

GURPS

Fourth Edition

TACTICAL SHOOTING™



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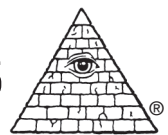
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An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-0134

Version 1.0 – February 2011



CONTENTS

INTRODUCTION	3	<i>Underloaded Magazines</i>	20	5. TACTICAL	
Publication History	3	Tactics in Action	21	FIREARMS	53
About the Author	3	Close Combat and		Choosing Your Weapon	53
<i>About GURPS</i>	3	<i>Close Combat</i>	25	How to Get Them	53
1. LOCK AND LOAD	4	Sniping	26	WEAPON DESCRIPTIONS	54
What Is Tactical Shooting?	4	<i>Rangefinding</i>	27	Handguns	54
<i>Tactical Terms</i>	4	Cover and Concealment	28	Shotguns	58
History of Tactical Shooting	4	<i>Shooting Around Cover</i>	28	Rifles	60
Firearm Myths and Legends	5	Attacks With		<i>The Tactical Carbine</i>	61
Gunfighter Survival	7	Mixed Ammunition	31	Submachine Guns	64
<i>Conditions of Readiness</i>	8	Shooting From Vehicles	31	Light Machine Guns	65
2. THE ART OF		<i>Harsh Realism for</i>		Grenade Launchers	66
SHOOTING	9	<i>Tactical Shooters</i>	32	Hand Grenades	67
Firearm Range	9	Things Not to Do	32	<i>Pipe Bombs</i>	67
<i>Non-Combat Bonuses</i>	9	The Tactical Mind	33	GUNSMITHING	68
<i>Who Draws First?</i>	10	After the Firefight	34	TACTICAL EQUIPMENT	70
Situational Awareness	11	3. STYLE		Sound Suppressors	70
Shooting Stances	11	COMPONENTS	36	<i>First-Shot Pop</i>	71
<i>Pocket Shooting</i>	11	ADVANTAGES	36	Holsters, Scabbards,	
<i>Shooting in Armor</i>	12	PERKS	37	and Slings	71
Using the Sights	13	SKILLS	41	Magazine Modifications	
<i>Transitioning to a Handgun</i>	14	<i>Adjusting Sights</i>	41	and Reloading Aids	73
High-Speed Shooting	14	<i>Guns Skill Levels</i>	42	Sights and Targeting Aids	74
Shooting for Effect	15	TECHNIQUES	43	Stocks, Tripods, and Bipods	75
<i>The Pelvic Shot</i>	15	4. GUNFIGHTERS	46	Miscellaneous Accessories	
<i>Bullet in Your Head</i>	16	Fight Like You Train,		and Modifications	76
<i>Black Powder Guns</i>	16	Train Like You Fight	46	CHOOSING YOUR AMMO	77
Tactical Dodging	17	<i>Untrained Shooters</i>	47	TACTICAL LOADOUTS	79
Shooting on the Move	17	Assaulter	47	Basic Loads	79
<i>Immediate Action</i>	17	Modern Pistol	48	Loaded for Bear	80
Shooting at Several		Point-Shooting	49	APPENDIX: RESEARCH	
Opponents	17	<i>Practical Sports Shooting</i>	49	MATERIAL	81
Shooting in Darkness	18	Rifleman	51	BOOKS AND MANUALS	81
<i>Darkness Penalties</i>	18	Sharpshooter	51	FILMS AND TELEVISION	82
Reloading	20	Shotgunner	52	INDEX	85

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INTRODUCTION

We observe a growing tendency to glorify the seamier aspects of man-killing . . . [It is] at best and worst, a waste . . . Never shed innocent blood. All your life people will come up with good excuses why so-and-so ought to be shot . . . We suggest that if you ever kill a man to keep him from killing you, be certain you are indeed innocent . . .

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

GURPS Tactical Shooting is about realistic shooting . . . at least, as realistic as it can be in a *game*. It adds considerable technical detail and color to many aspects already dealt with in the *GURPS Basic Set*, explaining how things are done – and why – in real life and in the game. This book provides new shooting styles and adds new perks and techniques, just as *GURPS Martial Arts* did for realistic hand-to-hand combat. In addition, *Tactical Shooting* covers the sound selection and wise application of tactical tools, including information on how to choose your firearm, ammunition, and accessories, and provides new or better uses for guns and gear found in other books, especially *GURPS High-Tech*. It even addresses many urban legends and myths surrounding firearms use. *Tactical Shooting* is *not* about cinematic gunplay – for that, turn to *GURPS Gun Fu*.

Tactical Shooting supports believable TL5-8 campaigns involving the use of handheld firearms, such as those enabled by *GURPS Cops*, *Covert Ops*, *Mysteries*, *Old West*, *SEALs in Vietnam*, *Special Ops*, *SWAT*, and *WWII*. It can also be applied to fictional or downright unrealistic settings, including *GURPS Action*, *Autoduel*, *Cyberpunk*, *Horror*, *Infinite Worlds*, *Reign of Steel*, *Steampunk*, *Technomancer*, *Traveller*, and *WWII: Weird War II*.

Bushido is all very well in its way, but it is no match for a .30-06.

– Jeff Cooper,
Commentaries (1999)

PUBLICATION HISTORY

Some material concerning weapon handling, perks, and techniques, was expanded from *GURPS High-Tech* (2007), as written by S.A. Fisher and Hans-Christian Vortisch. The generic Point-Shooting style was based on the more specific Fairbairn-Sykes Handgun Shooting style in Hans-Christian Vortisch's *GURPS Martial Arts: Fairbairn Close Combat Systems* (2008), as were some rules. A few perks were first introduced in Sean Punch's *GURPS Power-Ups 2: Perks* (2008). Still more rules were adapted from *GURPS Gun Fu* (2009), authored by S.A. Fisher, Sean Punch, and Hans-Christian Vortisch.

ABOUT THE AUTHOR

Hans-Christian “Grey Tiger” Vortisch, M.A., began writing for *GURPS* as a freelancer in 2001. He was author or co-author of *GURPS Covert Ops*; *High-Tech, Fourth Edition*; *Modern Firepower*; *Special Ops, Third Edition*; and *WWII: Motor Pool*; as well as many e23 publications on martial topics. He has written additional material for numerous other *GURPS* books; authored, translated, edited, or contributed to several German *Call of Cthulhu* products; and published many articles in American, British, and German gaming magazines. Hans has been an avid gamer since 1983. His non-gaming interests include science fiction, history, cinema, and punk rock. He shoots in Berlin.

About GURPS

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Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

LOCK AND LOAD

A man should know how to handle a gun, use it with discretion.

– “J.B.” Books, *The Shootist*

Realistic firearms tactics can enhance your campaign's believability. As a life-or-death matter, they'll add excitement, too – if everyone at the gaming table understands why and how they're used.

WHAT IS TACTICAL SHOOTING?

Tactics (pl.). In warfare, the art and science of fighting battles . . . It is concerned with the approach to combat; . . . the use made of various arms; . . . and the execution of movements for attack or defense . . . Tactics can be generally understood as the problems encountered in actual fighting. Tactical thinking attempts to coordinate personnel with the existing weapons technology and apply both the terrain and enemy forces in such a way that the weapons available to a fighting force are used to best advantage.

– *The New Encyclopaedia Britannica* (2003)

This supplement defines “tactical shooting” as realistic, no-nonsense shooting in combat situations, as opposed to cinematic gunplay or target practice. While **GURPS** can handle a wide range of play styles, its rules for ranged combat and firearms tend to yield fairly realistic results (with some minor simplifications for ease of play). **Tactical Shooting** expands on this, with additional rules and examples for those looking for grittier realism in their gunfights. This is about more than just pulling the trigger; it encompasses how to sight, how to stand and move, how and when to fire, how to hit, and what happens if you do.

Specifically, **Tactical Shooting** focuses on gunfights between individuals or small groups, as opposed to shooting in formation or indirect machine gun fire. The military sometimes calls this “minor tactics.” It's about shootouts between sheriffs and outlaws, cops and criminals, armed citizens and robbers, secret agents and counterspies, and small military units of about squad size – in short, the overwhelming majority of firefights occurring in games. While most of the examples and equipment cover TL6-8, many of the rules and guidelines also work at TL5, and likely at TL9 as well.

Tactical Terms

backup gun (BUG): A holdout weapon (usually with Bulk -1) that is carried as backup to larger primary armament.

can: Colloquial term for a sound suppressor (pp. 70-71), often preferred over the imprecise “silencer.”

center of mass (COM): The torso is the primary hit location (p. B398) for most tactical shooting.

double-tap: A two-shot attack to the same hit location (p. 15).

Harries stance: A shooting stance using the off hand, which holds a flashlight, to brace a handgun during firing (p. 19).

Isosceles stance: One of several stances using the off hand to steady a handgun during firing (p. 12).

Mozambique drill: A *double-tap* to the *center of mass* or sternum (torso or vitals hit location) and a third round to the brain (skull hit location). See pp. 15-16.

New York reload: “Reloading” by transitioning from an empty primary firearm to a *backup gun* (p. 14). The *Fast-Draw (Pistol)* skill helps (p. 42).

peeling: Retreating to the side and rear while a teammate gives cover fire (pp. 22-23).

tactical reload: Replacing a *partially* emptied magazine in a convenient moment to have a full magazine in the weapon when needed (p. 20).

Weaver stance: One of several stances using the off-hand to steady a handgun during firing (pp. 11-12).

HISTORY OF TACTICAL SHOOTING

Self-defence requires rapid pistol shooting, and therefore precludes a deliberate aim along the barrel.

– Baron Charles de Berenger, *Helps and Hints How to Protect Life and Property* (1835)

People have fought with firearms for as long as they have been available. However, tactical shooting as described in this book didn't really develop on a large scale until the late 19th century, when individual marksmanship became a battle-deciding factor.

Guerrilla fighters and skirmishers (*Age of Napoleon*, p. 76) were the first to develop tactical shooting skills – firing prone, from cover, or from other advantageous positions. As the 19th century advanced, the ability to aim at and hit *specific* targets became more important, and individual soldiers gradually gained more autonomy on the battlefield. This coincided with the development of metallic cartridges, smokeless propellants, sharpshooter rifles (with telescopic sights), and the first real multiple-shot firearms: the revolver, the repeating magazine rifle, and the emerging machine gun.

The Age of Gunfighters in the late 19th century (*Old West*, p. 81) saw the refinement of close-range shooting tactics, including the quick-draw and instinctive pointing of handguns. Simultaneously, many accessories were developed that catered to the tactical shooter, such as improved holsters and slings.

Combat shooting reached a new peak during the early 20th century. Conflicts such as the Second Anglo-Boer War and WWI demonstrated the importance of highly trained riflemen, but also saw the widespread use of automatic firearms. Military and police shooting instructors began to analyze gunfights and started thinking of ways to improve hit chances under stress (*Martial Arts: Fairbairn Close Combat Systems*, p. 4). In WWII, instructors sought ways to give shooters the best training and equipment available; numerous technological innovations accompanied improved small-unit tactics (*WWII*, p. 38).

The Cold War era brought further developments. Lessons learned during WWII were reevaluated; some were discarded, some improved upon. Military special operations units (see *Special Ops* and *SEALs in Vietnam*) and police SWAT teams (see *Cops* and *SWAT*) appeared on a large scale, and with them specialized requirements for skills, tactics, and equipment.

Today's shooters theoretically have better training and equipment available than ever before. Instructors build on curricula developed over many years. Gun makers produce firearms that are lighter, easier to use, more powerful, and often cheaper than the best weapons available only a few decades ago. Yet guns, ammo, and gadgets can only be as good as their user; even a century-old antique may have better inherent precision than its owner. A tactical shooter's skill remains the most important factor.

Practical shooting is the placing of your bullets in a human target in such a manner that said human will be unable to shoot at you.

– J. Henry FitzGerald,
Shooting (1930)

FIREARM MYTHS AND LEGENDS

By the way, you know you can't hit a human target with a .50-caliber weapon, right? It's in the Geneva Convention. So you hit the gas tank on their vehicle, and they get blown the hell up, but you can't target some lonely guard . . .

– Anthony Swofford, *Jarhead: A Marine's Chronicle of the Gulf War and other Battles* (2003)

Firearms have always been the stuff of legend. Although the famous 19th-century saying “God created men, Colonel Colt made them equal” probably originated with Colt's Patent Fire-Arms Manufacturing Company as an advertisement ploy, people have long attributed special properties to certain guns. Few modern people have ever shot a gun, much less a person. These days, most “gun knowledge” comes from books, films, the Internet, and video games. Unsurprisingly, this means many facts have become a bit blurred . . .

The resulting myths and legends are *not* confined to non-shooters. Even professionals sometimes get things wrong – for example, some combatants in recent conflicts have bemoaned the “ineffectiveness” of the 5.56x45mm NATO round. While

there are a number of factors to this (see *My Carbine Sucks*, p. 61), one reason for the complaints seems to be that some troops *unrealistically* expect opponents to drop with one shot, like in the movies, regardless of actual shot placement!

The following is an eclectic selection of myths and legends surrounding firearms and their use. Dispelling these is an important step before delving into a realistic treatment of gun use. Trained tactical shooters should probably not believe in them . . . though one might make a good quirk-level Delusion (p. B164).

.50-Caliber Legalities

Even some members of the military believe that firing a .50-caliber machine gun or sniper rifle at a human target is illegal, according to the Geneva Conventions of 1864/1949. This myth is widespread, but wrong. The closest applicable law is actually the Hague Conventions on land warfare of 1899/1907 – which doesn't ban such use! Military manuals like *The Commander's Handbook on the Law of Naval Operations* (for the U.S. Navy, Marine Corps, and Coast Guard) or the U.S. Army Military Police's *Law of War* spell this out explicitly. The same is true for large-caliber autocannon and tank guns. Specific rules of engagement may differ – but those are about tactics and appropriateness of means, not law.

Big-Bore Blowback

If you shoot a man with a .45 Colt and he doesn't go down, just walk around back of him and see what is holding him up.

– George Chandler, *Shooting* (1930)

Conventional “wisdom” has it that man can be knocked off his feet by a powerful enough firearm. While these days most people grudgingly concede that even a .45-caliber handgun might not suffice, they insist that a shotgun will, due to the “energy transfer.” Unfortunately, simple physics (specifically, Newton's third law of motion) stand in the way. A gun capable of blowing people back like puppets would also throw the shooter in the opposite direction with *equal* force . . . and that just doesn't happen.

The claims by some veterans of real firefights that their opponents were “blown back” or “knocked down” doesn't disprove this. Imprecise choice of words or understandably excited exaggeration aside – eyewitnesses are notoriously unreliable! – people often fall or stagger from surprise (p. B393), shock (p. B419), stunning (p. B420), pain (p. B428), lack of balance, or similar reasons. When hit by a bullet, even if you drop dead instantly, you are as likely to fall forward as backward. Contrast *Cinematic Knockback* (p. B417).

Cult of the .45

Obviously the difference in caliber between 9mm (.35 caliber) and .45 caliber is quite great. This is the reason, we are told, that the U.S. Army adopted the .45 caliber, although every other army in the world seems to be more satisfied with the . . . 9mm . . . I personally contend that hits are what count and if you can take one weapon and make hits better with it, although it is of lighter caliber than one [that uses] heavier cartridges (which is more difficult to shoot), it is advisable for the average man to adopt the lighter weapon . . .

– Rex Applegate, “The Merits of Various Types of Handguns” (1944)

The Colt .45 Government pistol (*High-Tech*, pp. 98-99), the famous “Model of 1911,” has generated a strong following – as has the .45 Automatic Colt Pistol cartridge it fires. To many people, both knowledgeable and ignorant, the “1911” is the ultimate handgun and the .45 ACP the supreme pistol caliber.

For most of the 20th century, this pistol saw widespread service with the U.S. military – and it’s *still* used in special-ops niches today. It was also employed successfully by others, including many law enforcement officers. The pistol gained its greatest fame during the Cold War years, when American veterans and influential gun writers extolled its virtues. It was the weapon of choice of several Point-Shooting varieties (pp. 49-51) and the original Modern Pistol style (p. 48). Even today, the .45 ACP cartridge is the ultimate caliber to many, endowed with almost-mythical “stopping power.”

In reality, much of the weapon’s and caliber’s effectiveness is hyperbole, and limited to a specific timeframe. The Colt .45 Government is an ergonomic, accurate, and reliable pistol, but this has to be seen in context with the other TL6 handguns available at the time of its introduction. Today, at TL8, there are many designs that are better in virtually every aspect – weight, sights, magazine capacity, reliability, etc.

A .45 projectile *will* make a bigger hole than a bullet of smaller handgun caliber. While a bigger hole kills more reliably than a smaller hole most of the time, a few millimeters of projectile diameter are far less important than whether (and *where*) you hit at all! If a well-placed 9mm (.355”) piece of lead doesn’t stop a foe, then a 11.43mm (.45”) piece isn’t significantly more likely to. All things being equal, the .45 ACP is more difficult to control than other rounds; most people simply shoot better with *slightly* smaller calibers such as the 9×19mm Parabellum or .40 S&W. In addition, most weapons chambered for those cartridges take more rounds, allowing for multiple tries – or the engagement of more opponents.

Due to its large piercing (pi+) wounding modifier, the .45 ACP has a *slightly* better chance of killing an unarmored man in *GURPS* (as in real life), compared to the much maligned 9×19mm Parabellum, its most prominent competitor. That small advantage is balanced by its lower penetration (lower Dmg), its expense and weight (higher CPS and WPS), and the fact that pistols firing it are more difficult to control (higher ST and Rcl). All of these stats reflect the real-life facts; the entire “legend” of the .45 ACP centers around its one marginal advantage, ignoring all other aspects.

Hydrostatic Shock

According to this legend, some rifle bullets travel so fast that when they hit a human body, they kill through “hydrostatic shock” – basically, by sending explosive shockwaves through the body (“It’s 55% water, right?”) like a bullet going through a melon. While localized shockwaves *are* present in supersonic ballistic impacts, medical studies have found that they are not a significant wounding mechanism.

“Hydrostatic shock” occurs when an incompressible fluid is subjected to forces in a closed container – like a soda can. However, the human body is neither incompressible nor a closed system; stories of a bullet hitting an arm and causing a head to explode, or stopping a heart, are just fables. The only hit location where something like this can be witnessed is the skull, and this is amply covered by the x4 wounding multiplier (p. B399) – but you still need to hit it, not someplace else on the body!

Shot Shredder

A common myth surrounding shotguns is that a close-distance, multiple-projectile hit will “shred” the victim. This is correct insofar as a number of pellets impacting close together results in a messy, large-area wound. However, even at point-blank range, the penetration of shot pellets is less than that of typical handgun or rifle projectiles, and the wounds are often *relatively* shallow – which means less lethal!

The mechanic for point-blank shots (at 10% of 1/2D Range) is to multiply the damage of a single pellet by half the number of pellets fired and to multiply target DR by the same amount – see *Shotguns and Multiple Projectiles* (p. B409). In real life, such a close shot usually hits with all pellets, but using only *half* their number for the damage calculation ensures that shot-shell attacks don’t become unrealistically lethal. For more authentic point-blank results, use the Rcl statistic for *slugs*, not shot, and change the damage type to huge piercing (pi++) due to the large area of the wound.

*Shotguns aren’t very useful for
hostage rescue.*

Street Sweeper

*. . . even an open-choked shotgun will throw a pattern that
measures only as wide as the distance between two shirt buttons
at seven yards.*

– Massad Ayoob, “The Self-Defense Shotgun” (1993)

If the “street sweeper” myth is to be believed, shotguns are the masters of every gunfight and can kill everyone in a room or trench; they spread their deadly payload in a wide arc, taking out several enemies at a time – compare the cinematic Scattergun perk (*Gun Fu*, p. 21). In reality, the spread increases by only about 1” per yard from the muzzle. An unchoked combat shotgun (that is, one without muzzle constriction and hence with the widest pattern possible – including a sawed-off weapon) puts its entire load on a hand-sized target at close distance. Hitting even two adjacent men isn’t likely at typical ranges – much less a group! At all ranges, it’s quite possible to miss entirely, or to hit with only a few pellets for minimal damage.

Eventually, the shot pattern *will* cover a large enough area to attack adjacent targets. Actually *hitting* them is a matter of luck, though – a perfect application for *Hitting the Wrong Target* (pp. B389-390). Unchoked shotguns (all shotguns unless stated otherwise) have a chance of hitting *one* hex to the left *or* right of the intended target (shooter’s choice) at or beyond 1/2D range, and four hexes to the left *or* right (or two to the left and two to the right) at or beyond three times 1/2D range. Triple the spread for birdshot loads. Choked shotguns multiply these ranges by 1.5.

Example: An open-choked Remington Model 870P (*High-Tech*, pp. 105-106) with 00 buck (Range 40/800) scatters enough at 40 yards and beyond that any pellets that don’t end up on the primary target may hit targets in the hex on the left *or* right of the primary target. At 120 yards, stray pellets may hit targets in the two hexes on the left *and* right. Fitted with a choke, stray pellets may hit targets in the hex on the side from 60 yards, and in five hexes from 180 yards.

This also works to the shooter's disadvantage; shotguns aren't very useful for hostage rescue.

Teflon Bullets

Coating projectiles with Teflon is supposed to transform them into armor-piercing "cop killer" bullets that penetrate bullet-resistant vests. This is another common misconception; between 1968 and 1985, a certain American brand of AP projectiles (p. 78) was sold with a green Teflon coat. The inventors believed the Teflon would "stick" to angled metal surfaces and windshields (pp. 30-31), thus preventing the bullets from glancing off automobiles. The actual penetrative effect is almost solely a result of the AP projectile's heavy metal core, however. The coating itself has *no* effect on penetration through vests, so "spraying" a bullet with Teflon doesn't help one bit.

Tin Star Armor

There are many stories of people who were "saved" from being shot thanks to some small item they wore or carried in their pocket – a sheriff's star, book, MP3 player, etc. None of these items can provide more than DR 1; most are simply DR 0. Other conditions saved the targets: The round already spent all its energy due to long range or because it first ricocheted off something else, the cartridge was improperly loaded and the bullet barely managed to arrive at all (which happens even with modern factory ammo), or the item was hit at such an angle that it wouldn't have wounded the wearer anyway. Such things are best modeled by Luck (p. 36).

One important exception are magazines worn in chest pouches or load-bearing vests (*High-Tech*, p. 54). Although one shouldn't *depend* on their protection, they do offer more resistance than the above examples. A fully loaded steel magazine, like that of the AK-47, provides DR 4; one made of alloy, like that of the M16, gives DR 2. With a typical chest rig, a torso attack from the front has a 2-in-6 chance of hitting a magazine. If so, roll 3d; on an 18, some of the cartridges in the magazine burn out for 1 point of burning damage!

Miscellaneous Model Myths

Rumors and incomplete knowledge surround many models of firearms. Most of these "commonly known" tidbits are simply wrong, but don't impact a shooter's performance if he believes in them. Examples include:

- "The Kalashnikov rifle (*High-Tech*, p. 114) *never* breaks or jams." No, the AK-47 and its variants can malfunction just like any firearm – although due to its loose tolerances and rugged construction, it may do that less often.
- "The Colt M16 (*High-Tech*, p. 117) – and its variants – *always* breaks or jams." No, if cleaned and maintained properly (which is admittedly required more frequently than with some other designs), it's as reliable as most combat arms.
- "The Eastern 7.62×39mm M-43 and the Western 7.62×51mm NATO rounds (*High-Tech*, p. 176) are both 7.62mm and thus interchangeable." No, they're not . . .
- "Small-bore assault rifle calibers like the 5.56×45mm NATO are designed to wound rather than to kill, since an injured man will bind more enemy assets." No, even the "mouse calibers" are intended to be *lethal* at their usual engagement ranges – wounded opponents can continue to fight!

