your position. (Stopping Power: Natural Only)
- ∞ **“Washable Paint”**: containing a pink fluid colour that will dye skin, hair and clothes (good for marking), can be washed off with warm water and soap, retains Impact Hammer characteristics.
- ∞ **“Inelible Paint”**: same as “Washable Paint”, but of yellow colour and not washable (will soak under the skin and stay there, for years)