Small calibers were adopted because low-impulse cartridges are lighter, allowing more ammunition to be carried and also letting the rifles firing them to be lighter and more controllable. The resultant reduced range was acceptable as typical engagement distances had been found to be short (see *Long-Arm Ranges*, pp. 10-11).

GUNFIGHTER SURVIVAL

. . . a bullet from one of the .351 rifles hit him on the breastbone. This slug knocked a hole in the outlaw as big as a four-bit piece, but it did not take the fight out of him . . .

– Charles Askins, *Texans, Guns & History* (1970)

Guns are designed to *kill*, and *GURPS* models this accurately. A well-placed double-tap (p. 15) from a handgun or a solid torso hit with a rifle can quickly end a man's life. This is especially true in a realistic campaign that doesn't feature cinematic counters to the deadliness of modern firepower. However, having to create new PCs all the time may cut down on the players' gaming fun! The following advice may help the GM avoid this, while still running a campaign that feels realistic.

Use the Right Rules

Always cheat, always win.

– Anonymous, "Rules for Gunfighting"

- Luck (p. 36) should be available for all characters. This makes it harder for a single poor die roll to result in a crippled or dead PC. This is not an unrealistic advantage; real gunfights are often defined by lucky breaks.
- Use *Random Hit Location* (p. B400) rather than the default assumption of torso hits (p. B398). Hits on the extremities are much less lethal.
- Employ realistic optional wounding rules, especially *Bleeding* (p. B420) and *Body Hits* (*High-Tech*, p. 162).
- Most opponents will *not* be good shots – compare *Guns Skill Levels* (p. 42). Include *all* the penalties, such as range, speed, vision (darkness, smoke, fog, etc.), pop-up attacks, shooting on the move, etc. See Chapter 2 for more on these modifiers.
- Just like in real life, much of the opposition's fire shouldn't be aimed shots, but *Suppression Fire* (pp. B409-410) or even *Shooting Blind* (p. B389).

Don't Get Shot

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

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

- Shootists should invest in Per (p. B16) and Danger Sense (p. 36). This can allow them to detect an ambush (p. 21) or other situation in which they might take fire.
- Camouflage (p. 41) and Stealth (p. B222) can let the PCs avoid being shot at all – their enemies can't hit what they can't see. Compare *Cover and Concealment* (pp. 28-31).
- The party should never get in a stand-up fight if they can avoid it. Instead, they should use Tactics (p. 42) to set ambushes whenever possible – just like real military units. Surprised opponents (p. B393) have a harder time effectively firing back; see *The Tactical Mind* (pp. 33-34) for more.
- If possible, PCs should try to shoot first (p. 10), even when not ambushing. Fast-Draw (p. 42) and Fastest Gun in the West (p. 38) may even the odds if the PCs usually carry holstered guns.

Conditions of Readiness

The following terminology has been used since its introduction by Jeff Cooper in the 1970s. The conditions are based on single-action semiautomatic pistols, like the Colt .45 Government (see *Cult of the .45*, pp. 5-6), but can describe other actions (*High-Tech*, p. 82) and weapons as well – see below.

Condition Zero (Cocked and Unlocked): A round is chambered, the hammer is cocked, and the safety is off. The pistol is ready to fire.

Condition One (Cocked and Locked): As above, but the safety is on – the pistol isn't ready. The safety can be thumbed off with a Ready maneuver; a familiar user (*High-Tech*, p. 80) or one with Lightning Fingers (p. 39) can do this as a free action. Safeties *rarely* fail mechanically, making this a safe way to carry – nevertheless, most military and police organizations don't allow it.

Condition Two (Hammer Down): A round is chambered and the hammer is lowered, with the safety off. A single-action weapon cannot fire until the shooter thumb-cocks the hammer (treat as thumbing a safety, above). Going from Condition Zero into Two requires carefully squeezing the trigger while lowering the hammer over a loaded chamber; this requires a Guns (Pistol) roll, at +4 if done two-handed. Failure results in a shot fired; an 18 means you shot yourself (typically in the leg or abdomen)! As it isn't entirely error-proof, Condition Two is considered unsafe by many, and only suitable for advanced users.

Condition Three (Unready): The chamber is empty, the hammer is down, and the safety is off. Rack the slide to simultaneously chamber a round and cock the hammer. This takes a Ready maneuver; a successful Fast-Draw (Pistol) roll lets you ready it instantly (p. B194) by racking the slide *while* drawing. Condition Three is the safest way to carry the gun, and is popular with the police and military. Readying can't be done silently and normally requires both hands; One-Hand Drills (p. 39) is useful.

Condition Four (Unloaded): There's no ammunition in the weapon and the hammer is down. This condition is

useless to combat shooters except on a range or in similar, safe environments.

Other Actions

Non-single-action handguns feature internal mechanisms that prevent them from going off accidentally (unless the trigger is squeezed through negligence!), while allowing instantaneous fire simply by overcoming the high trigger pull. Because of this, many lack safeties, making Condition One impossible.

Double-action firearms use the conditions above, but can fire from Condition Zero or Two – even those *with* safeties are thus rarely carried in Condition One. Most TL8 pistols, like the Beretta Mod 92F (*High-Tech*, p. 100), H&K USP (*High-Tech*, p. 102), SIG-Sauer P226 (*High-Tech*, p. 102), and Walther P99 (*High-Tech*, p. 103), have a decocking lever to avoid the trigger manipulation described for Condition Two.

Double-action-only guns fire from Condition Two. They cannot be cocked, making Conditions Zero and One impossible.

Safe-action weapons are cocked once the slide is racked and usually lack safeties, preventing them from being in Conditions One or Two.

Other Weapons

Revolvers rarely have safeties; those that do can be carried in Condition One. Because many TL5-6 single-action revolvers are “unsafe” (*High-Tech*, p. 93), the hammer should be lowered on an empty chamber – the equivalent of Condition Three. A successful Fast-Draw (Pistol) roll may include thumb-cocking a revolver's hammer as a free action.

Shotguns, rifles, and other long arms are usually single-action and can be carried in all the conditions above. Most police agencies require shotguns to be transported in Condition Three (“cruiser-ready”); it's also typical of TL5-6 rifles carried in a saddle scabbard.

- Tactical shooters should never stand around in the open, instead assuming a prone or kneeling posture for lowered silhouette (p. B548). They should always move under cover (pp. 28-29). Barricade Tactics (p. 37) and Standard Operating Procedure (Move Under Cover) (p. 40) will be useful.

- While “dodging bullets” sounds unrealistic, dodging *can* represent realistic behavior – see *Tactical Dodging* (p. 17). In particular, *Dodge and Drop* (p. B377) represents the time-honored “hitting the deck.” Experienced shooters should have Combat Reflexes (p. 36).

Avoid Dying

. . . if the wound hasn't killed you, ignore the pain and keep going.

– Massad Ayoob, “The Gunfights of Jesse James” (2003)

- Tactical shooters should wear body armor and helmets, if available. At combat ranges, most TL5-8 armor (*High-Tech*, pp. 65-71) can't stop bullets from contemporary high-powered rifles, or even handguns designed to penetrate armor, but it *will* reduce the severity of the wound, and may protect fully against low-powered weapons and fragments.

- Anyone expecting to be shot should invest in HT (p. B15), and should consider taking Fit or Very Fit (p. B55), Hard to Kill (p. B58), Hard to Subdue (p. B59), or High Pain Threshold (p. B59). Each of these add to consciousness and/or survival checks, which can keep the PC on his feet long enough to get medical attention.

- The party should have someone with First Aid (p. B195) and the relevant medical equipment (*High-Tech*, pp. 219-225) at hand – there is a reason why every cop receives first aid lessons and every soldier carries a bandage. First aid often means the difference between life and death (p. B424).

CHAPTER TWO

THE ART OF SHOOTING

I . . . took up my pistol, a 9mm Beretta, an Italian pistol, we were at a distance of 3 or 4 metres [3.3 or 4.4 yards], and I shot double shots – bang-bang – in the chest and [the German soldiers] naturally went down. Two of them. I should have had all three . . . but my pistol misfired.

– Birger Rasmussen, *Forgotten Voices of the Secret War* (2008)

Both in real life and in **GURPS**, successful shooting is the result of many factors, from the sights you use to how you hold your weapon. Some of these factors can be added to the game with a few simple rules, while others are *already* part of it but deserve further examination. This detail can help flesh out both game mechanics and characters. All of it is *optional*; use it to add as much realism to the game as you need.

FIREARM RANGE

Men kill with projectiles to keep death at a distance.
– William Cassidy, *Quick or Dead* (1978)

One of the most important advantages of a firearm over other weapons is its deadliness at range. Modern handgun bullets fly over a thousand yards, and rifle rounds are dangerous out to *miles*. The longest distance that a projectile will travel at optimum elevation (around 35-45°) is given as its Maximum (Max) range (p. B372).

In non-game sources, firearms are often given an abstract “effective range,” meaning the longest distance to which the *weapon system* (firearm and specific ammunition) can be *effectively* employed by a trained user. Most quotes of “effective range” also take into account how difficult it is to hit, something that is covered by Acc and other details in **GURPS**. As well, “effective range” is often measured differently for different applications (e.g., aimed shots vs. suppression fire). Finally, different authorities have differing ideas about what “effective” means: “50% hit probability,” “95% hit probability,” “50% probability of incapacitation,” and so on. “Effective range” is therefore not a useful parameter in **GURPS**.

The game instead employs the Half Damage (1/2D) range (p. B378), which gives the *approximate* distance at which the projectile has lost half its penetration capability. This is a playable simplification based on verifiable parameters.

These ballistics-based ranges don’t reflect the range at which guns are typically used, however. These are much shorter than Max or even 1/2D range.

Handgun Ranges

. . . both drew murderous revolvers and at it they went, in a room filled with people . . . [Levi] Richardson was shot in the breast, through the side and through the right arm. It seems strange that [“Cock-Eyed Frank”] Loving was not hit, except a slight scratch on the hand, as the two men were so close together that their pistols almost touched each other. Eleven shots were fired . . .

– *Ford County Globe* (1879)

Handguns are close-quarters weapons – they’re seldom used at ranges over 50 yards, even though their bullets can kill at much longer distances. Competition sports shooters normally shoot at targets from 27 yards. The *combat applications* of handguns are much shorter – typically from point-blank range to no more than 7 yards. And throughout recorded history, firefights between cops and criminals have averaged a distance of just 3 yards!

Non-Combat Bonuses

. . . beyond helping to teach care in the handling of fire-arms, target shooting is of no value whatever in learning the use of the pistol as a weapon of combat.

– William Fairbairn and Eric Sykes, *Shooting to Live* (1942)

GURPS assumes that *all* shooting is done in combat conditions (**High-Tech**, p. 85). Under more favorable conditions, the GM can assign non-combat bonuses, up to a total of +10.

Modifiers: Lack of psychological pressure gives a bonus, but *never* for shots at people; add +1 for each of “no risk to self” (nobody else shooting, just-serviced weapon, etc.), “no risk to others” (all allies behind you, no risk of overpenetration or ricochet), and “no political or military stake in the outcome.” An ideal environment helps, giving from +1 for a typical outdoor range up to +4 for a perfectly lit indoor range. Finally, add +3 if target range and speed are known precisely (see *Rangefinding*, p. 27). The GM decides when these bonuses accrue, but they’re not cumulative with precision aiming (pp. 26-27); they merely replace the need to aim and roll to claim a bonus of that size.

Only 5% of all gunfights take place at over 15 yards – with more than 80% below 7 yards and 50% under 2 yards!

Examples: The 1881 shootout at the O.K. Coral in Tombstone, Arizona (*Old West*, pp. 105-107) occurred at two to three yards' range. The distances of the 1986 Miami Massacre (p. 80) ranged from point-blank to about 10 yards, except for two FBI agents who were 42 yards away.

Military use of the handgun confirms this – soldiers use pistols almost exclusively for self-defense at close range, when their primary weapon is out of commission or too long to bring to bear.

Long-Arm Ranges

The average engagement range in Vietnam was between 10 and 30 metres [11 and 33 yards], as a result of the thick vegetation. Even then the two sides would by and large be invisible to each other, and so almost all fire would be unaimed.

– Paddy Griffith, *Forward into Battle* (1990)

At TL4-5, even fully trained infantrymen, let alone hastily drafted cannon fodder, find it difficult to hit an individual adversary with a black-powder musket. Fire from muskets or muzzleloading rifles is typically useless beyond 120 yards, even though the lead balls can travel 1,000 yards or more. Volley fire against massed troops is initiated at 75-125 yards, and closing fire (before the bayonet charge) at about 20 yards (*Age of Napoleon*, p. 82).

At TL5-8, full-power metallic cartridge rifles are designed for engagements out to hundreds of yards – e.g., the battle sights of the Mauser Gew98 (*High-Tech*, p. 111) are set for 220

yards, but are adjustable to 2,440 yards! Trained TL6 riflemen are able to shoot to 600 yards reliably and provide suppression fire to 1,000 yards. Combat distances in the open warfare of the era are often quite long.

At TL6-8, the realities of both trench and mobile warfare reduce the engagement ranges considerably. Most ranges during WWII were less than 350 yards – often *much* less. New weapons like the submachine gun (SMG) and assault rifle were not required to be effective at long distances. The SMGs at TL6-8 can be used to 150-200 yards, but excel at ranges below 50 yards. Intermediate-power TL7-8 assault rifles are designed for engagement ranges of 300-500 yards. The sights of the Colt M4A1 carbine (*High-Tech*, p. 119) are normally zeroed for 25 and 300 yards and adjustable to 660 yards.

While long arms are at least theoretically accurate out to several hundred yards, in *practice*, most people can't see that far. Thus, most fire at 300+ yards without an optical sight is really just suppression fire (pp. B409-410) for harassment.

In dense woods, jungles, and built-up areas like cities, engagement ranges drop to an average of only 25 yards. Close-quarters battle *inside* buildings is even shorter, typically at distances similar to handgun ranges: from point-blank to 7 yards.

Beginning at TL6, sharpshooters with their powerful optical sights can and routinely will shoot at very long ranges. Medium-caliber rifles can achieve killing hits at over 1,000 yards, while large-bore weapons can reach twice that range.

Example: The longest recorded sniper kill was fired in 2010 by British Corporal of Horse Craig Harrison, who made a 2,706-yard shot with a .338-caliber Accuracy International L115A3 LRR (the AWM on p. 118 of *High-Tech*) in Afghanistan.

Who Draws First?

What is generally considered by experts as constituting the fast draw, and firing of one shot, usually requires a time period of approximately a half second . . . The superspeed draws mentioned as possible to complete in periods of time bordering closely on a quarter of a second occur only occasionally . . . under the most favorable conditions . . .

– Ed McGivern, *Fast and Fancy Revolver Shooting* (1938)

In a standoff between two gunmen *in combat*, resolve the situation using the turn sequence (p. B363). The faster gunman takes his turn first, shooting if his weapon is ready or he can Fast-Draw (p. 42) it, or taking a Ready maneuver otherwise. Then the slower gunfighter acts, and so on.

If combat *isn't* in progress, use these rules:

1. *Neither fighter has a ready weapon.*

- *One knows Fast-Draw, the other doesn't.* The shootist with Fast-Draw rolls against skill. Success lets him shoot first. Failure means the situation unfolds as a standoff between fighters who don't know Fast-Draw. On a *critical* failure, his foe fires first and roll 1d: 1-5 means he drops his weapon, 6 means he shoots himself!

- *Both or neither knows Fast-Draw.* Roll a Quick Contest. Use *Fast-Draw* if both gunmen have it, *shooting skill*

if neither does (or if one does, but failed; see above). Regardless of the skill used, apply all Fast-Draw modifiers. Give -1 to the shootist with the *worst* Bulk and +4 to anyone who already had his hand on his gun. Fastest Gun in the West (p. 38) adds its bonus here. If only one shootist employs a two-handed stance (pp. 11-12), which is slightly slower than a one-handed stance, assign him another -1. A shooter who uses a hip-shooting stance (pp. 11-13) gets +2 if armed with a handgun, or +1 if armed with a long arm. Finally, unsighted shooting (p. 13) always gets +1. The winner fires first. However, if he used a hip shooting stance, he fires before his opponent has to declare his maneuver – meaning the opponent can dodge, then opt for a sighted shot with All-Out Attack (Determined). In a tie, they shoot simultaneously!

2. *One fighter has a ready weapon.*

- *His opponent knows Fast-Draw.* Roll a Quick Contest. The ready gunslinger uses shooting skill, at +1 if he has Combat Reflexes. The unready gunman uses Fast-Draw skill modified as for a Quick Contest of Fast-Draw (above), but with an additional *-10!* The winner shoots first. In a tie, the ready shooter fires first.

- *His opponent lacks Fast-Draw.* The ready gunman shoots first.

By contrast, the usual engagement ranges for TL7-8 SWAT and hostage rescue marksmen are below 100 yards, sometimes even below 50 yards – the average is 70 yards. The longest known police sharpshooter shot covered 275 yards.

SITUATIONAL AWARENESS

GURPS usually assumes that everybody in a fight is aware of several things that are hard to keep track of in reality. Notably, the players can see the battle map (if used) and know precisely where their enemies and allies are, even when their PCs are behind cover or focusing elsewhere.

When a PC turns his attention to new targets or areas of the battlefield, the GM may impose knowledge restrictions on him: he may not see a camouflaged sniper, know friend from foe, be able to tell what maneuvers targets are taking, and so on. If the player chooses to attack anyway, the GM may rule that he accidentally shoots the wrong target, misses an opponent's presence, etc. The GM may also assign -2 (see *Pop-Up Attacks*, p. B390) to attack new targets, toss items to friends, etc. This doesn't affect active defenses or opportunity fire. These restrictions can be negated with a successful Per, Observation, or Per-based Soldier or Tactics roll, modified as follows:

Modifiers: -4 for a glance (free action), or no penalty if the viewer takes a Concentrate maneuver (at a cumulative +1 for each consecutive Concentrate maneuver); +2 for Combat Reflexes; range penalties (p. B550); Vision penalties (p. B358); any penalty the GM assigns for surprise (p. B393), shock (p. B419), fatigue (p. B426), multiple targets, spread-out targets, etc.; +10 for visible targets in plain sight, reduced for cover and posture modifiers – e.g., someone lying down (-4) behind heavy cover (-4) would give only +2. In darkness, muzzle flashes count as being in plain sight but spotting them only means you know the shooter's position to within one yard (*Visibility*, p. B548).

The GM should determine how many details the PC gets based on the roll's margin of success.

SHOOTING STANCES

The average handgun user can do a much better job, when using sighted shots against a live enemy, if he uses both hands, or a rest, to steady the weapon.

– Rex Applegate, *Kill or Get Killed* (1943)

There are several ways to hold and shoot a firearm. As these involve the entire body, the various methods are called “stances.” You can change stance once per turn as a free action.

Handgun Shooting Stances

... we need to remind you that hip shooting is only valid at close quarters with a holstered gun. If your gun is in your hand, it is folly to bend your elbow and then fire from the hip. You won't be able to fire accurately ...

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

Traditionally, handguns were held and fired using *one* hand. This was the case long after it wasn't common for the other hand to grip a sword or a horse's reins. **GURPS** assumes one-handed shooting as standard – because for most of history, it was!

Switching from a one-handed grip to a two-handed grip or vice versa takes a Ready maneuver unless you have Grip Mastery (p. 39). This particularly applies immediately after you draw, as you can draw only with one hand! Drawing from the holster to a two-handed stance means -2 to Fast-Draw.

One-Handed Shooting of Handguns

The one-handed shooting stance with a handgun has the shooter raise the weapon to eye level, arm extended, in order for him to use the sights (pp. 13-14). Even for unsighted shooting, the handgun is typically raised at least to chest level, since it's easier to point your weapon if you can actually see it. One-handed shooting is possible from any posture. There are no special rules for this – it is the default assumption in **GURPS**.

Hip Shooting of Handguns

Hip shooting is a variant of one-handed shooting. Sometimes you don't want to or simply can't raise the gun or extend your arm. This may be the case after a Fast-Draw, when you want to fire as soon as the weapon clears the holster. In a *Who Draws First?* (p. 10) contest or a *Cascading Waits* (**Martial Arts**, p. 108) situation, a shooter who has previously announced he will use hip shooting gets +2 to Fast-Draw (Pistol).

Another situation may be if you're in a melee – see *Close Combat and Close Combat* (p. 25). As the weapon is closer to the shootist's body, the stance gives +2 to Retain Weapon and others are at -2 to parry the gun. This makes it a popular stance for covering someone at gunpoint.

Hip shooting is more difficult than shooting while being able to at least see your gun, much less its sights. Shooting from the hip allows only unsighted shooting (p. 13), so neither All-Out Attack (Determined) nor Aim is an option. Shooters who expect to fire from this position should learn Close-Hip Shooting (p. 43). Hip shooting is possible from any posture *except* lying prone.

Pocket Shooting

Pistoleros carrying a handgun in a pocket may want to fire the gun without taking it out, either to surprise the opponent or simply because it's faster than drawing. The former requires a Quick Contest between your Holdout and your opponent's Vision or Per-based Guns. If your hand is already in the pocket, consider the gun in the pocket to be ready for purposes of *Who Draws First?* (p. 10) – assuming it is ready to fire (see *Conditions of Readiness*, p. 8). Pocket shooting is treated as *Hip Shooting of Handguns* (above), with a further -2 on Guns (Pistol). Weapons that aren't hammerless (p. 32) get -1 to Malf., as the hammer may get caught in the pocket linings. The shot ruins the garment, of course.

Two-Handed Shooting of Handguns

In the late 1950s, the American competition shooter and full-time San Diego Sheriff's deputy Jack Weaver developed the stable, two-handed shooting style that would eventually be known as the “Weaver” stance. This is asymmetric, with the strong arm holding the gun almost straight and the weak arm bent down.

The strong arm pushes it toward the target as the weak arm pulls it back – this improves aiming and reduces muzzle flip during firing. There are other, similar stances, including the asymmetric “Modified Weaver” and the symmetric “Isosceles.”

None of these stances were “invented” per se. There are only so many ways of effectively holding a handgun with both hands, and all of them have probably been used by *individuals* since time immemorial – in 1865, “Wild Bill” Hickok (*Old West*, p. 101) reportedly took a two-handed revolver shot to kill a man, at an estimated 75 yards! Prominent pre-WWII instructors also favored two-handed shooting for ranges of 10 yards and more. However, two-handed shooting wasn’t *common* – certainly not in any codified training systems, and especially not for short-range engagements.

Two-handed shooting was gradually introduced throughout the 1960s and 1970s, starting with American police officers and competition shooters. By the 1980s, it had become the dominant style for combat handgunners – including military and police worldwide. The FBI was one of the first major agencies to adopt the Weaver, in 1982.

These stances have several advantages. Multiply minimum ST by 0.8 (round up), reduce Bulk by 1, and treat all *aimed* shots as braced (see *Aim*, p. B364). This stance isn’t compatible with fanning (p. 14) or thumbing (p. 14). Two-handed shooting is possible from any posture.

Shooting in Armor

All you bastards wear vests, so I'm gonna give it to you high and I'm gonna give it to you low.

– “Baby Face” Nelson, *Public Enemies*

Body armor is often heavy, always hot, and usually bulky. This impacts encumbrance (p. B17) and fatigue (p. B426), and is often hard to conceal (*High-Tech*, p. 66).

Shooters expecting to fight armored opponents should target unarmored body parts (see *The Mozambique Drill*, pp. 15-16, and *Targeted Attack*, p. 45) and/or use armor-piercing ammunition (p. 78) if possible. The following optional rules can also apply:

Armor Gaps: Many armored vests only fully protect the front and back of the torso, leaving gaps (*Targeting Chinks in Armor*, p. B400) along the sides. For a sleeveless vest, use the usual penalty (-8) – but a successful hit ignores *all* DR! If a vest has removable trauma plates, they can instead be avoided at only -6 to hit; if successful, apply the vest’s DR without plates.

Extra Bulk: A bulky vest can get in the way of a long arm’s shoulder stock. The GM may rule that any armor which fully protects the torso and is not concealable imposes -1 to Guns skill. Weapons with adjustable-length stocks, such as the Colt M4A1 (*High-Tech*, p. 119) or FN MK 16 MOD 0 (*High-Tech*, p. 121), are exempt. Similar penalties can be applied for thick winter clothing, etc.

Vest Holsters: Vests often interfere with standard hip holsters, resulting in -2 to Fast-Draw; this can be avoided by attaching the holster to the vest front or using a tactical holster (p. 72). A vest may also get in the way of other belt-worn gear, such as magazine pouches, for -2 to rolls (e.g., DX, Fast-Draw) to access it quickly.

Long-Arm Shooting Stances

To fire a rifle . . . by instinctive pointing is simple. The body is used to do the natural pointing of the weapon. The barrel is so placed and held that the muzzle and the eyes are in the same perpendicular plane. As long as the relationship of barrel and eyes is kept the same, the shooter will hit where his eyes and his body points. He may not be able to hit a 4-inch bull’s-eye at 20 yards, but he will be able to hit the center area of a man-sized silhouette.

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

Long arms – like rifles, shotguns, SMGs, and LMGs – are generally so long, heavy, and unwieldy that they require both hands to fire effectively. In *GURPS*, this is indicated by a dagger (†) after the ST requirement (p. B270).

Shoulder Shooting of Long Arms

Most long arms are designed to be fired from the shoulder, as their alternate classification as “shoulder arms” indicates. Supported by both hands and the shoulder, they offer a more stable shooting platform than a handgun. This stability, along with their longer barrels and sightlines, translates to higher Accuracy in *GURPS*. Shoulder shooting can be used for both sighted and unsighted shots (p. 13). It’s possible from any posture, but isn’t optimized for lying on your back; see below.

The long arm can be steadied with a two-point sling (pp. 71-72) wrapped around the supporting arm to relieve the arm muscles and keep the weapon steady; treat it as braced (p. B364). Wrapping the sling into the proper position takes one Ready maneuver per -1 Bulk of the weapon; a successful Fast-Draw (Long Arm) roll halves this time (round down). Leaving the position takes two Ready maneuvers – or one with Quick-Sheathe (Long Arm) (p. 40) and a successful Fast-Draw (Long Arm) roll.

Firing a long arm with the stock folded or removed improves Bulk by 1, but deprives you of the stability that resting it against the shoulder provides. Apply -1 to Acc and +1 to Rcl (unless Rcl is 1), and multiply ST by 1.2, rounding up. Using any sling or a shoulder rig (p. 73) on a stockless long arm can alleviate this. The sling is worn so tight that it pulls the weapon toward the shooter, while he pushes it away. This avoids the Rcl and ST modifications, but not the Acc penalty. It does *not* count as braced.

Shooting a long arm while lying on your back has the same disadvantages as firing without a stock, as the weapon can’t be properly rested against the shoulder unless you shoot straight into the sky.

Hip Shooting of Long Arms

Hip shooting a long arm means the weapon is held with both hands, but isn’t raised to the shoulder. It’s instead braced on the ribs, tucked under the armpit, or rested against the stomach. Hip shooting is possible from any posture except lying prone. It’s fairly inaccurate, only allowing for unsighted shooting (p. 13).

Hip shooting is useful if the weapon is too heavy to raise to the shoulder easily – multiply ST by 0.8, rounding up. It’s often used with light machine guns. The stance is slightly faster to assume than fully raising the gun to the shoulder; in a *Who Draws First?* (p. 10) contest or a *Cascading Waits* (*Martial Arts*, p. 108) situation, a shooter who has previously announced he will use hip shooting gets +1 to Fast-Draw (Long Arm).

Shooting from the hip also allows more effective use in close combat. If the shooter knows Close-Hip Shooting (p. 43), he can reduce the Bulk penalty in close combat. Finally, as the long arm is held closer to the body, this stance gives +1 to Retain Weapon and others are at -1 to parry the gun.

Hip shooting a long arm while lying on your back has the same disadvantages as shoulder-firing without a stock (p. 12).

One-Handed Shooting of Long Arms

Many long arms *can* be fired with one hand only (also called *par pistolet*). This is less effective than a proper shooting stance with both hands, but sometimes necessary while your other hand is occupied – e.g., with holding onto a vehicle or hanging from a rope. It requires considerable strength to do *effectively*. Multiply ST by 1.5, or by only 1.2 if using a sling, rounding up.

Long arms with the center of gravity over the shooting hand or to the back, such as those with the magazine inside the grip or most bullpup guns, have better balance. Multiply ST by only 1.2, and don't increase ST at all if you're using a sling.

In all cases, the weapon becomes unready after one turn of firing unless you're even stronger: 2× weapon's ST, or 1.7× with a sling. (For better-balanced guns, this becomes only 1.7× ST, or 1.5× with a sling.)

You can also hold the weapon against a heavy object (barrel, support beam, etc.) to completely avoid ST multipliers and unreadiness, but the weapon does *not* count as braced.

USING THE SIGHTS

The aimed shot always should be made when the time and light permit. However, in close-quarters fighting there is not always sufficient time to raise the weapon to the shoulder, line up the sights and squeeze off the shot. Consequently, training only in the aimed type of rifle fire does not completely equip the man who carries a shoulder weapon for all the exigencies of combat.

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

There are several ways to shoot while using or ignoring the weapon's sights. The following optional rules clarify basic **GURPS** assumptions.

Un sighted Shooting

... before you can shoot a target, you must identify it ... You must separate the deadly threat from the innocent bystander. And to do that effectively you have to look at people instead of your sights ... That's why so many cops fire shots that miss during an armed confrontation. They're looking at their opponents, but they trained looking at their sights.

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

Un sighted shooting, also called “instinctive” or “snap” shooting, assumes that the shooter doesn't even look at his weapon; he keeps his eyes solely on the target, pointing his gun as if he were pointing a finger. This is the standard for **GURPS** firearm attacks, even though it's mainly restricted to close-range or fleeting targets in real life.

This method enables the Attack (p. B365) and Move and Attack (pp. B365-366) maneuvers, and allows you to dodge (p. B374). It doesn't allow All-Out Attack (Determined) (p. B365) or Aim (p. B364). As you don't need to see sights or gun at all, you can ignore up to -1 in darkness penalties at ranges up to Per

in yards. Un sighted shooting can be used from all firing stances, including hip shooting (p. 12-13).

Un sighted shooting is quick. In a *Who Draws First?* contest (p. 10) or a *Cascading Waits* situation (*Martial Arts*, p. 108), a shooter who has previously announced he will use un sighted shooting gets +1 to Fast-Draw on top of any bonus for hip shooting.

Most targeting aids don't help with un sighted shooting, as they require the same attention as iron sights. Targeting lasers (*High-Tech*, p. 156) are an important exception; they project a dot directly onto the target.

Un sighted shooting is the only way to use a firearm while wearing night vision goggles (pp. 19-20). Dive masks (*High-Tech*, p. 71), gas masks (*High-Tech*, p. 72), and similar eye-covering devices give -1 to un sighted shooting.



Sighted Shooting

It is important to realize that ... you do use the sights for almost all combat shooting ... There is a great difference, however, in how much time you spend looking at the sights. This difference corresponds with the difficulty of the shot that you are about to make.

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

Sighted shooting involves concentrating to align the eye, rear sight, front sight, and target. (Some variants use only the front sight, but the difference in game terms is minimal.) This is represented by All-Out Attack (Determined), which gives +1 to Guns. Concentrating on the sights makes shooting more accurate, but also means you can't dodge. Sighted shooting can be combined with all firing stances except hip shooting – if your gun is at your hip, you can't look down its sights.

Darkness makes *seeing* the sights more difficult, giving its usual penalty; this can be countered by employing improved-visibility sights, collimating or reflex sights, night sights, or other electronic aiming devices (*High-Tech*, pp. 155-156).

Dive masks, gas masks, etc., give -4 to sighted shooting; learn Masked Shooting (p. 44) to reduce this penalty. Night-vision goggles make sighted shooting impossible.

Transitioning to a Handgun

“Transitioning” means switching from your primary firearm (usually a long arm) to a secondary gun (usually a sidearm), because the primary gun is empty or has malfunctioned. You can also transition from a sidearm to a backup gun – the famous “New York reload.”

For most shooters, it’s quicker to drop the primary weapon (as a free action) and draw a sidearm than to reload or fix a jam. Drawing takes one Ready maneuver, or is a free action with a successful Fast-Draw (Pistol) roll. Reloading (p. 20) or *Immediate Action* (p. 17) usually takes at least one Ready maneuver, and often longer.

A tactical shooter will normally use a sling (pp. 71-72) so the primary weapon remains attached after he “drops” it. If the gun is actually dropped on the ground, see *Abuse (High-Tech)*, p. 80).

Transitioning can also be a good emergency tactic if your opponent has grabbed your long arm (p. B370). Instead of engaging in a Regular Contest of ST, simply let him have it – then draw a handgun and shoot him while he’s trying to turn it on *you!* He’ll have to ready it first, and a gun facing the wrong way requires one *additional* Ready maneuver for every full -3 Bulk.

Aimed Shooting

This technique is the most accurate. It consists of taking up a steady, properly aligned sight picture and squeezing off rounds. It is normally used for engagements beyond 25 meters [27 yards] or when the need for accuracy overrides speed.

– U.S. Army Headquarters, *FM 90-10-1 An Infantryman’s Guide to Combat in Built-Up Areas* (1993)

Aimed shooting requires more careful sighting and thus additional time. Treat this as Aim followed by All-Out Attack (Determined). In low light, aimed shooting suffers from the same problems as sighted shooting. It can be combined with all firing stances except hip shooting. When non-game sources speak of “aimed” shots, they often really mean sighted shots – which are more “aimed” than unsighted shots. Aimed shooting operates under the same restrictions as sighted shooting (see p. 13).

The bonus for Aim usually only applies to the next attack (p. B372). You lose your Acc bonus when *any* of these occurs: You lose sight of your target; switch targets; make an attack roll (but see *Follow-Up Shots*, below); move more than the step allowed by the Aim maneuver; attempt a defense roll; fail the Will roll after being injured; choose a different maneuver from Aim (e.g., Ready to reload); switch weapons; or unbrace a braced weapon, switch between sights, or otherwise change your weapon’s mode of use.

Follow-Up Shots

The GM may allow shooters to retain half their weapon’s base Accuracy (round down) on subsequent *sighted* shots against the *same* target after using aimed shooting. Shooters with *braced* weapons may add full base Acc when firing at RoF 1; mounted weapons on flexible or fixed mounts (p. 75) may add full base Acc even when firing at higher RoF, not cumulative with walking a burst (p. 16).

HIGH-SPEED SHOOTING

The more closely our own pistols resemble machine-guns the better we like it.

– William Fairbairn and Eric Sykes, *Shooting to Live* (1942)

There are several, mutually exclusive ways to exceed a weapon’s listed RoF – mostly for single-action (RoF 1) revolvers of TL5 design. The following expands on the techniques from *High-Tech*.

Fanning

To fan a single-action revolver, hold down the trigger and strike the hammer repeatedly with the free hand. The attack roll is at Guns (Pistol)-4, and you can’t Aim; learn Fanning (p. 44) to buy off the -4. This improves RoF to 2. You can increase RoF to as high as 5, but each +1 to RoF gives another -2 to skill that you *can’t* buy off. At RoF 5, add 2 to Rcl, too. A critical failure when fanning means you fire no shots and must roll 1d: on 1-3, you drop your gun; on 4-6, you bruise your hand, causing moderate pain (p. B428) for minutes equal to margin of failure.

Fast-Firing

Many firearms can be fired faster than their rated RoF. Pump- or lever-action weapons can double RoF, semiautomatic weapons or double-action revolvers can triple RoF! Choose your desired RoF and attack at a penalty equal to the RoF used, if over the rated RoF. You can buy off up to -4 of this penalty with Fast-Firing (p. 44). Shooting this fast increases Rcl by 1! Apply the usual rapid fire bonus for this RoF after assessing any skill penalties.

Example: Bodyguard Charlie King is firing an H&K P7M8 (p. 56). He uses full skill and Rcl 2 at any RoF up to its listed RoF 3. If he exceeds this, he uses Rcl 3 and has from -4 to -9 to skill.

At RoF 5+, you can use *Suppression Fire* (pp. B409-410) – but *Spraying Fire* (p. B409) can only be used with a real full-automatic weapon.

Thumbing

To thumb a single-action revolver, hold down the trigger and use the thumb on the same hand to fire the gun by manipulating the hammer. You can fire *two* revolvers this way (with the usual off-hand and Dual-Weapon Attack penalties)! The attack roll is at Guns (Pistol)-2; learn Thumbing (p. 45) to buy off the -2. Success lets you fire at RoF 2. Failure means you can’t fire. Critical failure means a dropped gun or a wild shot (GM decides what it hits).

Two-Handed Thumbing

Alternatively, hold your single-action revolver two-handed and use the thumb of your off hand to operate the hammer. This increases RoF to 2 at *no* penalty. You can increase RoF to 3 or 4. The attack roll is then at Guns (Pistol)-2; learn Two-Handed Thumbing (p. 45) to buy off the -2.

SHOOTING FOR EFFECT

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

– Urey Patrick, “Handgun Wounding Factors and Effectiveness” (1989)

The effect of a bullet on a man is difficult to predict, age-old arguments about “stopping power” notwithstanding. When a projectile enters a living being, there are many variables at work – shape, mass, and velocity of the bullet; exact hit location; entry angle; possibly exit angle; condition of body and mind (e.g., high on adrenaline or drugs, Will level); and so forth.

A target may not go down even if shot with a powerful weapon in a location that would normally result in a mortal wound. There are numerous documented cases where people have survived several hits from a high-powered rifle, including to the head – and others where large men in perfect health were killed instantly by a single .22 pistol bullet. In **GURPS**, this is reflected by the highly variable results of the damage roll (p. B378), and further refined by the rules for critical hits (p. B381) and hit location (pp. B398-400). The advanced wounding rules in **High-Tech** (p. 162) or **Martial Arts** (p. 137) add more randomness, with a 1-in-6 chance of any torso hit damaging the vitals.

A shooter who wants to ensure his target goes down can try to score an incapacitating hit to the vitals or skull hit locations (p. B399). Depending on the shooting situations and weapon used, doing this reliably requires high Guns skill and/or investment in a suitable Targeted Attack (p. 45).

Sometimes even this isn't enough to bring the opponent down, however. The round may not have enough power to cause a serious injury, or may fail to penetrate the target's armor. The foe may be able to temporarily “ignore” the injury due to high HT or because of traits like Berserk, Hard to Kill, Hard to Subdue, or High Pain Threshold (see *Avoid Dying*, p. 8). Some drugs (pp. B440-441) have side effects that allow someone to “ignore” a wound.

Double-Tap

We think that the lack of stopping power inherent in the cartridge is compensated for in some degree by the added shock of two or more shots in very rapid succession.

– William Fairbairn and Eric Sykes, **Shooting to Live** (1942)

One solution to the unpredictable results of each bullet is to *always* fire two shots – a “double-tap” or “hammer.” This can be done by anyone with a RoF 2+ firearm. Depending on range and weapon, a good shooter can achieve tight pairs that are only a finger's breadth apart, although several inches is more usual in the heat of an engagement.

The Mozambique Drill

I added the Mozambique drill to the modern doctrine after hearing of an experience of a student of mine up in Mozambique . . . confronted by a terrorist . . . Mike, who was a good shot, came up with his [FN-Browning HP] and

planted two satisfactory hits, one on each side of the wishbone. He expected his adversary to drop, but nothing happened, and the man continued to close the range. At this point, our boy quite sensibly opted to go for the head . . .

– Jeff Cooper, **Commentaries** (1993)

When shots to the center of mass (torso or vitals) yield no effect, modern shooters often train to put a third round in the brain (skull). While common sense may prompt any experienced shooter to try this, it only entered the curriculum of combat-shooting schools in the late 1970s. The infamous “Mozambique drill,” also known as the “Failure-to-Stop” (FTS), “Drugs & Armor,” or “2+1” drill, can be resolved in two ways in **GURPS**. The slower version is the original drill as taught by Jeff Cooper; the faster one is difficult to pull off in combat and requires a highly skilled shooter. Targeted Attack (p. 45) considerably improves the odds to hit the skull, and the drill makes an excellent Trademark Move (p. 41).

- Make a two-shot attack on the torso *or* vitals (at no penalty or -3, respectively) on the first turn. You must succeed by at least your gun's Rcl to hit with both shots! On the second turn, fire one shot at the skull hit location (at -7). Alternatively, insert one turn of Aim between the second and third shot, allowing you to add the weapon's Acc to the third shot; this may be impractical at short ranges, as it leaves the opponent enough time to close in.

- Using a Ranged Rapid Strike (p. 18), make a two-shot attack on the torso *or* vitals (at -6 or -9, respectively, including the Ranged Rapid Strike penalties); you must succeed by at least your gun's Rcl to hit with both shots! In the *same* turn, check to see if the target has gone down – if not, make a one-shot attack to the skull at -15 (-7 for the hit location; -6 for the Ranged Rapid Strike; -2 for checking the target first, as for *Opportunity Fire*, p. B390). Learn Quick-Shot (p. 45) to buy off the -6.

The Pelvic Shot

. . . two . . . shots should be placed in the pelvic area to break the body's support structure, causing the enemy to fall.

– U.S. Army Headquarters, **FM 3-23.35 Combat Training with Pistols, M9 and M11** (2003)

In addition to the options found under *Hit Location* (p. B398) and *New Hit Locations* (**Martial Arts**, p. 137), the following hit location, which is sometimes specifically targeted by shooters, can be used at the GM's discretion.

Pelvis (-3): The pelvis or pelvic girdle is a set of bones in the lower abdomen. Treat as a torso hit, except that a major wound (p. B420) has the following results: You fall down! You cannot stand, and can only fight if you assume a sitting or lying posture. Until healed, you have **Lame (Missing Legs)** (p. B141). Any armor specified to cover the lower abdomen or the torso *and* groin protects it.

While the pelvic shot is endorsed by some authorities, most don't recommend it: The desired effect is difficult to reliably achieve, especially with a handgun – and even if the opponent falls, he may well go on fighting while prone and thus continue to pose a threat!

Bullet in Your Head

While the skull is the primary hit location for an instant kill, the easier-to-hit face (p. B399) is also a painful place to be shot! Any wound (even 1 HP) forces a knockdown roll (p. B420), and a major wound (injury over HP/2) gives -5 to the roll for a likely knockout. Optionally, the GM may roll 1d, with a 1 meaning the projectile penetrated into the skull; see p. 137 of *Martial Arts* for details. Finally, critical hits to the face always use the same (more severe) table as the skull and eyes (p. B556).

Example: Bodyguard Charlie King has Guns (Pistol)-14 and uses an All-Out Attack (Determined) to fire a Ranged Rapid Strike against an attacker 5 yards away. The first attack is at $14 + 1$ (All-Out Attack) - 6 (Ranged Rapid Strike) - 2 (range) + 0 (torso) = 7. With Rcl 2, he needs a 5 to hit with both shots of the double-tap. The second attack is $14 + 1$ (All-Out Attack) - 6 (Ranged Rapid Strike) - 2 (range) - 7 (skull) - 2 (checking target) = -2, meaning he couldn't even try it. If King had learned Quick-Shot (Pistol)-14, the first attack would be at $14 + 1$ (All-Out Attack) - 2 (range) + 0 (torso) = 13, and the second would be at $14 + 1$ (All-Out Attack) - 2 (range) - 7 (skull) - 2 (checking target) = 4, requiring a critical success. If he *also* knew Targeted Attack (Pistol/Skull)-11, the second attack would be at $14 + 1$ (All-Out Attack) - 2 (range) - 2 (checking target) = 8.

Checking the target before firing the third shot can be (and often is) dispensed with, removing the -2 penalty. The third shot then follows automatically with no significant pause. However, the *intention* of the drill is to only take this shot if required.

A modern variation used by some military users with automatic weapons has the shooter fire a burst of 3-5 rounds at the torso, then a final round at the skull – without checking target before firing.

Shoot Till Down

Traditionally, the SAS has taught double-taps with the pistol and three-round bursts with the . . . submachine gun, but more recently emphasis has been on shooting until the target has stopped.

– Leroy Thompson, *SAS – Great Britain's Elite Special Air Service* (1994)

The Mozambique drill and similar attacks on high-value hit locations are difficult to pull off, especially for shooters without extensive training. More importantly, hitting your opponent *at all* is difficult under stress, as statistics of police shootings show. Even at close distances, cops hit with less (often considerably less!) than 25% of their shots on average.

A simpler approach involves firing as fast and as often as required to put your opponent down, without trying for fancy head shots or similar stunts. You may want to do that even if you *have* high Guns skill. (This approach often fails against foes in body armor, though!) Use *High-Speed Shooting* (p. 14) when possible to boost your RoF, but never shoot faster than you can control your weapon (check ST and Rcl); “spray and pray” doesn't work. For an extra -2 to Guns, you can assess the status of your target before firing

each turn . . . but don't worry about saving your bullets – having a half-full magazine while being *dead* is nothing but an embarrassment.

Rock 'n' Roll

With an untrained man, there is a tendency to spray lead indiscriminately, as though he were spraying water from a hose. This is especially true in combat, when an untrained user will not only exhaust the ammunition supply rapidly, but also may lose control of his weapon . . .

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

Full-automatic fire has its uses, although it's employed more sparsely by trained shooters than the movies suggest. With it, you can use *Spraying Fire* (p. B409) to engage multiple foes – or *Suppression Fire* (pp. B409-410) to pin opponents down, though usually without much chance of hitting anyone. Both methods are hallmarks of military operations and have no place in police or civilian engagements. Many law enforcement organizations world-wide (other than highly trained SWAT units) issue only semiautomatic instead of selective-fire weapons.

Walking the Burst

“Walking the burst” means observing the bullets' impact and correcting your fire accordingly. This requires a roll against Per, Observation, or Per-based shooting skill. Alternatively, a spotter may roll, as long as he's in communication with the shooter (see *Spotters and Observers*, p. 27).

Modifiers: A base -9 for speed and size; +4 if you take a full Concentrate maneuver (reroll at a cumulative +1 for each consecutive Concentrate); your current rapid-fire bonus; range penalties; Vision penalties; +1 for tracer mix *or* +2 for all-tracers (doubled in darkness).

Success gives the shooter a bonus to *subsequent* attacks on targets that are in the same general direction (within a 30° angle) as the original target. Add half Acc for braced weapons (rounded down) or full Acc for guns mounted on a tripod (or better), not cumulative with *Follow-Up Shots* (p. 14).

Black Powder Guns

[Jack] Wagner shot Marshal [Ed] Masterson at once through the abdomen, being so close to him that the discharge set the Marshal's clothes on fire.

– *Ford County Globe* (1878)

Black powder weapons produce clouds of acrid, gray-white smoke. Treat this as smoke (p. B439) filling a one-yard radius around the shooter; it will disperse in five seconds outdoors. Unless used in large numbers, black powder small arms won't create an appreciable amount of concealment, but the puffs of smoke are readily visible at a distance.

In *close combat*, burning powder particles from the barrel can accidentally ignite dry clothing! Roll 3d for each bullet that hits or is barely dodged (margin of success of 0); an 18 results in *part* of your opponent's clothes catching fire (p. B434).

TACTICAL DODGING

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

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

Literally dodging bullets is a cinematic convention. In a realistic campaign, fighters who dodge firearm attacks are really dodging the *gunman*. Tactical shooters learn several methods to improve their odds of not being where an opponent expects them to be. One of these is the “combat crouch,” where shooters under fire lower their height by bending the knees, bending at the waist, and keeping their heads down; this isn't the same as *Crouching* (p. B368). They may also weave left and right instead of moving in a straight line.

Still another has to do with the way most people fire their weapons: shooters without Ambidexterity have a dominant hand and a dominant eye – usually the right (for both). They use their left eye to scan for new targets on the left side of the gun, and thus can easily move their fire to the left – but in order to shoot effectively to the right, they have to rotate their head or even change their facing. Faced with a right-handed opponent, a tactical shooter therefore quickly moves to his opponent's right and thus improves his odds a bit. This, too, is simply modeled by dodging.

Only unsighted shooting (p. 13) allows you to dodge. When using sighted (p. 13) or aimed shooting (p. 14), you're standing still and concentrating on aligning sights and target, reflected by the All-Out Attack maneuver involved.

Restricted Dodge Against Firearms

The GM may feel that, because bullets reach their mark too quickly for the target to move appreciably, dodging should be less effective against them. As an optional rule, if a fighter is aware of someone with a firearm (make a Vision roll if unsure) and selects All-Out Defense, Attack, Change Posture, Defensive Attack (*Martial Arts*, p. 100), Feint, Move, or Move and Attack on his turn, he may take “evasive movement” with respect to *that one foe* as a free action. If the specified gunman shoots at him before the start of his next turn, he may dodge; all of the usual modifiers apply. To claim the bonus for *Acrobatic Dodge* (p. B375), he must make his Acrobatics roll during his turn. To claim the bonus for *Dodge and Drop* (p. B377), he must dive prone at the end of his turn (this can be part of his free action). He can't dodge firearms attacks from any enemy but the one specified, evade more than one shooter, or declare his evasive movement in response to being attacked until it's his turn again.

SHOOTING ON THE MOVE

Proficiency on the FBI's linear, static ranges was meaningless. HRT members would have to shoot while running and think while shooting.

– Danny Coulson, *No Heroes: Inside the FBI's Secret Counter-Terror Force* (1999)

A moving man makes for a poor firing base. Nevertheless, shooting on the move is often unavoidable.

Move and Attack

Shooting while moving means that your attack gets a penalty of -2 or the weapon's Bulk rating, whichever is worse (p. B365). You can buy off this penalty by learning Close-Quarters Battle (p. 43). Move and Attack using CQB involves the “tactical walk” or “combat glide” – a kind of fast walking without exaggerated movement or body mechanics, with smaller steps than usual and as little movement of the upper body as possible. This prevents too much disturbance of the “firing platform” and also avoids tripping (including over your own feet).

In closer spaces, the “shuffle step” is preferred, a movement that has the shooter take slow, deliberate steps without crossing the legs. The feet aren't dragged along, but placed normally. This is typically done at Move/3, or Move 1 when stealth is required (p. B222).

Immediate Action

If your rifle stops firing, perform the following immediate actions: SLAP upward on magazine to make sure it's properly seated. PULL charging handle all the way back. OBSERVE ejection of case or cartridge. Check chamber for obstruction. If cartridge or case is ejected or chamber is clear, RELEASE charging handle to feed new round . . . TAP forward assist. Now FIRE.

– U.S. Army Headquarters, *TM 9-1005-319-10 Rifle, 5.56mm, M16A2* (1986)

The quick procedure most likely to return a malfunctioning firearm to service is called *Immediate Action*. See *Stoppage* (p. B407) for basic rules and *Immediate Action* (*High-Tech*, p. 81) for more detail. The -4 to the Armoury or IQ-based shooting skill roll mentioned there can be bought off with *Immediate Action* (p. 44).

Modifiers: Any penalties to *shoot* the weapon that the gunman would have for tech level (p. B168), unfamiliarity (p. B169), and/or default between shooting skill specialties (p. B199); +1 for Weapon Bond (p. 41); +2 for Armorer's Gift (p. 37).

The time needed for *Immediate Action* varies by gun. The average is three Ready maneuvers. Reduce this to two Ready maneuvers for a magazine-fed automatic weapon or to one for a revolver. Tap-Rack-Bang (p. 41) makes *Immediate Action* a free action!

SHOOTING AT SEVERAL OPPONENTS

The rule of thumb is to hit each hostile once until he is down or running away . . . Other than to shoot the most immediate threat first, it is vital to get a hit on each man once and to do it quickly.

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

Bad guys tend to seek power in numbers. A shootist needs to be able to hit several opponents in a short time. Tactically, it's important to identify the threat each opponent presents, and to engage them in the right order. Use Observation to identify how they are armed (blade, pistol, etc.) and to spot danger indicators like alcohol on the breath, an unsnapped holster, or a cocked hammer – and Body Language to tell who's tensing for action and who has his guard down.

Once you know which foes to attack first, there are a few ways to target multiple opponents at once. Most of these require rapid fire; remember that a gunman can use *High-Speed Shooting* (p. 14) to improve RoF. Penalties for RoF-boosting tricks affect *all* shots taken with a gun being fired this way.

Spraying Fire

A shootist with a RoF 5+ gun capable of automatic fire may use a single attack to fire on multiple targets. See p. B409 for details.

Suppression Fire

Similar to spraying fire, but less about engaging targets than about area denial. See pp. B409-410 for rules. This requires RoF 5+, either from a single weapon or from a *combination* of guns. When this is possible only thanks to the combined RoF of two firearms, determine effective skill *separately* for *each* weapon. Roll to hit separately as well – this makes it obvious which hits come from which gun. For instance, a gunman using two RoF 3 pistols has overall RoF 6 and thus could attempt suppression fire. His maximum effective skill would be 6, rolled once per weapon, because RoF 3 enjoys no rapid-fire bonus. If he were using a single RoF 6 weapon (+1 rapid-fire bonus), he'd roll just once, but at 7.

Multiple Attacks

A gunman may choose *one* of the following options to make two attacks on his turn instead of one. These attacks may be against two different targets or hit locations, but both must be within a 30° angle.

Dual-Weapon Attack: Requires a ready, one-handed firearm in each hand. See p. 44.

Ranged Rapid Strike: Requires a ready gun with RoF 2+. This variant of the Rapid Strike (p. B370) lets you use a single gun to make two attacks, each at an extra -6. To buy off the -6, learn Quick-Shot (p. 45). You must divide your gun's RoF between the two attacks; use the shots fired for *each* attack to calculate the rapid-fire bonus.

SHOOTING IN DARKNESS

... 90% of man's shooting to protect his life is at night and a hit in any part of the body is very accurate shooting when sights cannot be seen.

– J. Henry FitzGerald, *Shooting* (1930)

Police records show that most nonmilitary shootings occur in low-light conditions. Many military firefights do as well. Therefore, it's imperative to be able to shoot well in darkness. While for the military the most important aspect is to *locate* an opponent, for other shooters it's crucial that they can *identify* a target as such, to avoid hitting a partner or innocent bystander. See *Vision* (p. B358) and *Visibility* (p. B394).

Light Adaptation

GURPS darkness penalties assume that the eyes adjust quickly to low light, but in a realistic campaign, the GM can opt for a more detailed treatment.

Adaptation Time: The eyes require approximately two minutes per -1 of darkness penalty to adapt, apply another -2 to Vision until then (but to no worse than -10). It requires a quarter of this time to adapt to better lighting conditions – remove -1 of darkness penalties every 30 seconds.

You can partially avoid these effects by keeping one eye shut in the light, so it adapts to total darkness. When you move into darkness, you can switch eyes until the “light-adapted” eye has had time to adjust. This temporarily gives you the One Eye disadvantage, however, for -3 to all ranged attacks!

Dazzle: Once the eyes have adapted to darkness they become very sensitive to intense flashes of light. Muzzle flash, explosions, and bright lights can temporarily destroy the dark adaptation of the eyes. Make a HT roll:

Modifiers: -2 for a TL6-8 flashlight; -4 for a high-powered TL7-8 tactical light, a flare, or car headlights; -6 for a TL8 tactical light with LED technology; -6 for an explosion; -3 for muzzle flash (for your *own*, this becomes -1 with a flash hider or -5 with a compensator; see p. 76); +1 for Robust Vision (p. 40) or +5 for Protected Vision (e.g., from tinted goggles).

On success by 3+ or critical success, you are fine. On success by 0-2, your dark adaptation is ruined and your eyes must adjust again; see above. Failure dazzles your vision – you are at an extra -4 to Vision (to no worse than -10) for minutes equal to the margin of failure, and must regain your dark adaptation afterward. On a critical failure, you're *blinded* for seconds equal to your margin of failure, *then* suffer the effects of a normal failure!

Darkness Penalties

The GM assigns Vision penalties based on the lighting level of the environment. An overcast day is no penalty to -1, twilight is -2 to -3, a full moon is -3 to -4, an overcast night with a moon is -5 to -6, and a clear night with no moon is -7 to -8, while an overcast night with no moon is -9. Indoors, treat warehouse lighting, emergency stairway lighting, and poorly lit interior spaces as -1 to -2. An area lit by street lamps is also -2.

Night Combat

If you're shot at in the dark and the muzzle flash of your opponent is oval-shaped (for a weapon without flash hider) or star-shaped (for a weapon with flash hider), you're standing right in front of him; if it's a streak, then you know he's shooting at an angle to your side and he's not directly facing you. (The slightly misnamed flash hiders on firearms mainly “hide” the flash from the *shooter* – to protect his dark adaptation – not from anybody else.)

There are many small tradecraft tricks that improve your odds in combat in the dark – make a Soldier+2 or IQ-3 roll to apply them.

- Avoid alcohol, tobacco, coffee, and most other legal and illegal drugs (including cold remedies!), as they reduce blood flow in the eyes and increase any darkness penalty by -1!

- Do *not* carry a firearm in Condition Three (Unready) (p. 8). Most guns can't chamber a round silently and the sound this makes can be used to locate you (*High-Tech*, p. 158).

- Shun or take off light-colored clothing to avoid -1 to Camouflage or Stealth rolls.
- Avoid target indicators like a cigarette or flashlight. If anyone succeeds with a Vision roll, he “knows your position to within 1 yard” (p. B548).
- Silhouette opponents against the sky or against a window. This may require a kneeling, crouching, or prone position, but gives +1 to Vision rolls.

Tactical Lights

Probably the easiest item for any of us to get a hold of to increase our night fighting capability is the white light. The white light doesn't require any special permits or night vision goggles to achieve decent results. [It] can usually be mounted without a lot of special tools, and it allows you to use your existing day sights . . .

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

The most common gadget to allow shooting in the dark is a flashlight (**High-Tech**, pp. 51-52). A flashlight with a narrow beam (most TL7+ models count) can, with an Aim maneuver, be centered on a single, man-sized or larger target. This gives the usual benefits of Aim. Use the more favorable of TL-9 or the actual darkness penalty out to the beam's range; a TL6 flashlight can reduce the penalty to -3, while a TL8 light can reduce it to -1. However, while aimed this way, the beam provides no benefit for spotting anything *but* the target. Your target's allies might lurk in his shadow or take advantage of your eyes being drawn to the brightly lit target!

At TL6, the first tactical lights appear that mount parallel to the barrel on a firearm; at TL8, most firearms can take one (**High-Tech**, p. 156). This allows “hands-free” operation and the light shines wherever the muzzle is pointed. The light can be switched on or off as a free action, since the switch is mounted near the trigger or on the grips.

Light discipline is important: Keep your light off until you know at least the general direction of your opponent. Then *dazzle* (p. 18) him with the light. This may catch him by surprise (p. B393) and destroy his night adaptation!

Tactical lights are more expensive than simple flashlights, so a civilian might not own one. Their expensive high-capacity batteries are quickly drained, paying for their increased range and intensity. Furthermore, such a light mounted on a pistol makes the weapon heavier and bulkier, and necessitates a special holster. In a few countries (e.g., Germany), they are even restricted (LC2). There are also tactical disadvantages, as opponents can use the light as an aiming point. If you shoot at someone in the darkness who carries a light, you know his location to within one yard (p. B548), for a maximum visibility penalty of only -4.

In the absence of a light mounted on the gun, the shootist has the option to carry a light and a gun simultaneously, even though this makes opening doors, reloading, and similar tasks difficult. There are three common methods:

- The simplest method has the pistolero holding the gun in his strong hand, and the light in his off hand (p. B394). This precludes two-handed shooting (pp. 11-12).
- A variation is the so-called *FBI method*, popular with the FBI and other police agencies from the 1930s to the 1980s, usually in connection with Point-Shooting (p. 49-51). With this, the weak arm holding the light is stretched out well to the side of the body. This makes it more difficult for an opponent to locate the shooter or simply to fire at the light – increase

your opponent's maximum visibility penalty for knowing your location to within one yard to -5.

- Another way to use handgun and light is the *Harries stance*, developed in the 1970s by instructor Michael Harries for use with the two-handed firing stances preferred by Modern Pistol styles (p. 48). In this, the arms are crossed at the wrists, the weak hand (which holds the light) supporting the strong hand (which fires the gun) from below. This is an effective two-handed shooting stance (pp. 11-12), and is the preferred method nowadays (sometimes with minor variations).

*You cannot shoot what
you don't realize is there . . .*

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

Night Vision Equipment

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

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

Electronics available at TL7-8 to let shooters see in the dark are a tremendous advantage, especially if your opponents lack them. However, night vision goggles (NVGs) or thermal-imaging goggles (**High-Tech**, pp. 47-48) are costly and saddle the wearer with Color Blindness (p. B127), No Depth Perception (p. B145), and No Peripheral Vision (p. B151). These effects are especially disadvantageous in urban areas, where shooters with NVGs are easily blinded by muzzle flashes or bright interior lighting (causing the electronics to automatically shut off), are in danger of misidentifying opponents, and are easily ambushed due to the restricted field of vision.

Shooters wearing NVGs *cannot* use iron sights or other sights mounted on the gun and are reduced to unsighted shooting (p. 13), with an extra -3 due to No Depth Perception. The goggles are best employed with IR targeting lasers (**High-Tech**, pp. 156-157). NVGs can be refocused for reading maps or similar tasks but you can't quickly do that while in combat. Furthermore, NVGs require so much concentration that other Sense rolls (p. B358), such as Hearing and Taste/Smell, suffer a -1 penalty.

While wearing NVGs with the normal focus to infinity, you're reduced to working by touch. Unless you have invested at least 1 point in either Fast-Draw (p. 42) or Immediate Action (p. 44) for your weapon, reloading takes an *extra* Ready maneuver and clearing a malfunction incurs a -5 penalty. More involved operations, such as changing the barrel on a LMG, always carry the -5 penalty; it can only be bought off with Work by Touch (Armoury) (p. 45).

Donning or removing NVGs takes three Ready maneuvers; it requires one Ready maneuver to flip them up or down into position. After taking off the NVGs, the eyes need to adapt to the darkness (p. 18). Night vision optics can also be blinded (“white-out”) by bright light. Roll as for dazzle (p. 18), using the NVGs’ HT 12. Failure results in the sensor shutting down completely for seconds equal to the margin of failure, rendering the wearer temporarily blind unless he removes the goggles! *Critical* failure damages the optics, blinding them until repaired. This can be avoided by using NVGs that cover only one eye, but then the usual difficulties of one-eyed shooting (p. 18) apply.

A problem when several shooters are using IR targeting lasers is to identify your beam. The simplest trick is to make a figure eight (a so-called “snake”) with your beam to identify it. Some lasers can be fitted with cut-outs changing the appearance of the laser dot on the target – from a circle to a cross, triangle, square, etc. – so each member of a fire team can have his own laser beam shape.

If your night vision comes from a weapon sight that allows you to see in darkness (*High-Tech*, pp. 155-157), rather than from NVGs, then you need to look *through* the sight to take advantage of the improved vision effects. This makes only sighted shooting (p. 13) or aimed shooting (p. 14) possible.

RELOADING

Know when to reload. When possible, count the number of rounds fired. However, it is possible to lose count in close combat . . . Change magazines when two rounds may be left – one in the magazine and one in the chamber. This prevents being caught with an empty weapon at a crucial time.

– U.S. Army Headquarters, *FM 3-23.35 Combat Training with Pistols, M9 and M11* (2003)

Keeping track of how much ammo you have left in the heat of battle requires an IQ-based Guns roll, at -4 unless using a transparent magazine (p. 74) or ammo counter. Success tells

you if you are “nearly empty” (25% or less), “about half” (anything between 25% and 75%), or “mostly full” (75% or more); a critical success gives an exact number. On a failure you have no idea; on a critical failure you guess *wrong*. Lightning Calculator (p. B66) always lets you know the exact number.

When you must reload as part of a team, you should communicate to your partner(s) that you need cover fire while reloading and that they can’t expect any from you. Shouting “Reloading!” works but means your opponents may hear it, too. Safer methods, consisting of a non-obvious brevity code and timing your reloads as a team, are part of Battle Drills (p. 37).

If at all possible, reload while behind cover (pp. 28-31); even when behind cover, it makes sense to take a Change Posture maneuver (p. B364) to kneel in order to reduce your silhouette (p. B548). There are many accessories that help with a faster reload – see *Magazine Modifications and Reloading Aids* (pp. 73-74).

For modern firearms with detachable magazines, the fastest reloads involve simply ejecting the empty magazine, retrieving a fresh one, inserting the new magazine, and readying the weapon (releasing or retracting the slide or drawing back the charging handle). This takes four Ready maneuvers. Familiarity (p. B169) with the weapon or Lightning Fingers (p. 39) lets you insert and ready at the same time, reducing time by one second. A successful Fast-Draw (Ammo) roll *also* reduces it by a second. Quick Reload (p. 39) can speed this up even further, to a free action!

Dumping the magazine means losing it, while you may want to keep it because of cost or resupply issues. If the magazine isn’t entirely empty or if you want to refill it later, you should stow it away. A waist pack (*High-Tech*, p. 54), shell bag (p. 73), or other pocket with a large, convenient opening is best. You can even simply dump it down the front of your tucked-in shirt or coat, if you open up the collar. Some shooters tie their magazines to their load-bearing gear with lanyards (*High-Tech*, p. 154), allowing the mag to drop free. Stowing the old magazine adds an extra Ready maneuver, however quickly you reload. You should

insert the fresh mag and ready the gun *before* you stow the empty one away. In case you need to resume firing, you can simply drop the empty as a free action.

Underloaded Magazines

In a man-to-man fight, the winner is he who has one more round in his magazine.
– Erwin Rommel, *Infantry Attacks* (1937)

The majority of stoppages (p. B407) in firearms with detachable magazines result from the magazines. Some magazine designs use cheap-quality springs, which can result in feeding jams (-1 to Malf.) when fully loaded. It’s mainly a problem with cheap or ill-designed magazines; the GM decides which guns require underloading (and by how much) to avoid this penalty. This was one of the problems that plagued the Enfield Sten SMG (*High-Tech*, p. 124), which experienced British soldiers tried to alleviate by loading only 28 rather than 32 rounds.

Another underloading reason is that some weapons make seating a full magazine difficult on a closed bolt. This gives -2 to Fast-Draw (Ammo); a critical failure means you *think* you reloaded properly, but the magazine will drop out on the next turn! The problem is weapon-specific, requiring a GM decision, as above. Typical offenders are Glock pistols (*High-Tech*, pp. 100-101) and AR-15 rifles (*High-Tech*, pp. 117, 119). In the Israeli military, the Glock 19 is loaded with 14 rather than 15 rounds. Many U.S. troops put only 18 rounds rather than 20 into the magazines of the Colt M16A1 (*SEALs in Vietnam*, pp. 26-27). Many soldiers still load only 28 rather than 30 into the magazines of the Colt M4A1 (*High-Tech*, p. 119).

Underloading is unnecessary with *Quality Magazines* (p. 74).

Tactical Reloads

A *tactical reload* is done for practical reasons, rather than out of necessity because the magazine is empty. The idea is to reload at a time (and place) of your choosing, preferably safe behind cover; during a lull in which you can afford to remove and stow away a partially filled magazine and replace it with a full one. This way, you’ll have a fully loaded weapon again and may be able to avoid being forced to reload under fire.

Tactical reloads should be the norm for weapons with integral magazines loaded with loose cartridges, such as loading-gate revolvers, lever-action rifles, or pump-action shotguns. These have a limited ammunition capacity and are slow to fill. You should top them off whenever possible.

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

– Anonymous, “*Humping a Ruck Across Sunny Afghanistan, Summer of 1986*” (2003)

TACTICS IN ACTION

If you are obliged to retreat, let the front of your whole party fire and fall back, till the rear has done the same, making for the best ground you can; by this means you will oblige the enemy to pursue you, if they do it at all, in the face of a constant fire.

– Robert Rogers, “*Rules of Ranging*” (1757)

These small-unit maneuvers work best when using a battle map and *Tactical Combat* (pp. B384-392). The situation may establish specific positions for each fighter. If not, a successful Tactics roll by the team leader means that the PCs are deployed as appropriate in the moment the shooting starts: behind cover (if available), all facing the threat (except for the designated rear security, who'll watch the group's back), etc.

At the start of an engagement, have the team leader make another Tactics roll to determine which maneuver is best suited to the situation. Communication in a firefight can be difficult, but *failure* do to so effectively is often fatal. Maneuvers can be triggered by firing tracers in the direction of a threat. Short statements can be spoken (p. B363); tactical radio systems (*High-Tech*, p. 39) make this much easier.

Gesture (p. B198) allows for silent, coded communication via hand signals, at -3 if signaler and recipient don't share a Cultural Familiarity or military service. You can use Soldier or Tactics for the same purpose, but only to communicate basic tactics. You don't need to roll if everybody involved has Battle Drills (p. 37). Communicating complex plans is nearly impossible; the GM should limit information to no more than could be spoken in a sentence or two. Although this allows communication in the din of battle, visibility may penalize the skill roll to *interpret* the message. Failure means the message is not understood; critical failure means that it's misunderstood in the worst possible way.

Fire and Maneuver

Also known as “Bounding,” “Leapfrogging,” or “Shoot and Scoot,” this is how trained shooters move in combat: Attack or All-Out Attack, ideally from cover (pp. 28-31) and often prone or kneeling to reduce your silhouette (p. B548). The shots can be targeted, but will usually be suppression fire (pp. B409-410). After shooting, make a Vision roll to determine if the opposition has sought cover.

For added realism, someone without Combat Reflexes who takes cover or performs a dodge and drop must make a DX or Acrobatics roll; if this fails, he must take a Do Nothing maneuver next turn to recover from the ungainly arrival. In addition, anyone under fire must make a Will-2 roll each turn, unless he has Combat Reflexes or Unfazeable; failure means he stays safely behind cover – though he may take actions that don't expose him to fire (e.g., moving further behind cover, communicating, reloading). This is only an absolute for NPCs; a PC may choose to leave cover, but if so, *all* of his rolls that turn are penalized by the margin of failure on his Will roll.

While the opposition is thus occupied with keeping their heads down, you can move (“bound”) to a new location, fire again to remind them you're still a threat, and so on. The bounding distance is usually 10-20 yards, covered in a sprint (p. B354) using multiple Move maneuvers, but may be shorter or longer depending on the availability of cover.

Bounding works best if you have at *least* a pair of shooters – with one firing from an overwatch position while the other moves. You can also have a fire team with two pairs, a squad of two or three teams, or even a platoon with several squads. Make a Vision roll before each bound to keep track of your fellow shooters; this avoids leaving people behind or letting your line become too scattered.

Ambush

An ambush is a surprise attack by fire from concealed positions on a moving or temporarily halted enemy unit. It combines the advantages and characteristics of the offense with those of the defense.

– U.S. Army Headquarters, *FM 7-8 Infantry Rifle Platoon and Squad* (1992)

The ambush is *the* standard tactic of TL6-8 military operations. It's preferred not only by guerrillas and special operations forces, but by virtually all troops – even armored units and fighter aircraft!

An ambush with firearms can mean a wide variety of things – a sniper shot from far away, a sudden burst of SMG fire from a passing car, or an entire unit lying in hiding to suddenly attack (compare *SEALs in Vietnam*, pp. 51-52).

Its primary advantage is the mental confusion that prevents the ambushed party from effectively defending; see *Surprise Attacks and Initiative* (p. B393). If the target of a potential ambush *expects* trouble, don't roll for initiative! Instead, roll a Quick Contest of the ambusher's Camouflage, Shadowing, Stealth, or Tactics against the prey's Per, Observation, or Tactics. If the ambusher wins, the target suffers partial surprise. If the ambusher loses by 5+, the would-be prey may opt to attack with the *ambusher* suffering partial surprise! Otherwise, each side spots the other; play out the encounter without surprise.

L-Shaped Ambush

The most effective infantry ambush uses an L-shaped layout, preferably taking advantage of suitable terrain features such as a curve in the road or trail. It requires at least two teams.

The assault team positions itself along the long leg of the L and attacks the ambushed party from the side. The support team, which ideally includes an MG or similar automatic weapon, positions itself on the short leg of the L, firing at the ambushed party from ahead and preventing it from moving out of the assault team's kill zone. If enough personnel are available, security teams are placed at the end of both legs, to prevent the prey from escaping, and to watch the sides and backs of the assault and support teams.

Battle Drills

Executed at the instant of contact, [the] drill was rehearsed until it was mastered, so the team could pummel the enemy with a blur of fire and action, knock him off balance, and give the SOG men a decisive head start for the pursuit that was sure to follow.

– John Plaster, **SOG – A Photo History of the Secret Wars** (2000)

Battle drills are *trained* reactions to combat situations (see the Battle Drills perk, p. 37). The instinctive reaction to being shot at is to dodge and drop, which is rarely the best tactical choice; it may leave you pinned down in a kill zone or otherwise reduce your options, especially if you're outnumbered.

In such a situation, battle drills come into play. They vary according to TL, historical era, available weapons, and operational doctrine, but they all require a *lot* of coordinated training to execute without confusion or friendly fire casualties. You can't make them up on the spot. All rely on multiple shooters. There are various different battle drills; the following are probably the most useful.

Counterattack

When a patrol is ambushed, every man will bring maximum fire to bear in the direction of the Communist Terrorists whether he can see a target or not. Simultaneously the patrol will charge the CT firing from the hip as they run right through the ambush positions and reorganise on the other side.

– Ian Burrows, “Some Notes on New Zealand SAS Squadron Techniques” (1957)

The Counterattack drill is performed when your unit comes under attack from a near-ambush at hand-grenade range (under 40 yards). The first man noting the ambush (either by succeeding with a Sense roll or receiving fire) will immediately engage any visible opponents, or at least give suppression fire in their general direction, using Attack or All-Out Attack. The rest of the unit will join in; some unit members may need to Move or Move and Attack to maneuver into position. For example, if the unit travels in a column and is attacked head-on, the rear men will spread to the flanks of the front element in order to bring more weapons to bear. The entire unit will then Move and Attack together, charging toward the enemy (preceded by hand grenades or other explosives, if available) and firing as fast as possible, to overrun the enemy and break up the attack. See Figure 1.

The Counterattack drill is primarily an emergency special-ops maneuver. Ordinary infantry units, which are often quite large, can afford to first seek cover and find better firing positions before they attack (or even dig in and wait for heavy weapons support). The smaller the unit (such as a reconnaissance patrol deep in enemy territory), the more essential it is to quickly extinguish

the threat and to get out of the enemy's kill zone. It forces the ambushers into cover and disturbs their fire.

Peeling

This maneuver is a controlled retreat in the face of overwhelming opposition. It's basically a reversed, accelerated version of a Fire and Maneuver advance (p. 21). The Peeling drill was designed for well-armed military teams or squads (no more than two dozen men), but also works for a couple shooters, within limits.

The Peeling drill was first codified by Commonwealth troops in the Burma campaign during WWII, and from there spread to other militaries. U.S. special-ops units picked it up from the Australians during the Vietnam War (hence it's also known as the “Australian Peel Off”).

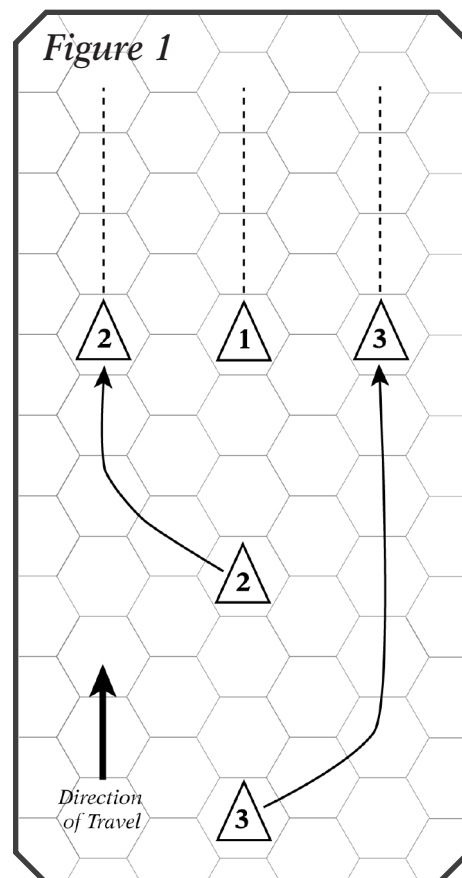
Peeling is done when your unit comes in contact with an opposing force it can't defeat – for example, a scouting party encountering a larger enemy unit or a gang of bank robbers trying to break from a police cordon. Once your unit's tactical disadvantage is obvious, the point man (rather than the unit's commander, who's usually further behind) will initiate the maneuver.

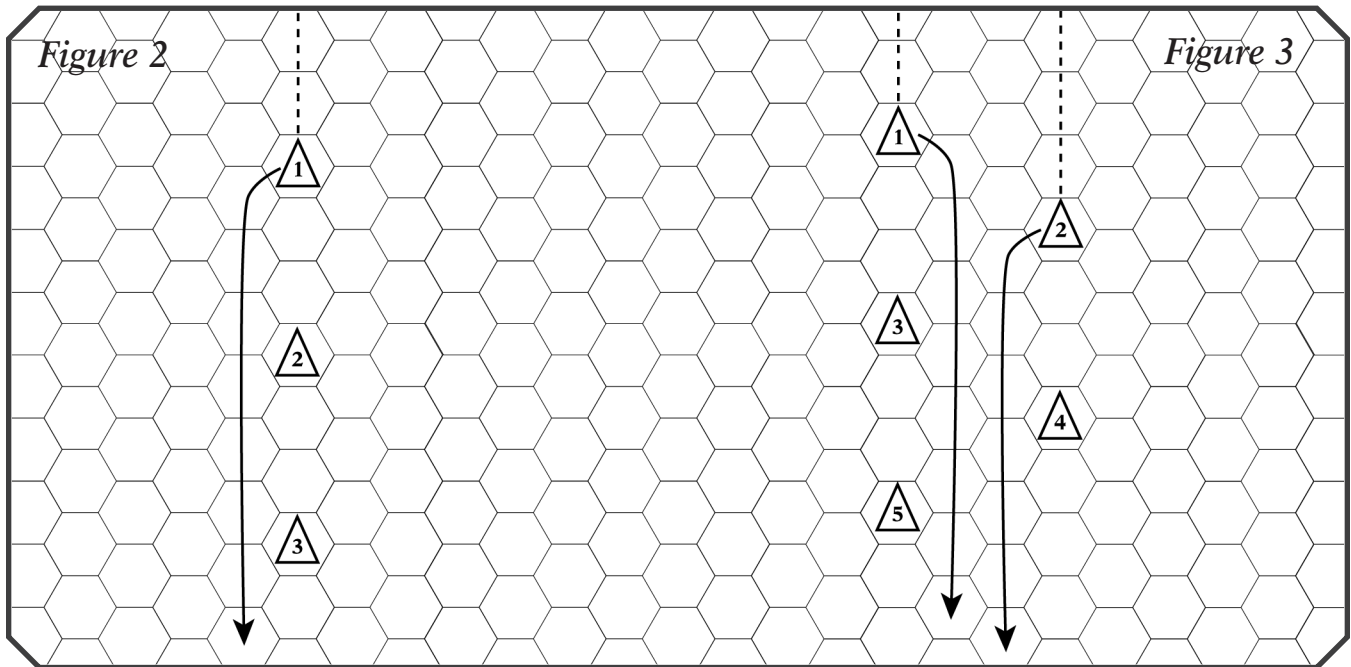
The point man immediately begins suppression fire (pp. B409-410) toward the enemy. Rapid semiautomatic fire keeps ammo consumption down, but full-auto bursts may trick the opposition into thinking your unit is larger – especially if you're using all tracers (p. 78). His teammates join in *only* if they are staggered to the side. If they are behind the point man (as is typical if traveling along a jungle path or building hallway), they take a Wait maneuver.

After one or two seconds (e.g., after depleting a magazine or part of an MG belt), the first (point) man takes a Move maneuver, turning to the left or right and running back past the next man in line, down to the last man – who may be dozens of yards behind, depending on unit size and terrain. As he passes the *second* man, he either calls out (“Peeling” or “Moving”) and/or taps him (usually safer against the din of a firefight!) – both are free actions – to indicate that the second man is now the first in line and has a free field of fire. Often, the first man won't move straight back, but staggered to the side as well. As soon as he is at his final position, he reloads (p. 20).

Once the first man moves to the side, the second man immediately begins shooting to keep up the volume of fire. Shortly, he will peel off himself and the third man will start firing. And so on, until the unit manages to disengage from the enemy or reaches a safe rally point such as a fire base or a vehicle. See Figure 2 (p. 23).

The drill can be modified as necessary. The first man might throw a hand grenade while retreating, preferably a smoke or phosphorous grenade due to the visibility barrier this creates.





The maneuver also works if the unit is traveling in two columns, or if the unit travels in single file but automatically forms two columns on contact (every odd-numbered man steps to the left, the others to the right). Two columns allow two men to fire simultaneously at the front, increasing the volume of fire. The men then peel off down the middle of the columns (known as a “Center Peel”) rather than down one side. See Figure 3 (above).

Peeling is training-intensive – preferably *every* man should have Battle Drills (p. 37) – and isn’t even trained by all first-world combat troops, let alone ragtag guerrilla armies or terrorists. It’s used by modern special-ops units, who tend to be both outnumbered in combat *and* armed in a fashion that allows the drill. The advantage of Peeling is that there’s always someone firing toward the enemy, keeping the heads of the opposition down. Everyone knows where his teammates are, preventing friendly fire incidents and improving overall order of the retreat. It’s most effective in heavily overgrown terrain such as woods or jungle, but also in urban areas. Peeling even works inside buildings!

Urban Combat

One of the fundamental rules of tactics is to stay away from corners.

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

Combat in built-up areas poses particular problems – the myriad hiding places, abundant cover, limited visibility, short engagement ranges, threat of attack from above (and even from below), and increased likelihood of innocent bystanders complicate things considerably.

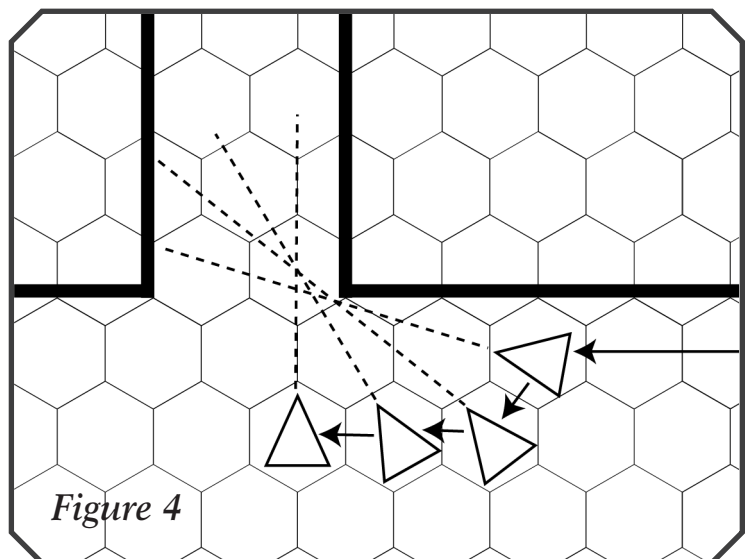
If walking down a street, be wary of upper-story windows and roofs. Don’t walk in the middle of a street or hallway, but never stay too *close* to a wall or corner, either – ricochets travel *along* walls. A distance of 1-2 yards from walls is advisable. If you stand too close to a corner, you limit your field of view and are also easily engaged in melee combat by someone hiding just around the corner.

Turning Corners (“Slicing the Pie”)

The only safe way to turn a corner in an area that hasn’t been cleared yet is commonly known as “slicing the pie” (*SWAT*, pp. 35-36) or as the “angular search,” as it involves an incremental lateral movement around the apex of a corner, which covers only a pie-shaped area. See Figure 4 (below).

Start with positioning yourself as far from the corner as possible. This prevents an opponent hiding just around the corner from grabbing you or your weapon (p. B370). Take a step sideways from the wall leading to the corner, weapon trained on the other side of the corner. This reveals a small sliver of geography on the other side of the corner. The corner counts as light cover for both you *and* any possible opponent until you have fully turned it (see *Using Cover*, pp. 28-29) – Barricade Tactics (p. 37) increases this to medium cover for you only.

As soon as you see an opponent, you may attack. Pay special attention to target indicators: protruding muzzle, toe of a shoe, sound of your opponent scraping along the wall, etc.



Roll against Per or Per-based Guns, Soldier, or Tactics. Apply standard Sense roll modifiers (p. B358) – primarily for Vision, but Hearing and Smell shouldn't be forgotten.

If someone is lurking around the corner, he may use *Opportunity Fire* (p. B390) if he took a Wait maneuver. If neither of you chose to Wait, you both roll as above but as a Quick Contest; the winner acts first and a tie means truly simultaneous actions! Combat Reflexes gives +1. If you want to identify your target before you shoot, you have no penalty in the Quick Contest, but are at -2 to hit. (*Exception:* If you were rolling against Per-based Guns, you have -2 in the Quick Contest, but no penalty to hit.)

The next turn, take another step, and so on, slowly circling around the corner. If you start at one to three yards from the corner, three to five steps should allow you to complete the angular search.

This progression means turning corners takes a long time. This is realistic. It's also prudent – speeding it up using Move and Attack allows you to turn a corner in only one second, but means your Sense rolls to notice target indicators are at -2 due to your hasty advance. What's more, your Guns roll is penalized by -2 or Bulk, whichever is worse. You can avoid the latter if you have trained in Close-Quarters Battle (p. 43).

Door Breaching

When conventional methods of opening a door – including using a ram (*High-Tech*, p. 29, and *SWAT*, p. 33) and plain old knob-turning – fail or are too slow, SWAT teams and hostage rescue forces resort to breaching: shooting the door's contact points, then kicking it open using Forced Entry. A cheap or lightweight lock is a good target for this; if it can be blown out with one shot, the door opens “properly” and quickly. Sturdy locks can take a lot of punishment, however, making the hinges a better target (even though this requires at least one shot per hinge). Some tactics call for two slugs at a time, to be on the safe side, which works best with a semiautomatic.

Hitting a hinge or lock is easy – an All-Out Attack (Determined) with a total task difficulty bonus of +10 – but you *have* to know how to shoot it properly. For each target, make one IQ-4 or IQ-based Forced Entry roll before you start shooting. If this roll fails, note the margin of failure; the hardware's HT rolls (at 0 HP, -HP, etc.) to avoid disabling or destruction must fail by *more* than this – otherwise, it *fouls* instead of opening! The only options with a fouled mechanism are to destroy it utterly (-5×HP), switch targets (e.g., give up on the hinges and shoot the lock instead), or batter down the whole door.

Example: Charlie King has IQ 11 and no Forced Entry skill. He rolls against IQ-4, or 7, before trying to shoot out a well-made (HT 12) hinge, and fails by 3. His first shot takes the hinge below 0 HP; it rolls against HT. On a 12 or less, it survives. On a 13-15, it's *fouled*. On a 16+ (failure by 4+), the hinge gives way.

Modern operators breach with TL8 frangible shotgun slugs (*High-Tech*,

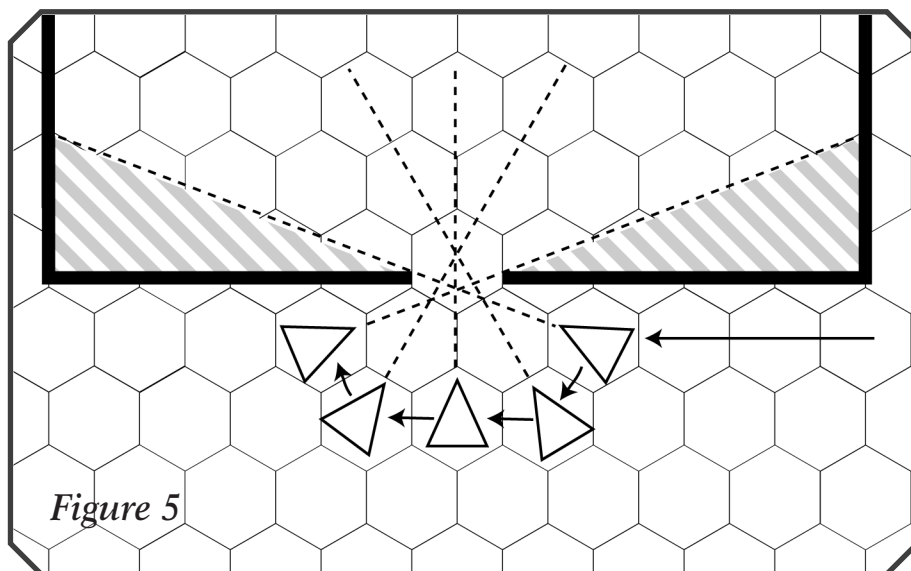
pp. 103, 167) – often called “Hatton” rounds (after the British inventor) or “Avon” rounds (after the door-knocking salesman of an American company). They disintegrate upon impact, posing no danger to the shooter or anybody on the other side of the door. Professional users never mix these with other ammunition in the breaching gun due to the danger of using the wrong type on a target. Ideally, one shotgun is used for breaching and nothing else. Sometimes such a weapon is fitted with a perforated muzzle attachment (\$50, 0.2 lb.) that ensures an ideal stand-off distance of 2-3” from the barrel to the door. Touching the door *without* such a muzzle device gives -1 to Malf.; it can lead to overpressure, possibly damaging the gun!

The ideal breaching shotgun has a pistol grip and no shoulder stock (“cruiser” configuration) for easier maneuvering and application of the shot to the door. Since the breacher usually has to carry the breaching gun *and* his primary weapon, the barrel should be short to reduce weight and length. Most are based on the Remington Model 870P (*High-Tech*, pp. 105-106), although types like the Benelli M1 Super 90 Entry (*High-Tech*, p. 106), Franchi PA3 (*Gun Fu*, p. 37), or Ithaca Model 37 Stakeout (*High-Tech*, p. 105) are also suitable. Alternatively, use an underbarrel shotgun such as the KAC Masterkey (*High-Tech*, p. 106) or C-More M26 (*High-Tech*, p. 107); the latter includes a muzzle attachment.

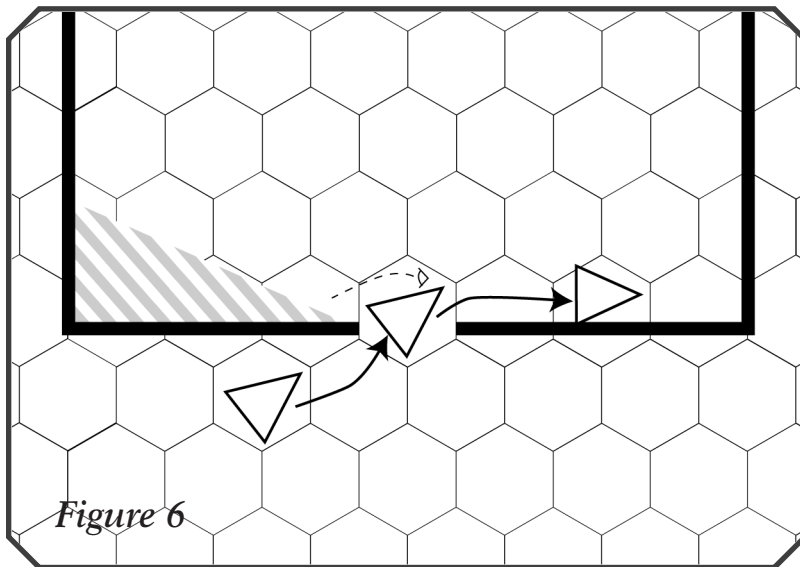
Entering Through Doors

Entering through doors and other entry points works essentially like turning corners. First you scan as much of the area *beyond* the doorway as possible without entering. Using the angular search, start on one side of the door. Take a step to the side, away from the wall with the door, and look diagonally through the opening. If an opponent is located beyond the door, use the process described under *Turning Corners* (pp. 23-24) to find out who shoots first.

If you don't see an opponent, take another step and so on, until you have moved in a complete half-circle from one side of the doorway to the other. Through this method, you should be able to check almost every part of the area beyond the doorway – except for the two near corners on the opposite side of the wall with the door – the most likely hiding places of bad guys! See Figure 5 (below).



To enter the room alone, move diagonally through the doorway into the near corner opposite of your position. If there is an opponent in that corner, you can shoot, at the usual penalty for Move and Attack. There is a blind spot which you can't see – the *other* near corner. The moment you clear the door opening, take a quick peek over your shoulder into that corner (a Vision roll at -2). If there is an opponent in that corner *and* you see him, swivel your upper body around and shoot, at the usual Move and Attack penalty plus a further -2 for checking the target before firing, as if you were taking opportunity fire (p. B390)! See Figure 6 (below).



Entering a door with a *partner* is much safer. Instead of taking the less-than-perfect peek over your shoulder while entering, you rely on your partner to cover the other corner. This is also known as a “Cross Entry” (*SWAT*, p. 35).

The entry can be preceded by hand grenades. SWAT teams use stun or tear gas grenades; military units use whatever seems appropriate and is available. Grenades with fuses of more than 2 seconds should be “cooked off” (*High-Tech*, p. 190) so they can't be tossed back. Rules of engagement may forbid the use of grenades, as may pragmatic issues – e.g., the walls may be not sturdy enough to contain the explosion, possibly endangering the thrower himself.

Three-Dimensional Environments

Clearing a stairwell is similar to clearing corners, but much more dangerous. One typical method starts with the first shooter moving to a position below the edge of the overhang, then changing facing 180°. The second shooter covers the front (upstairs) as the first shooter takes a step backward, up the stairs, while aiming his weapon straight upward. The third shooter then moves past the first shooter, changes facing and covers the overhang, allowing the first shooter to move; if there are only two shooters, the second shooter needs to do this. The first shooter then turns and moves upward to cover the overhang from a further position. The team will bound in this manner until the obstacle is cleared, “slicing the pie” (pp. 23-24) on any switchbacks. Overhangs count as corners (p. 28) for purposes of cover, and attempts to do this quickly suffer the same awareness penalties. See also *Firing Upward and Downward* (p. B407).

CLOSE COMBAT AND CLOSE COMBAT

A Jap[anese] came straight at me with his double-handed sword raised, shouting. I had just enough time to pull out my .45 and shot him as the blade dropped. In fact I stepped back at the same time as I fired.

– Harry Verlander, *Forgotten Voices of the Secret War* (2008)

Most nonmilitary shootings occur at distances under 7 yards (pp. 9-10). This means that both Fast-Draw (p. 42) and Close-Hip Shooting (p. 43) are useful, and that a gunman who misses or can't shoot (for some reason) may quickly find himself in a melee.

Shooting in a Melee

With an opponent at arm's length or closer, a hip-shooting stance (pp. 11-13) – with the gun held close to the body – is often the only way to fire. Even if you *can* extend your shooting arm(s), this could make it easier for your opponent to deflect your shot or even disarm you! Holding your firearm close to the body, as in a hip-shooting stance, gives your opponent -2 to parry a handgun or -1 to parry a long arm.

When hip-shooting a handgun, you can use your unoccupied arm for melee combat. You can shove the other guy back (p. B372), punch his face (p. B370), parry his knife or gun attack (p. B376), or even disarm him (p. B401). Immediately follow this up with an Attack or Move and Attack – back-

ing away (or moving sideways if you can't back up) while bringing up the gun for a proper torso or skull shot.

To fire a handgun your opponent has grabbed (p. B370), you must first *win* a Quick Contest of DX or Retain Weapon vs. his DX or grappling skill, as he can stop you by blocking the trigger, hammer, or slide. To take it away from you, he must win a *Regular* Contest of ST vs. your ST or ST-based Retain Weapon. Things are slightly different if he's holding your long arm by the barrel (the typical result of a grab). While he's in control of the forward part, you can still squeeze the trigger and shoot him! To fire, roll a Quick Contest as above, but you're at +2. Also see *Transitioning to a Handgun* (p. 14).

Close-Contact Shots

If your gun can *touch* your victim, you'll rarely miss. At Reach C with a weapon used with Guns (Pistol), or Reach C or 1 with any other firearm, All-Out Attack (Determined) gives +4 to hit, as with a melee attack, instead of +1. However, your target may attempt a melee parry against such an attack (p. B376).

Pressing your gun against your target *also* gives you +4 to hit, cumulative with an All-Out Attack – but now your foe gets +2 to defend with a dodge or a parry. Even if you're behind him, he knows your gun's location and can defend himself as if against a “runaround” attack (p. B391), at no bonus or penalty. (The +2 to defend cancels out the -2 for a “runaround” attack.)

In all cases, since a weapon's Acc and sights serve to fix the target's position, which you've already done, you can never get a further bonus from such hardware or aiming.

You can claim +1 from bracing if you hold the gun against your victim (as above) for at least one turn *before* shooting – the close combat equivalent of aiming – for a total of +5 (or +9 with an All-Out Attack).

Note that Bulk normally applies in close combat simply because it's assumed that you're jostling for position with an active defender. If you're standing behind an unresisting target (tied up, intimidated into surrender, etc.) you never suffer Bulk penalties to shoot him.

An empty gun can be used as a club against the face and temple area. Heavy automatics and long-barreled revolvers have been used successfully in this manner.

– Rex Applegate,
Kill or Get Killed (1976)

Guns as Melee Weapons

The gun itself can be used to strike in a melee. You can pistol-whip with the barrel or butt of a handgun (**High-Tech**, p. 93), stab or slash with a fixed bayonet (**High-Tech**, p. 197), strike with a rifle butt (**High-Tech**, p. 198), or snap or stab with a rifle muzzle (roll against Staff or Spear; does thr cr). Pistol-whips are usually aimed at the face or skull. A roll of 18 on a melee attack means that, *instead* of the usual critical miss result, the gun can't be fired until Immediate Action (p. 17) is performed.

Many dedicated shooters are accomplished martial artists. Shootists can use hand-to-hand combat to neutralize melee threats or to break away and draw a gun. Serious pistol-fighting instruction is usually flanked by some hand-to-hand training, including methods to disarm (p. B230) and avoid being disarmed! Suitable styles include Defendu (**Martial Arts: Fairbairn Close Combat Systems**, pp. 8-9), Escrima (**Martial Arts**, pp. 155-156), Fairbairn Close Combat Training (**Martial Arts: Fairbairn Close Combat Systems**, pp. 9-11), Jujutsu (**Martial Arts**, pp. 166-167), Krav Maga (**Martial Arts**, p. 183), MCMAP (**Martial Arts**, pp. 183, 185), Sambo (**Martial Arts**, p. 185), and Wing Chun (**Martial Arts**, pp. 203-204).

SNIPING

A normal shot is between 600 and 1,000 yards . . . a sniper should never fire at less than 300 yards because of the danger of being spotted, unless his position is being threatened.

– USMC Headquarters, **FMFM 1-3B Sniping** (1981)

Sniping means long-range precision shots at high-value targets from a hiding spot – much like an ambush (p. 21), but with less chance of being detected and counterattacked. Due to the often extreme distances involved, it requires not only very accurate rifles and quality optics, but also special shooting techniques.

Precision Aiming

Delta snipers had to hit 100% on targets at 600 yards and 90% on targets at 1,000 yards . . . In head-to-head matches, only the Secret Service ever beat Delta's snipers.

– Charlie Beckwith, **Delta Force** (1983)

By taking considerable extra time, you can exceed the usual limits on Aim (p. B364). This is a specialized use of Time Spent (p. B346). It requires at least *three* of somewhere to brace, a scope, ballistic tables tailored to the weapon and ammunition, a wind gauge, or a trained spotter, unless you have Deadeye (p. 38). Extended aiming works as follows, using the *Extended Aiming Table* (see below).

The first three steps of the table are simply ordinary Aim maneuvers. For each step past the third, make an IQ-based Guns roll at -6; learn Precision Aiming (p. 45) to buy off the -6. Success grants the listed bonus; you may shoot or keep aiming. Failure costs you *all* aiming bonuses – start over. Critical failure means you betray your position through suspicious movement, the glint of your scope, etc. (see *Countersniping*, below)! Breath Control (p. 41) makes success with Precision Aiming likelier.

The bonus *past* the +Accuracy+2 for ordinary Aim maneuvers can't exceed the *lower* of your scope's bonus and your gun's basic Accuracy. Bonuses for scopes and bracing apply as usual. The table does not continue – aiming past 90 seconds cannot give you a bonus above +Accuracy+7.

Example: Delta sharpshooter Ed Adamski has Guns (Rifle)-18, Precision Aiming (Rifle)-18, and Breath Control-12. He's using a Remington Model 40XB Rangemaster sniper rifle (a fine (accurate) version of the Remington Model 700 on p. 116 of **High-Tech**), a 12x telescopic sight (**High-Tech**, p. 155), and handloaded match rounds (**High-Tech**, p. 174). He's lying prone and has braced the rifle, with his ballistic tables beside him. His target is a terrorist's head 600 yards away; he knows the range exactly.

Extended Aiming Table

Total Time (Seconds)	With Deadeye 1	With Deadeye 2	With Deadeye 3	Total Bonus
1	1	1	1	+Accuracy
2	2	2	2	+Accuracy+1
3	3	3	3	+Accuracy+2
6	6	5	5	+Accuracy+3
12	11	10	9	+Accuracy+4
24	22	20	17	+Accuracy+5
45	41	36	32	+Accuracy+6
90	81	72	63	+Accuracy+7

After three seconds of Aim, Ed has +18 to hit: +6 for basic Acc, +3 for the scope, +3 Acc for knowing the exact range (*Rangefinding*, below), +2 for the handloaded match ammunition, +1 for bracing, +2 for two extra seconds of Aim, and +1 for the All-Out Attack (Determined) that accompanies aimed shooting (p. 14). He continues to Aim; after six seconds, he rolls against his Breath Control skill, succeeding, which gives +1 to the Precision Aiming technique. He succeeds with that as well and gets another +1, for +19. After 12 seconds of Aim, he succeeds with both Breath Control and Precision Aiming again, for +20. After 24 seconds, he succeeds again, and the total becomes +21. That's as good as he gets – his limit for the Precision Aiming bonus is the lower of the scope bonus (+3) and the Acc bonus (+6).

He squeezes the trigger. His effective skill is 18 (skill + 21 (see above) - 15 (range) - 7 (skull hit location) = 17. He rolls an 11 and the terrorist drops. Note that if using *Minute of Angle* (p. 32), Ed's skill before range and hit location (18 + 21 = 39) would be capped at 22 + 2 × (6 + 2) = 38.

Spotters and Observers

... once the shot is fired, no individual rifleman . . . can ever truthfully say whether or not he got his man. The rifle kicks up in your face and hides the aiming point, dust and dirt fly up around the target, and before your vision has cleared up, the target has disappeared. Whether shot or merely ducked, you cannot tell. Your observer often can.

– Herbert McBride, *A Rifleman Went to War* (1935)

Support gunners and snipers rarely work alone. They typically have a spotter at their side who assists with acquiring targets, finding range, observing the effects of a shot, and watching their back. Having a skilled spotter or observer with you grants a number of benefits:

- It allows you to pool your situational awareness (p. 11) results: if one member of the team sees an enemy, both can react to it.
- A spotter passing corrections and ranging information to a shooter may roll vs. Observation before any *aimed* attack after the first. Critical success gives the shooter +2 to Guns, success gives +1, failure gives -1, and critical failure gives -2. This modifier is cumulative with others, such as equipment bonuses.
- Equipment required for Precision Aiming can be used by the spotter instead of the shooter, granting its usual bonus.

Countersniping

[The enemy sniper] will attempt to exploit available concealment and use any trick he can to stay invisible, from preparing dummy positions to masking with echo. You could be lucky and observe him immediately, but this is unlikely.

– John Plaster, *The Ultimate Sniper* (2006)

Locating the position of an unseen shooter is difficult. Knowing the approximate direction and distance improves your odds of finding him considerably. A tactical shooter relies on his ears to gauge this.

A Hearing-2 roll, using the modifiers below, will determine the *direction* from which the shot originated. On a failure, use the *Scatter* (p. B414) rules to determine the direction you *think* it was.

Rangefinding

Knowing (rather than estimating) the distance to a target is an advantage, especially at longer ranges. Range can be acquired by using an optical or laser rangefinder, or through the use of pre-plotted landmarks.

Since WWI, machine gunners and sharpshooters have pre-plotted likely areas of enemy movement to quickly know the range to a target. These ranges and plotted landmarks are noted on self-drawn maps known as “range cards.” They can then be shared with others, providing the +3 Acc bonus if the target is exactly at the landmark, or +1 if close by (within one yard).

Plotting all landmarks covering roughly a 120° slice of land to the front of your position out to the weapon's range requires about two hours and some way to measure the distances, such as rangefinder binoculars (p. 77), spotting scope (*High-Tech*, p. 47), and/or GPS (*High-Tech*, p. 53). Roll against Observation to make a range card. Plotters *may* first roll against Cartography; a critical success gives +2 to the Observation roll, success gives +1, failure gives -1, and critical failure gives -2.

Setting sights to claim the +3 Acc for knowing the range takes a Ready maneuver; Lightning Fingers or auto-adjusting sights make this a free action. If using a scope, the +3 adds to its Acc bonus. This rule benefits not only sniper rifles, but also machine guns and other weapons with adjustable sights.

The *distance* can be estimated using the “crack-bang” system: As soon as you hear the “crack” of the supersonic bullet passing near you, count from one to five (so fast that it takes you one second to arrive at five). Stop counting when you hear the “bang” of the actual muzzle report, then multiply that number by 100 for the approximate distance to the shooter, in yards. This only works if the shot was supersonic – shots with subsonic ammo (*High-Tech*, p. 165) can't be estimated this way. The shot must have originated from 500 yards or closer; beyond that, the simple counting method is too inaccurate. This distance-estimation requires a Hearing-4 or Per-based Guns-4 roll, using the modifiers below. A TL8 acoustic countersniper system (*High-Tech*, p. 207) will do the same, but is seldom available.

Modifiers: Use these for both direction- and distance-finding. -1 to -10 in mountainous or urban terrain (due to echoes); -1 to -3 for clothing covering your ears (including many helmets!), or -5 for ear protection strong enough to give Protected Hearing; and any Hearing penalty due to subsonic ammo (-2 for rifles), sound suppressor (pp. 70-71), etc., employed by the opposing sniper.

Seeing the shooter requires a Quick Contest between his Camouflage and your Vision or Observation.

Modifiers: Range penalties (p. B550); Vision penalties (p. B358) – but don't apply penalties for darkness if there are visible muzzle flashes; any penalty the GM assigns for surprise (p. B393), shock (p. B419), fatigue (p. B426), multiple targets, spread-out targets, etc.; +2 if you know the direction *or* +4 if you know direction *and* distance; +2 if he betrayed his position; +10 for visible targets in plain sight, reduced for cover and posture modifiers – e.g., someone lying down (-4) behind heavy cover (-4) would give only +2.

An ordinary success means you know the shooter's location to within 1 yard (p. B548). A critical success pinpoints his exact location. You may only try once until he fires again.

COVER AND CONCEALMENT

The 7.62[×51mm] NATO cartridge is powerful enough to penetrate trees, car bodies, and brick walls with enough energy left over to do lethal damage to an attacker on the far side.

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

Due to the lethality of firearms, taking cover is one of the most important *and* most common-sense tactics in a gunfight. See *Cover* (pp. B407-408) for rules on how to move into cover, how to shoot from cover, and how to shoot targets *behind* cover. The protection offered by typical materials can be found under *Cover DR* (p. B559); additional details and examples are listed below.

A trained tactical shooter knows that concealment is not cover. Just because your opponent can't see you doesn't mean he can't hit you. Many modern firearms will blast right *through* typical obstacles – including cars and building walls! Too often, untrained (or improperly trained) people confuse “not being seen” with “being safe.”

Ideally, a shooter will be aware of how well bullets penetrate the materials found in common environments and on the battlefield. This requires a thorough understanding of material strength *and* of the penetrative capabilities of commonly used munitions. With a successful roll against Engineer (Combat)+4, Expert Skill (Military Science), or Soldier, a gunman will recognize the most substantial cover in the vicinity.

Of course, you can use this to your own advantage. For example, if an opponent hides behind a corner or on the far side of a door, you may simply shoot through it (p. B408). However, this isn't a good idea if you don't know exactly who (or who *else!*) is behind that cover.

Never underestimate your own and your opponents' other senses. If you can't see them, you may still be able to hear or smell them (p. B358) – and they you! Avoid sounds with a Stealth roll, and be sure to modify the roll for equipment secured

against noise; e.g., by selecting suitable clothing and footwear, by wearing properly stowed load-bearing equipment (*High-Tech*, p. 54), by using ammunition containers that don't rattle (most drum magazines do), by draining a canteen completely to prevent the water sloshing in it, and even by avoiding flatulence-inducing food (*SEALS in Vietnam*, p. 50). An IQ-based Stealth or Soldier-2 roll will let you avoid such basic mistakes.

At short distances, especially indoors, but even on the ambush along a jungle path, a Smell roll can be used to detect an opponent (or to detect you)! Giveaway odors include soap, cologne, or perfume (or the lack of use of such products, especially when sweating), tobacco smoke lingering in clothes, insect repellent, explosives, and even weapon oil. *Consumed* food and drink can also reveal you, including the smell of alcohol or garlic on your breath or in your sweat, as well as that of many spices and animal products such as cheese or meat – possibly making Vow (Vegetarianism) worth it (compare *SEALS in Vietnam*, p. 23). Depending on wind conditions, some of these odors can be smelled up to 100 yards away (400 yards for cigarette smoke). A Soldier-2 or IQ-based Stealth roll will let you avoid substances that are easily smelled.

Using Cover

When you are shooting from behind cover, don't expose any more of yourself than is necessary to shoot back. There are various shooting positions that will allow the maximum use of cover by conforming to its characteristics.

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

The GM can optionally use these detailed rules for cover penalties *instead* of the penalties on p. B408. Barricade Tactics (p. 37) allows you take better advantage of cover by using various tricks that avoid exposure, such as firing prone without raising your head, by twisting to the side.

Each category of cover includes the penalty for your opponent to shoot *around* the cover – doing so means you are not protected by the cover DR. This penalty also adds to the hit location penalty for any shot made *through* the cover, as it is harder to target unseen body parts.

Very light cover gives others -1 to hit you while giving you no penalty to shoot back. It represents solid cover that exposes 3/4 of your body (e.g., standing behind a parking meter or an upright table), or broken cover where the gaps are wider than the bits of cover (chain-link, saplings, etc.).

Light cover is similar, but gives -2. It represents solid cover that exposes 1/2 of your body (e.g., leaning out of a doorway, over an upturned table, or over the hood of a car), or broken cover where the gaps are about the same size as the strips of cover (picket fence, portcullis, etc.).

Medium cover gives -3, but *you* are also at -2 to hit – unless you brace your weapon against the cover and make an aimed shot (p. 14). You *can* brace against a vertical object like a wall! This represents solid cover that exposes just 1/3 of your body (e.g., a chest-height cabinet), or broken cover where the gaps are narrower than the swaths of cover.

Heavy cover is similar to medium, but gives -4 to your foes and -4 to *you* (unless you brace and aim). This represents solid cover that exposes 1/4 or less of your body (e.g., shooting through a tiny window).

Shooting Around Cover

You won't always be able to shoot around the right-hand side of cover. If you have to fire around the left-hand side, there are two schools of thought:

Shoot Left-Handed: This means you enjoy the same protection from cover as if firing right-handed. It requires you to switch the weapon to your other hand(s), which takes one Ready maneuver, or three if it's on a two- or three-point sling (p. 71-72). Quick-Swap (p. 40) makes this a free action for handguns. Off-hand penalties apply. This is ill-advised with most bullpup weapons, since they would eject spent cases straight into your face!

Shoot Right-Handed: This exposes more of your body but means you can fire immediately and at no penalty. Treat the cover as one step less.

Left-handed shooters would reverse all of the above!

Total cover can't be shot around. The enemy *must* shoot through it and deal with its DR, and must roll randomly for hit location. This is the case when shooting through walls, at unpierced fortifications, and so on.

There are two exceptions to the rules above:

1. Any hit location necessary to operate the weapon can be targeted at no extra penalty on any turn in which you attack. This is typically one or both hands, the face, and the weapon itself. For instance, your enemy would have -3 to shoot around medium cover at your torso, -7 to target your hand, and -8 to hit your face – but if you leaned out to shoot back, he could hit your hand at the usual -4 and your face at -5. You can opt *not* to expose your head, but then you're shooting blind (-10 to hit and maximum skill 9; p. B389) unless you have an OAVD (p. 75) . . . and your hand is still targeted at just -4.

2. When shooting through narrow apertures – into gun slits, down pipes, etc. – use the SM of the opening instead of the above modifiers. For instance, to shoot down a 4" drainpipe piercing a solid stone wall, roll at -7! For a proper gun slit, this is a one-way penalty; those inside shoot as if behind medium cover (-2). For most impromptu cover, though, *both* sides have a penalty!

Another fallacy is that a mattress is ample protection against small arms fire. Actually, the .38 and .45 will penetrate 10" or more of solid mattress . . .

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

Cover Outdoors

Even the smallest depression or fold in the ground can give some cover. Look for and use every bit of cover the terrain offers.
– U.S. Army Headquarters, **FM 21-75
Combat Skills of the Soldier** (1984)

Out of doors, *good* cover – as opposed to concealment – is often difficult to find. Forests and jungles offer myriad hiding opportunities, but most vegetation provides little protection. Substantial tree trunks or log constructions can't be penetrated by handguns and shotgun pellets, but even small-caliber assault rifles will reliably punch through tree trunks 1' thick (DR 8-14*). Infantry rifle or MG bullets will penetrate trees with a thickness of 2' or more (DR 16-28*), and a .50-caliber projectile will go through twice that (DR 33-57*).

Other materials are even less bulletproof. A wall of earth, either tamped or between boards of wood, needs to be 2' thick (DR 36) to protect against high-powered rifles and MGs. A snow drift needs to be 5' thick (DR 18*) to provide reasonable protection against assault rifle fire, or 7' (DR 25*) against a high-powered rifle. If the snow is tamped, 5' (DR 24*) are sufficient against rifle fire.

Natural stones offer the best protection, but aren't always easy to find. A loosely stacked, 1'- to -2'-thick stone wall (DR 96-312*) like those commonly surrounding fields in many rural areas of Europe, will completely protect against rifle fire. The big

compacted bales of straw found after harvest on the fields need to be 10' thick (DR 24) to be useful as cover against rifles.

Outdoors Cover DR Table

Material	DR/Inch	Notes
Earth or Loam, Loose	1	
Earth or Loam, Tamped	1.5	
Sand, Dry, Loose	2	
Sand, Dry, Tamped	3	
Snow, Loose	0.3*	
Snow, Tamped	0.4*	
Stone	8-13*	
Straw, Compacted	0.2	Combustible
Tree Trunk or Log, Hardwood (Oak)	1.2*	Combustible
Tree Trunk or Log, Softwood (Fir)	0.7*	Combustible

* Repeated damage to a small area lowers DR, as explained on p. B559.

Cover in Built-Up Areas

. . . interior walls made of thin wood paneling, sheetrock, or plaster are no protection against 5.56mm rounds. Common office furniture such as desks and chairs cannot stop these rounds, but a layer of books 18 to 24 inches thick can . . . Wooden frame buildings and single cinder block walls offer little protection from 5.56mm rounds.

*– U.S. Army Headquarters, FM 90-10-1 An Infantryman's
Guide to Combat in Built-Up Areas (1993)*

Urban terrain offers numerous cover and concealment options, but many are far less bulletproof than commonly believed. Even a bullet from a puny .22-caliber handgun can go through 5" of seasoned pine wood (DR 3*), easily penetrating even massive wooden doors or furniture. Modern plywood constructions offer virtually no protection – a 0.75"-thick plywood door has DR 1*. An ordinary 1.75"-thick fireproof door – two thin steel plates and some stuffing – offers only DR 8.

Furniture like sofas, overturned tables, computers, mattresses, or cupboards will seldom offer more than DR 2*, often barely DR 1* (unless "there's Kevlar in that chair"). Stacked books or newspaper bales provide limited protection; a complete **Basic Set** (both books together) has DR 2*. Cast-iron stoves (and stove plates) found at TL5-6 are typically 0.25-0.5" thick (DR 13-25), and will thus stop most handgun and carbine bullets.

The drywall popular in North America offers almost no protection against small arms (DR 1*). Massive bricks and mortared natural stones will reliably stop high-powered rifles (DR 47-76*), but need to be relatively thick to do so – common 3.6" brick veneer is much less resistant (DR 18*). Reinforced concrete offers excellent protection; even a thin, 4" wall will be initially impervious (DR 40-48*).

If cover can't be penetrated by a single round, it may be chipped away by repeated attacks – treat any cover with a * as semi-ablative (p. B559). This method can be used to create a hole – e.g. to toss a grenade inside. Some 150 rounds of 5.56x45mm NATO or 100 rounds of 7.62x51mm NATO (or comparable rounds) will chew a 7" loophole into an 8"-thick wall of reinforced concrete (DR 96*, HP 80) – while 50 rounds of .50 Browning will produce a 1' hole, and 100 rounds will make a breach larger than 2' in diameter!

Caught in the open on the streets, cover may be more difficult to find. In an emergency, even a curb may offer some protection (treat as light cover if prone). A typical fire hydrant provides DR 50 (as very light cover, or light if kneeling or crouching), a parking meter around DR 10 (very light cover in any posture), and a mailbox or newspaper vending machine DR 5 (as for a hydrant).

Some of the best and most versatile protection can be had by using that old standby, the sandbag. A typical sandbag is 18" long, 12" wide, and 3" high, and weighs 33 lbs. filled. A single-layer "sandbag wall" is about 1' thick (DR 36). This offers reliable protection from assault rifle fire; a wall can easily be made thicker by simply lining up more bags. Sand can also be used as a filler in other barricades. Parapets built by spacing 1" pine boards 1' apart and packing the space with sand will protect against rifle fire (DR 38).

Stacking metal ammo cans filled with sand gives good cover – the 6" wide M2 steel box used for .50-caliber belts (*High-Tech*, p. 133) weighs 33 lbs. packed with sand (DR 18). Filling 55-gallon steel drums (*High-Tech*, p. 54) with sand gives protection even against .50-caliber projectiles (DR 68).

Prior to the 20th century, cover against muskets and cannon was usually built using *gabions*, woven wicker baskets filled with sand or earth. A gabion is typically 2' in diameter and provides full protection against muskets and other small arms (DR 72* with sand, 36* with earth or loam).

Built-Up Areas Cover DR Table

TL	Cover	DR	Notes
1	Adobe Wall	30*	12"
1	Large Oak Door	2*	1"; Combustible
1	Large Pine Door	1*	1"; Combustible
2	Brick Wall	47-76*	9.5"
3	Books, Newspapers	1*	1"; Combustible
4	Gabion	72*	2', packed with sand
4	Heavy Furniture (Cupboard, Chest)	2*	Combustible
4	Sandbag	36	12", packed with sand
6	Ammo Can	18	2x0.04" metal sides, packed with sand
6	Large Drum	68	2x0.04" metal sides, packed with sand
6	Light Furniture (Couch, TV, Computer)	1*	Combustible
6	Plywood Door	1*	0.75"; Combustible
6	Reinforced Concrete Wall	40-48*	4"
6	Steel Fire Door	8	2x0.053" steel sheets, spaced 1.75" apart
7	Drywall	1*	2x0.5" sheets, spaced 3.5" apart
7	Treated Glass Pane	21*	1"; Brittle
8	Glass Fiber Resin Architectural Armor	26	1"

* Repeated damage to a small area lowers DR, as explained on p. B559.

Cover In and Behind Vehicles

The slope of the windshield will deflect bullets up when firing from inside the unit, and will deflect them down when firing into a car.

– Larry Nichols, "Bush-Wacked, Dry-Gulched, Ambushed, Waylaid" (2001)

Automobiles and other vehicles are so ubiquitous that their use as cover merits special discussion. See p. B464 and *Transportation (High-Tech*, pp. 228-244) for typical vehicle statistics.

Modern TL7-8 car bodies are made of thin steel sheets (typically less than 0.04") or plastics, with some additional stuffing, over a somewhat more substantial frame (total DR 3-5). A car door will *not* reliably stop a handgun or SMG bullet – this is an entirely cinematic convention! At TL6, automobiles are built somewhat more substantially (DR 5-8) and will often deflect or stop handgun and SMG bullets – especially past 1/2D Range or at an unfavorable angle – but aren't exactly bulletproof either. From 2005, several companies offer ballistic inserts that provide up to DR 20 for police cruiser front doors (but not the windows).

Handgun projectiles won't penetrate sideways *through* a car, however – two doors (plus anything inside the car, including the seats) will usually stop them. This is not true for rifle fire – most rounds from high-powered TL6-8 rifles, as well as shotgun slugs, will punch completely through a car from any angle, and still be quite deadly on the other side. The only real safe area is behind the engine block (DR 25-35). This will stop anything short of a .50-caliber weapon. The best cover behind a front-engined car is behind the front wheels.

At TL7-8, windshields are made of 0.2-0.25" laminated glass (two sheets of glass with a layer of clear plastic glued in between) that is quite resistant against damage (DR 2-3). Furthermore, they are usually sloped; multiply effective DR by 1.5 (DR 3-4) if the shooter doesn't attack from above at a correspondingly steep angle, or by 2 if from a prone or kneeling shooting position. Birdshot will rarely penetrate a windshield; a handgun or rifle bullet will, but the laminated construction means it will only make a small hole (and possibly some spider-webbing). It won't shatter the entire windshield.

Unless an armor-piercing (AP) (p. 78) or barrier-blind (BB) projectile (p. 77) is used, a shot *through* the windshield, from either inside or outside the car, will be deflected enough to result in a Guns penalty that depends on projectile weight:

Light Bullets: Apply -2 to hit with light non-AP or -BB bullets with a mass of less than about 150 grains, such as most handgun bullets below 10mm/.40-caliber (e.g. 9x19mm Parabellum, .38 Special, .357 Magnum), shotgun pellets, and most rifle projectiles below 7.62mm/.30-caliber (including .223 Remington/5.56x45mm NATO, 7.62x39mm M-43, and .30 M1 carbine).

Heavy Bullets: Use -1 to hit for heavier non-AP or -BB bullets with a mass of at least 150 grains, such as handgun bullets of 10mm/.40-caliber or more (like the .40 S&W, .44 Magnum, and .45 ACP), shotgun slugs, and most rifle projectiles of 7.62mm/.30-caliber and above (including 7.62x51mm NATO, .30-06 Springfield, and .50 Browning).

Caught on the streets, even a curb may offer some protection if you're prone.

Car windows other than the windshield offer virtually no protection (DR 1*) and usually shatter under the first attack.

Both TL7-8 armored bullion cars and armored limousines are fully proof even against rifle fire with AP projectiles, depending on their classification (DR 25+). This also applies to their windows, which are made of several inches of laminated armor glass (DR 25+).

Vehicles Cover DR Table

TL	Cover	DR	Notes
6	Car	10-16	Entire vehicle side-wise
6	Car	35-50	Entire vehicle side-wise, engine area
6	Car Door	5-8	
6	Car Window	1*	Brittle
7	Armored Limousine	25+	Passenger compartment including windows
7	Car	6-10	Entire vehicle side-wise
7	Car	35-45	Entire vehicle side-wise, engine area
7	Car Door	3-5	
7	Car Window	1*	Brittle
7	Car Windshield	2-3	
8	Car Door with Ballistic Insert	15-25	

* Repeated damage to a small area lowers DR, as explained on p. B559.

Mixing ammo is not a good idea.

ATTACKS WITH MIXED AMMUNITION

The trajectory of the Tracer, M1, bullet crosses that of the Ball, M2, and Armor-Piercing, M2, at approximately 600 yards.

– U.S. Army Ordnance Office, *Catalogue of Standard Ordnance Items* (1944)

Mixing different ammunition is generally not a good idea – anyone trained in Guns skill knows this. Even subtle differences between two brands of the same projectile can lead to misses or malfunctions when they're mixed. Most ammo upgrades (*High-Tech*, p. 165), projectile options (*High-Tech*, pp. 166-174), and projectile upgrades (*High-Tech*, pp. 174-175) will result in different ballistics. For example, all tracers (p. 78) have different flight paths and shorter ranges (about 10% less) than comparable non-tracer rounds.

A related problem is that, in the heat of a gunfight, most shooters can't keep count of the number of rounds they fired, let alone their type (see *Reloading*, p. 20). Mixing ammunition in a magazine is typically useless over-thinking – if you want to be prepared for all eventualities, bring different magazines. Mixing different ammo in one magazine only means wasting those rounds that do *not* match your threat.

However, sometimes projectile types *have* to be mixed – because of desired special effects or because there is no other way. For instance, tracers are *supposed* to be intermixed with

other ammunition. Despite differing ballistics, they are still helpful when aiming. Also, if you have, for example, just one buckshot shell and one slug for your shotgun left, you may still want to fire them both in one attack.

Rapid Fire (p. B373) has no mechanic to deal with this, but can be easily amended. It's irrelevant in which order the different rounds are fired, partially for playability, but also because **GURPS** does not assume any particular preference in which rounds of a rapid-fire or multiple-projectile attack hit. In the span of a one-second turn, it doesn't matter.

When shooting a mixture of ammo types, figure effective skill with *each* type of ammo, taking into account that ammo's effects on Acc and skill, and applying the rapid-fire bonus only for the number of rounds of that one ammo type. Then make a single attack roll, find the margin for each ammo type, and compare that to the Rcl for that ammo type to find potential hits. Finally, multiply hits for each type of round by the proportion of rounds fired. Drop fractions, but if your attack succeeded at all, you'll always hit at least once; use the best margin to find what kind of ammo hits, the most numerous ammo type if that's a tie, and a die roll if still tied.

Examples: Sergeant Barry Wunder fires a 10-shot burst from his FN M249 LMG (*High-Tech*, p. 136) loaded with a belt holding a 4:1 mix of solid and tracer bullets. His effective skill – accounting for range, lighting, and all other considerations – is 10. Eight rounds of solids give a rapid-fire bonus of +2. Two tracers grant no bonus. Thus, his skill is 12 for eight solids and 10 for two tracers. He rolls an 8 to hit. He beats skill by 4 for solids and by 2 for tracers. With Rcl 2, this would mean three potential hits with solids and two with tracers. He then weights his hits to reflect his ammo mix: $3 \times 4/5 = 2.4$ solids and $2 \times 1/5 = 0.4$ tracers. Dropping fractions, he gets 2 hits with solids.

Bodyguard Charlie King is armed with a Remington Model 1100 shotgun (p. 60) and is down to three rounds – one buckshot, two slugs. His effective skill is 14. One load of buck (nine pellets) gives a rapid-fire bonus of +2. Two slugs grant no bonus. His skill is 16 for nine pellets and 14 for two slugs. He rolls a 10 to hit. He beats skill by 6 for pellets and by 4 for slug. Since the Remington Model 1100 has Rcl 1/4, this would mean seven potential hits with pellets and two with slugs. He then weights his hits: $7 \times 1/3 = 2.33$ pellets and $2 \times 2/3 = 1.33$ slugs. Dropping fractions, he gets 2 hits with pellets and 1 hit with slugs.

SHOOTING FROM VEHICLES

It may happen at any time in the course of duty that an officer is obliged to jump on the running-board of a passing car and pursue another car containing a criminal . . . The secret is to bend the legs at the knees and take the sway of the car below the knees.

– J. Henry FitzGerald, *Shooting* (1930)

Shootists occasionally have to drive and shoot simultaneously. *Driving* suffers the same -2 that all movement tasks experience when taking a Move and Attack maneuver (p. B366). Learn *Combat Driving* (p. 43) to buy this off.

Shooting is subject to several penalties. First, if you're the driver, you're at -2 or your weapon's Bulk penalty, whichever is worse (p. B470). Next, a rough ride gives a penalty, which you can reduce through Mounted Shooting (p. 44). Finally, your shooting skill can't exceed the vehicle operator's control skill – but *Combat Driving* helps here, too, if the person at the controls has it!

Harsh Realism for Tactical Shooters

The **Basic Set** strikes a balance between gritty realism and cinematic action. **Tactical Shooting** refines those rules for realistic play. The following options will make them even *grittier*:

Bullet Travel: Bullets don't reach their target instantly; as a rough guide, a handgun projectile takes (Range in yards)/250 seconds and a rifle projectile takes (Range in yards)/600 seconds to arrive, rounding up. Every second after the first offers the chance of target movement – or of wind, an updraft, or even something crossing the path of the bullet! Simulate this by rolling 1d-5 per *extra* second, retaining negative numbers, and applying the result as a skill modifier after the shooter squeezes the trigger but before you roll the dice. For instance, for a rifle shot at 2,000 yards, roll 3d-15, for from +3 to -12 to the shot. A bonus reflects something like the target suddenly standing tall and turning face-on into the shot!

Concealed Carry: Some handguns are more appropriate for concealed carry than others: Semiautomatics are usually easier to conceal than revolvers, pistols with single-stack magazines are slimmer than those with high-capacity magazines, etc. The GM may give certain models +1 to Holdout in Quick Contests against Vision or Observation.

Eyestrain: Peering through telescopes and night vision sights exerts considerable eyestrain: Apply -1 to Vision after an hour, and another -1 per further half-hour, up to -4. Once you stop, you shed -1 per 10 minutes.

Hammerless Handguns: Sidearms with exposed hammers give -1 to Fast-Draw (Pistol) rolls, in addition to the -3 for drawing from a pocket (p. 42). On a failure, the gun remains caught in the pocket, but can be removed with a Ready maneuver next turn. On a critical failure, it tears the pocket liner and takes 1d+1 seconds to extract. See *Hammerless Handguns* (**High-Tech: Pulp Guns 1**, p. 8).

Hip Shooting: Hip shots (pp. 11-13) often go low to the abdomen (groin or torso hit location). If rolling randomly, treat face or skull hits as torso hits and arm hits as leg hits.

Minute of Angle: Every firearm has a dispersion, no matter how well fixed or braced. At high skill, the *weapon* may be the limiting factor in a shot. Effective skill *before* penalties for speed, range, and size can't exceed $22 + (2 \times \text{Acc})$, including the Acc bonus from match ammo.

Example: A CheyTac M200 (p. 63) with Acc 6+4 and +1 match ammo limits skill to $22 + [2 \times (6 + 1)] = 36$. A master sniper with Guns (Rifle)-18 gets his skill of $18 + 6 (\text{Acc}) + 4 (\text{scope}) + 1 (\text{match}) + 1 (\text{braced}) + 1 (\text{All-Out Attack (Determined)}) + 2 (\text{Aim}) + 4 (\text{Precision Aiming}) = 37$ capped at 36. Firing at a man at 1,000 yards, his final effective skill is $36 - 0 (\text{size}) - 16 (\text{range}) = 20$.

Peripheral Vision: Treat anyone making a sighted or aimed shot as having No Peripheral Vision (p. B151) until his next turn – or Tunnel Vision if he used a scope or similar optic (but not a collimating or reflex sight). This will significantly impact *Situational Awareness* (p. 11)!

Reaction Speeds: PCs often operate with inhuman focus, doing something productive during every second of even the most chaotic combat. If a player doesn't have his character's action ready when his turn comes up, he must take a "default" action, agreed upon in advance: All-Out Defense, Do Nothing, repeat his previous action, etc.

Shot Effect: Don't announce the game-mechanical results of the PCs' shots to the players! Even if opponents visibly drop, shooters might want to put in another round, just to make sure. See *Situational Awareness* (p. 11) for additional considerations.

Skill Degradation: Shooters often have one or two skills at extremely high levels (DX+8 or more). The GM should enforce *Maintaining Skills* (p. B294).

THINGS NOT TO DO

... *grabbing the magazine as a vertical foregrip is a bad practice and causes more deformed magazines, magazine-housing/wells and magazine latches than any other handling technique.*

– Frank Moyer and Robert Scroggie,

Special Forces Combat Firing Techniques (1971)

Tactical Shooting is all about professionals. The methods below are what trained shooters should *not* do. Some of these were done at one time or another by professionals (such as the taping of magazines), but experience has shown them to be a bad idea. Others, such as "gangsta shooting," have always been stupid.

Akimbo Shooting

Firing a gun from either hand is popular in the movies, but next to worthless in realistic situations. You can't properly sight two weapons at once, allowing only unsighted shooting (p. 13). Unless you know Dual-Weapon Attack (p. 44) and have either Ambidexterity (p. 36) or Off-Hand Weapon Training (p. 39),

you will suffer huge penalties. While firing two guns simultaneously doubles RoF, this doesn't help much if you can't hit anything – at best, it allows suppression fire (see *Shooting at Several Opponents*, pp. 17-18). No military, police agency, or other professional armed body has ever advocated this.

Carrying two handguns was popular in the 19th century because contemporary weapons were unreliable and slow to reload. Even if both were drawn simultaneously, only the one in the dominant hand was normally fired; the other one was kept in reserve. When needed, they could be exchanged by "crossing the border" (see *Quick-Swap*, p. 40).

Gangsta Shooting

This means tilting a firearm (usually a handgun) to the side and firing it this way. Influenced by films and rap videos, "gangsta shooting" has become popular with people who don't know what they're doing but worry about how they look while doing it. You're unable to do anything but unsighted shooting (p. 13) this way and can't take advantage of a two-handed shooting stance (pp. 11-12). The GM should make liberal use of *Hitting the Wrong Target* (pp. B389-390).

Furthermore, most “gangstas” angle the wrist or twist the hand, for an extra -1 to Guns. Due to limp-wristing and mechanical issues, using a semiautomatic pistol this way increases the likelihood of a stoppage: -1 to Malf.

There *are* a few situations which make a tilted weapon necessary, such as when using a tactical shield (*High-Tech*, p. 71). In order to minimize head and torso exposure, shield-wielders bend the arm around the side of their shield to fire while peeking through a transparent armor vision block. Tilting the gun is natural in this case. As above, this only allows one-handed, unsighted shooting (but without the issues of hand-twisting or limp-wristing), and the weapon and arm are fully exposed. See also *Tactical Use of Shields* (*SWAT*, p. 36).

Jungle Magazines

Taping two (or more!) magazines together “jungle-style” – that is, side-by-side with one pointing up and the other down – has been popular since WWII. This speeds up reloading (one Ready maneuver less), but its main advantage is that load-bearing equipment isn’t needed for spare magazines; it’s thus popular with irregular forces and criminals, who seldom bother with proper gear. However, “jungle-taping” increases the weight and bulk of the loaded weapon (-1 Bulk if three or more magazines are used). The exposed feeding lips of the magazine(s) pointing down may get damaged or dirty, which will often result in a stoppage: -1 to Malf. Clamped magazines (*High-Tech*, p. 155) leave the mags less vulnerable, but retain the Bulk penalty if overdone.

Lock Shooting

Unlike in the movies, it’s difficult to shoot off a padlock or blast a door lock (*High-Tech*, p. 203) with a handgun – most small arms are ineffective at this except for shotguns with specialty ammunition (see *Door Breaching*, p. 24). Tough padlocks can resist most handgun bullets, and destroyed deadbolts often warp so much that the door won’t open anyway. In either case, bullet or lock fragments can endanger the shooter or bystanders.

Magazine Grip

Many SMGs and automatic rifles have a long magazine sticking out underneath or to the side of the weapon. This is a convenient grip for the off hand, but holding onto the magazine (rather than the handguard or magazine well) can produce friction in the magazine, and often results in a stoppage: -1 to Malf.

Weapons with no or only a short magazine well – such as the Izhmash AK-47 (*High-Tech*, p. 114), FN FAL (*High-Tech*, p. 115), Enfield Sten (*High-Tech*, p. 124), ERMA MP40 (*High-Tech*, p. 124), H&K MP5 series (*High-Tech*, p. 123), and all their variants – suffer this penalty. Others, like the Colt AR-15 series (*High-Tech*, pp. 117, 119) or H&K G36 (*High-Tech*, p. 121), do not.

Stockless Shooting

Shooting a long arm with its shoulder stock folded or removed isn’t a good idea, as it reduces the weapon’s accuracy and controllability. Long arms with folding stocks are popular with untrained gangsters, terrorists, and pirates, though; they’re easier to hide and to maneuver in tight confines (e.g., bank, getaway car, or captured ship).

Given enough time, a properly trained shooter can unfold the stock, or at least use a properly set-up sling to stabilize the weapon. The folding-stock-and-sling combination is popular

with close-quarters battle operators of many special-ops and SWAT teams, since it retains the lower Bulk but at the same time allows decent shooting.

See *Shoulder Shooting of Long Arms* (p. 12) for detailed rules.

Threat Cocking

Another move prevalent in cinema is racking the slide of a pistol or pumping a shotgun in order to make a point – usually to threaten someone. While this may give +1 to Intimidation, it usually dumps a live round from the chamber of your weapon to the ground (assuming it was ready to fire, as it should be). Depending on magazine capacity, you may well regret this later.

THE TACTICAL MIND

There can be no doubt that this resistance to killing one’s fellow man is there and that it exists as a result of a powerful combination of instinctive, rational, environmental, hereditary, cultural, and social factors. It is there, it is strong, and it gives us cause to believe that there may just be hope for mankind after all . . . [However,] with the proper conditioning and the proper circumstances, it appears that almost anyone can and will kill . . .

– Dave Grossman, *On Killing* (1996)

An important component of *all* tactical shooting training is psychological – preparing the shooter to anticipate violence, maintain focus during the noise and confusion of combat, and cope with the stress of killing total strangers. The mindset to take control of a life-or-death combat situation is typical for trained professionals, and for *GURPS* player characters in general – after all, they’re *heroes!*

Threat Recognition

A tactical shooter should be aware of his surroundings – observing the people around him, assessing potential threats, and preparing contingency plans in case a situation escalates to the point of deadly violence. Shooting instructors often categorize this mental preparation in terms of “color codes.”

Unaware (White): You’re tired, distracted, or otherwise not expecting trouble. This state applies whenever you have a Per penalty of -2 or worse from missed sleep (p. B427), afflictions (pp. B428-429), doing two things at once, etc. Apply the Per penalty to all rolls to notice developing tactical situations (e.g., Observation or Tactics). Missed threats will seem to “come out of nowhere,” causing total surprise (p. B393). If you have Combat Reflexes, you’re never in this state.

Alert (Yellow): There’s no specific threat situation, but you’re prepared for trouble. You can still suffer from partial surprise (p. B393), and don’t receive the +5 “heat of battle” bonus to Fright Checks. This is the *default* condition of a prepared tactical shooter.

Focused (Orange): You’ve identified a specific possible threat, usually through Danger Sense (p. 36), Standard Operating Procedure (Check the Crowd) (p. 40), or Observation. You won’t suffer surprise (p. B393) if the expected threat occurs, and are vulnerable only to partial surprise from other threats. You may take Wait maneuvers with regard to the expected threat, and *Situational Awareness* (p. 11) now applies, but you don’t suffer the -2 for “free action” awareness. It’s difficult and mentally straining to maintain this level of alert without actually going into combat – make a Will roll every 10 minutes or lose 1 FP.

Triggered (Red): You're in combat – “slow” time starts and you act turn-by-turn.

Panicked (Black): You've been caught flat-footed due to total surprise or a failed Fright Check!

Adrenaline and other stress hormones cause fighters to suffer from reduced eye-hand coordination, poor volume control, and tunnel vision. You never receive any task difficulty bonuses (p. B345) for unstressed use of skills while Focused, Triggered, or Panicked. However, if you're Focused or Triggered, you do benefit from the +5 bonus to Fright Checks for being in the heat of battle.

Killing Intent

The gunfighter was schooled to kill. He was not a man whose nerves bothered him in a tight minute.

– Eugene Cunningham, *Triggernometry* (1934)

Ordinary people usually have Pacifism (Reluctant Killer) (p. B148). Even if they shoot at someone, they don't want to make a deadly attack, causing them to miss entirely or to only wound. Military drill sergeants, police trainers, and private defense shooting instructors work hard to strip students of inhibitions against violence – tactical shooting stresses to always shoot to *kill*.

A PC is *not* an “ordinary person,” though, and will only have this disadvantage if the player so chooses. Other traits can help justify this lack of qualms: Fanaticism (p. B136) and Sense of Duty (p. B153) provide coping mechanisms for justifying lethal action. An otherwise unhealthy disregard for human life may be tempered by Pacifism (Cannot Harm Innocents) or (Self-Defense Only). Being a stone-cold killer doesn't rule out Post-Combat Shakes (p. B150), or, eventually, Nightmares (p. B144); in fact, both are common reactions. Bloodlust (p. B125), which borders on the socio-pathological, is rarely appropriate for the good guys.

Cool Under Fire

There is the horror of seeing men and animals wounded and maimed and mutilated, or torn to pieces or lying dead in some grotesque attitude . . . Much mental and emotional inhibition is necessary to preserve one's reason.

– William Rivers, *The Repression of War Experience* (1918)

Although combat might be considered “ordinary” for **GURPS** characters, the GM may require a Fright Check on the turn after especially traumatic events. A failed Fright Check is likely to stun the victim, forcing him to hesitate for those important moments that get even skilled shooters killed. Training helps here; a Will-based Soldier roll can be substituted for Will. Typical situations include coming under *Suppression Fire* (pp. B409-410); being the target of a near miss (by 2 or less) from any attack; being in the blast zone of an explosion (2 × dice of damage in yards); suffering a wound (even a graze may set some people off); or seeing an ally incapacitated or killed.

Modifiers: All standard Fright Check modifiers, including +5 for the heat of battle; a penalty equal to the attacker's rapid-fire bonus unless you are *safely* behind cover (you suffer the full penalty if the cover gets penetrated!); -1 if you can't determine from where the attack came; +1 if the attack was silenced or sound-suppressed; -2 for a non-penetrating

hit; +2 for Bloodlust; +1 for Callous; -2 for Combat Paralysis; a penalty equal to the multiple of HP suffered by the worst-off casualty you can see, including your own (-1 at 0 HP, -2 at -HP, etc.); -1 if blood or guts got *on* you; -1 to -3 if you knew at least one of the victims, doubled if *you* shot him!; +1 if you're a combat veteran. Having a pre-arranged plan (see *Battle Drills*, pp. 22-23), attacking from ambush (p. 21), and engaging in combat at a great distance (100+ yards) all help insulate you from the horrors and danger of the situation: each gives you +1 by itself, or +5 if all three apply!

Each Fright Check may trigger Combat Paralysis (p. B127) or disadvantages that require a self-control roll.

Shell Shock

. . . there is 2% of the male population that, if pushed or if given a legitimate reason, will kill without regret or remorse.

– Dave Grossman, *On Killing* (1996)

More than 20% of participants in firefights – whether soldiers, cops, or civilians – eventually suffer psychological problems. The modern terminology for these long-term effects is *post-traumatic stress disorder* (PTSD), but it existed long before it had a name; men have always come back changed from combat. While 20% is large, it isn't the *majority*. People are often quite satisfied with having survived!

Whenever a PC fails a Fright Check there is a chance that he may develop a new mental quirk or disadvantage; typical traits acquired this way include Amnesia, Bad Temper, Cannot Speak, Chronic Depression, Combat Paralysis, Confused, Cowardice, Fearfulness, Flashbacks, Insomniac, Loner, Manic-Depressive, Nightmares, On the Edge, Paranoia, Phobias, Post-Combat Shakes, and Stress Atavism. Addiction and Alcoholism are common “self-medicating” consequences. The GM should feel free to substitute these disadvantages for Delusion results on the *Fright Check Table* (pp. B360-361).

AFTER THE FIREFIGHT

Once the shots have died away, the shooter will have to deal with the consequences.

Shooting Is Loud

The enormous din and rattle of 500 muskets is completely beyond imagination.

– John Elting, *Swords Around a Throne* (1997)

A gunshot from a large-caliber handgun like a 9×19mm Parabellum produces *at least* 150 decibels (dB) at the muzzle – 125 dB is *painful*, and even one-time exposure to 140 dB can result in permanent ear damage. Someone who has never shot a gun can't imagine how *loud* that really is – gun sounds in films and TV are toned down to make them bearable to the viewer! Many firearms are even louder, and it gets worse indoors. Permanent hearing loss is common among dedicated shooters . . .

Apply -4 to Hearing rolls after gunshots outdoors, or -5 if inside a building or vehicle, unless suppressors were used. This applies to everybody nearby, including shooter, target, and bystanders. The hearing impairment lasts for (20-HT) minutes, minimum one minute. After that, roll vs. HT every second to recover. A critical failure on the first try means the shooter has acquired permanent Hard of Hearing (p. B138)!

Robust Hearing (p. 40) reduces Hearing penalties by -1 and gives +1 to the HT roll. Protected Hearing – e.g., from ear protection (**High-Tech**, p. 70) – gives +5 to the recovery roll and prevents permanent loss completely.

This is one of the reasons why sound suppressors (pp. 70-71) are popular with SWAT teams, military users, sports shooters, and hunters (where legal), even if they can't *silence* the shot. They eliminate the chance of hearing impairment.

Modern sports shooters never shoot without hearing protection, and neither do cops and soldiers during training. This isn't practical in actual combat – unless electronic earplugs (**High-Tech**, p. 70) are used. Despite their cost, these have found favor in recent years, and are issued by some militaries now (such as the British Army).

Shooting Can Be Blinding

At night, brilliantly intense muzzle flashes, tracers (p. 78), explosions, and so on will impair natural night vision. See *Light Adaptation* (p. 18) for details.

Shooting Can Hurt

Guns can be painful to handle. Hot barrels and flying casings can burn. To avoid hot casings down your shirt or in your face, wear full-coverage clothes, preferably with a billed cap and shooting glasses (**High-Tech**, p. 71). Shootists in open Hawaiian shirts or low-cut tops run a good risk of suffering moderate pain (p. B428).

Projectiles can bounce *back* at the shooter. If you hit a hard object, like a metal structure, no more than 7 yards away – e.g., if you miss when shooting at someone who's standing in front of it – the GM can roll 3d; on an 18, you are hit for 1d-4 pi- damage.

Touching a hot barrel can also result in moderate or even terrible pain. This isn't confined to glowing red MG barrels, either – even a semiautomatic rifle or pump-action shotgun gets quite hot after dozens of rounds fired in quick succession. This is one reason why many tactical shooters wear gloves.

Shooting Is Dirty

Firearms need to be lubricated, so just touching them may get weapon oil on your clothes or skin. Shooting a gun leaves residue – both visible and microscopic particles from the propellant and primer. These adhere to the skin of the weapon hand(s) and sometimes the face, hair, clothing, etc. (**Mysteries**, pp. 39-40). At TL6+, gunshot residue can be detected with a Forensics roll up to several hours after shooting, but is easily removed with soap and water.

Shooting Is Smelly

Firearm propellants, including black powder, cordite, and nitrocellulose, develop distinct, stinging smells when fired. The smell lingers for some time, detectable with a Smell roll, both in the area it was fired and in the weapon – and possibly the clothes and hair of the shooter. Some ammunition makes and lubricants have such a distinctive smell that shooters may be able to identify the type. If you're familiar with the weapon, make a Per-based Guns or Connoisseur (Guns) roll at -2, applying any bonus from Acute Smell, etc. Success would, for example, allow you to identify whether discharged 7.62x39mm ammunition was made in America, Russia, or China.

Shooting Is Untidy

. . . fired casings from the sniper rifle . . . must ALWAYS be brought back, for they are a sure sign of a sniper's presence.

– USMC Headquarters, **FMFM 1-3B Sniping** (1981)

Repeaters and semi- and full-automatic weapons scatter spent cartridge cases all over the place. At TL6+, cases can be linked to the *exact* firearm from which they were fired, using Forensics (**Mysteries**, pp. 38-39), so it makes sense for a shooter who doesn't want to get tracked to collect his shells. However, most automatics throw the cases several yards away, and Murphy's Law guarantees you'll miss a couple if you have to search for them in a hurry . . .

A brass catcher (**High-Tech**, p. 161) is useful in such situations – and also on the range, when you have to tidy the place up or want to reload the cases (**High-Tech**, p. 174). Brass catchers fill up quickly; once full, they unbalance the weapon (-1 Bulk). They are mainly for training or special occasions, like shooting from aircraft.

Other possible remnants of shooting include empty magazines, clips, and belt links.

Shooting Is Stressful

In a life-threatening situation such as a firefight, your body produces adrenaline to help you survive. This often has side effects *after* the shooting stops. The GM may request a HT roll, or HT-based Soldier, Tactics, or combat skill roll. Failure means paleness and sweating: -1 to reactions from particularly macho people. Critical failure means one or more irritating afflictions (p. B428) – typically nauseated, moderate pain from headaches, and/or trembling hands (-2 to DX and skill rolls). At least as common as these is *euphoria* at having survived; treat as temporary Overconfidence (12). All such effects pass after 10 minutes.

Shooters with Post-Combat Shakes must make a self-control roll as well. If this fails, any effects are *cumulative* with those above!



CHAPTER THREE

STYLE

COMPONENTS

Do not attempt to draw for protection . . . unless you are possessed of four things – sand, a good revolver of .38 caliber or larger, a good holster, and the ability to draw and shoot fast and straight.
– J. Henry FitzGerald, *Shooting* (1930)

Shooting styles (pp. 47-52) can incorporate a variety of elements, including advantages, perks, skills, and techniques. Not every competent shooter knows a style, though. It's fine to choose piecemeal, subject to the rules for Style Familiarity and Style Perks (p. 37).

ADVANTAGES

. . . if you get a bad feeling about something, it may well be the result of valid input that has been processed subconsciously.
– Andy Stanford, *Fight at Night* (1999)

Certain advantages require interpretation in the context of *Tactical Shooting*.

Acute Hearing

see p. B35

Acute Hearing may allow a shooter to detect an ambush or pinpoint a sniper (pp. 27-28). The maximum realistic level for humans is Acute Hearing 4.

Acute Vision

see p. B35

Acute Vision helps shooters spot threats, enables Tracer Eyes (p. 41), and improves the sighting radius used for Close-Quarters Battle (p. 43) and Cool Under Fire (p. 38). The maximum realistic level for humans is Acute Vision 2.

Ambidexterity

see p. B39

This allows you to skip Off-Hand Weapon Training (p. 39) – Ambidexterity does the same thing for *every* combat skill! This means you can switch sides if your shooting arm is hurt or if you need to shoot around an off-hand corner (see *Shooting Around Cover*, p. 28). It *doesn't* eliminate the -4 for using two guns at once – learn Dual-Weapon Attack (p. 44) for that.

Combat Reflexes

see p. B43

Combat Reflexes gives you a finer perception of time, allowing you to hone your defenses, move a little faster, and process threat information fast enough to avoid being completely

surprised by a rapidly unfolding combat situation or uncanny events. It's often taught using realistic training techniques (see *Learnable Advantages*, p. B294).

Danger Sense

see p. B47

Danger Sense represents the realistic ability to process subconscious sensory input and alert you to the fact that something's wrong. It can warn you of ambushes, sniper fire, booby traps, and muggers lurking in dark alleys. It may be the secret to the survival of many successful gunfighters – more so than Luck, which also impacts activities that aren't life-threatening.

Fearlessness

see p. B55

A successful tactical shooter can adapt to stressful situations and tap into hidden reservoirs of mental strength. This doesn't make you *immune* to fear – Unfazeable does that – but it helps you keep your cool in the chaos of a firefight.

Luck

see p. B66

When the bullets start flying, you can't have enough Luck. Shootists have always experienced this: when a bullet penetrates your helmet but misses the skull; when a projectile spends most of its energy covering range and is blocked by a tobacco tin in your pocket (see *Tin Star Armor*, p. 7); or when a bad guy stands still for the five seconds it takes a .50-caliber bullet to reach him.

Night Vision

see p. B71

The ability to adapt to darkness varies between individuals. The maximum realistic level for humans is Night Vision 2.

PERKS

All students receive instruction in German weapons and in the weapons of their particular country . . . The object of the course is to teach students enough about the weapons which they are most likely to encounter in the field so that they can recognise them, select the correct ammunition, and put them into use immediately.

– Eric Sykes, “SOE Close Combat Syllabus” (1943)

Tactical Shooting features three important categories of perks (see *Perks*, pp. B100-101): Style Familiarity, Style Perks, and Weapon Bond. All can be learned in play. Each perk costs a point.

Style Familiarity

Style Familiarity means you’ve studied and/or practiced one of the shooting styles on pp. 47-52. Paying a point to be familiar with a style gives these benefits:

- You’re automatically familiar with every gun your style covers in your setting (GM’s decision). The styles listed in this book include suggestions for certain schools and timeframes. In effect, Style Familiarity includes a limited form of Cross-Trained (p. 38). Buy Cross-Trained separately for familiarity with firearms *outside* your style.

- You can acquire the style’s Style Perks, improve its techniques whenever you have enough points, and buy any optional traits that would otherwise be off-limits. Style Familiarity counts as an Unusual Background (p. B96) that justifies these purchases.

- You get +3 to Soldier or Tactics to coordinate tactics with fellow stylists.

Style Perks

Style Perks are minor advantages for gunmen, each representing a little extra training, a trick, a social edge, etc. Anybody can purchase one such perk per 20 points spent on shooting skills, Armoury, and Fast-Draw. The GM may include additional skills learned as part of a military and/or police template.

In *addition* to this, a shooter who knows a style (including its Style Familiarity perk) can buy one of its listed perks per 10 points spent on its skills and techniques. At the GM’s option, a character template for a combative occupation *might* qualify as a “style.” If so, a hero built with that template may buy a Style Familiarity perk for it, and the GM will choose a selection of perks that fit the template’s theme.

Perks with a † require specialization by skill, weapon, etc., as noted.

Armorer’s Gift†

You’ve practiced assembly and disassembly drills on firearms until you can do them in your sleep. Roll against the relevant Armoury or shooting skill specialty to accomplish this in record time: 10 seconds for a handgun, 30 for a long arm (e.g., rifle), or 60 for a support weapon (e.g., machine gun). Conditions don’t matter – you can do this upside down, blindfolded, underwater, etc. You also get +2 on rolls for Immediate Action (p. 17). You must specialize by shooting skill, and only get this perk’s benefits when you’re familiar with the specific weapon.

Barricade Tactics†

You have trained *non-intuitive* shooting positions from cover with minimum exposure of your body. See *Using Cover* (pp. 28-29) for the effects of cover on ordinary shooters, which already assume you’re using cover as effectively as you can. With this perk, you profit from the same cover as if it were one step better (up to heavy; you can’t get total cover), but also suffer the disadvantages! You must specialize by shooting skill.

Examples: To shoot around a corner or other vertical cover, you normally expose both arms, one shoulder, and most of your head, giving medium cover. By placing your support hand against the cover and bracing the weapon on your thumb, you can lean farther behind the barricade, only exposing part of the head, the shooting arm, and the hand of the supporting arm, giving heavy cover.

Lying prone and using the street curb as protection gives you medium cover at best (against an opponent far enough away; otherwise only light cover!). With Barricade Tactics, you know how to get heavy cover by lying on your back and turning the weapon on the side, sighting along the sidewalk top, only exposing part of your head and the shooting arm.

Battle Drills

You’ve practiced fighting in a team to perform battle drills like Counterattack or Peeling (see *Tactics in Action*, pp. 21-25). To use this, the team leader (who must have this perk!) orders the drill. This requires a Ready maneuver that counts as his form-up action, regardless of what others do. All other team members must choose on their first turn following the order: opt out or opt in. If you opt out, combat continues normally for you; you don’t get the perk’s benefits. If you opt in, you must take a Ready maneuver to get in position, check the positions of your team mates, etc. This is known as “forming up.” If you opt in but lack the perk, make a Soldier-5 or Tactics-3 roll. Success means you form up; failure means you Do Nothing. Next turn you can decide again to opt in or out. Shooters who have formed up may:

- Ignore *Hitting the Wrong Target* (pp. B389-390) for allies who have formed up. Everybody in the team automatically positions himself to avoid being in the line of fire of other team members.

- Halve the penalty for *Firing Through an Occupied Hex* (p. B389) to -2, if the occupant has formed up.

- Get one free movement point that can be used only to negate some of the extra cost for changing facing, moving past an ally, or sidestepping or stepping backward to take his place in the formation (see *Movement Point Costs*, p. B387)

- Opt to turn a Wait maneuver into Move or Move and Attack, allowing faster team members to move after slower ones when that would be convenient. Normally, Wait can only be turned into Attack, Feint, All-Out Attack, or Ready (p. B366)!

- Roll at +2 to spot something of tactical importance (e.g., a threat) if another member of the formed-up team has already noticed it.

Shooters need 20 hours of familiarization (p. B169) for each specific team (infantry squad, SWAT team, police patrol unit, adventurer group, etc.) they train with.

Concealed Carry Permit

A Concealed Carry Permit allows a civilian to carry a *concealed* handgun and use it for legally justified self-defense. Even with a permit, schools, courthouses, airports, private enterprises, etc., may forbid you to have a concealed weapon on their property, either turning you back or hanging onto the gun until you leave. Individuals with suitable social advantages – typically Legal Enforcement Powers or Military Rank – *don't* need this perk for equipment used “on the job.” See *How to Get Them* (p. 53).

In a modern society with CR3 for firearms – most U.S. states qualify, including Florida, Nevada, Texas, and Virginia – a Concealed Carry Permit is available to almost any citizen. It's forbidden to those with Social Stigma (Criminal Record or Minor) or diagnosed with severe psychiatric problems: Paranoia, Split Personality, or anything else that gives -2 or worse to reactions. Many jurisdictions also exclude those *known* to suffer from other conditions, including Addiction, Alcoholism, and Epilepsy.

Governments with CR4 for guns, such as Canada, France, Italy, Germany, Mexico, Russia, Switzerland, and some U.S. states (including California, Hawaii, Massachusetts, New Jersey, and New York) have higher requirements – there must usually be a substantiated threat to the applicant's life. Only high-level politicians, judges, district attorneys, millionaires threatened with kidnapping, and similar people can claim this. Courtesy Rank 1+ or Status 2+ may stand in for the legitimate need. Occupation can play a role – in most societies, licensed hunters are allowed to carry a handgun for protection against dangerous animals or poachers *while on hunting grounds*, and merchants carrying large sums or dealing in valuables (or guns!) will also often be allowed to carry. Even cabdrivers may apply in some countries! A Concealed Carry Permit in a CR4+ legislation should be modeled with a 3-point Unusual Background instead of a perk.

Some legislations, like Japan and the U.K., but also parts of the U.S. (like Illinois, Wisconsin, and Washington, D.C.), have CR5 specifically for *handguns*, making a Concealed Carry Permit impossible. Long arms which aren't concealable (Bulk -4 or worse) are typically unaffected.

Cool Under Fire

You don't experience “tunnel vision” under fire and can quickly update your mental picture of the battlefield. When making pop-up attacks (p. B390), you don't suffer the -2 to hit provided that the target is no further away in yards than your Per plus Acute Vision (if any). If the campaign uses *Situational Awareness* (p. 11), you may ignore this -2 in *all* the situations outlined there, as long as the opponent you're interacting with is within the same range.

Cross-Trained†

Unlike the cinematic version of this perk (*Gun Fu*, p. 18), the *realistic* variant means you're familiar with a large-but-finite list of firearms within one Gunner or Guns specialty. You can pick up any weapon on that list and fire it with no unfamiliarity penalty (p. B169). This perk is typical for spies and special-ops soldiers who receive lavish training on many different weapons for familiarization. The GM decides what constitutes such training and which models it covers. A list of 5-15 models might be typical for an agent or special-ops soldier, but even several dozen isn't unrealistic.

Examples: SOE agents (*Martial Arts: Fairbairn Close Combat Systems*, pp. 17-18, and *WWII: Return to Honor*,

p. 36) deployed to continental Europe weren't only familiarized with the two submachine gun families issued by the British Army, but also with an Austrian, a Swiss, and four German SMG types, as well as a German machine pistol.

U.S. Army Special Forces (*Special Ops*, pp. 26-28) are familiarized with all U.S. service rifles, and also with a list of *at least* 12 non-issue rifles, including obsolete and foreign models.

Deadeye

You're a natural sniper. You can accurately gauge range, windage, thermal effects, and so on, allowing you to attempt Precision Aiming (pp. 26-27) without special equipment. Since you aren't fussing with ballistics tables, spotting scopes, etc., you may reduce the *total* time required to claim your Precision Aiming bonus by 10% (round *up*) after all other calculations. You may buy this perk several times; each level improves your margin by 10% (to a maximum of Deadeye 3, with a 30% reduction).

Early Adopter†

You have access to firearms that haven't entered production yet (see weapon descriptions for introduction dates). In a realistic campaign, this means prototypes; the GM may limit you to guns a year or two down the road. You must pay for this hardware with starting money. Each broad category of weapons has its own specialty: Early Adopter (Pistols), Early Adopter (Rifles), etc.

Example: In 1969, U.S. Army Special Forces and Navy SEALs in Vietnam had access to a pre-production version of the Colt M203 grenade launcher (*High-Tech*, p. 142) – even though it wasn't officially adopted until 1970, and not widely available until 1974.

*Most bandits have bullet-proof vests,
machine guns, plenty of ammunition,
and co-ordination.*

*– Ed McGivern, Fast and Fancy
Revolver Shooting (1938)*

Fastest Gun in the West†

Your fast-draw is *really* fast. In any Quick Contest of Fast-Draw to see who draws first (p. 10), add 1 to your margin; e.g., failure by 1 becomes success by 0. You may buy this perk several times. Each level improves your margin by 1. The GM sets the limit, if any – perhaps two levels in a realistic campaign. Specialties match those for Fast-Draw (p. 42). The fastest shooters can draw *and* fire in 0.2 to 0.4 seconds, in less time than it takes for a coin to fall from shoulder height to the ground!

Green Eyes

Night vision goggles severely restrict the wearer's vision (see *Night Vision Equipment*, pp. 19-20). While nothing can be done about Colorblindness due to the monochromatic black-and-green images, practice can offset *other* drawbacks. Your ranged attacks are at -2 (instead of -3), and you instinctively scan from left to right in a box-shaped pattern, which negates No Peripheral Vision completely.

Grip Mastery†

Switching between one- and two-handed grips normally takes a Ready maneuver, but you can switch between grips on a gun as a free action *once* on your turn, before or after your maneuver. If using a firearm that requires two hands to cock, this lets you cock the weapon as usual but end your turn with a hand free (e.g., to parry or Fast-Draw a pistol). You must specialize by shooting skill; Grip Mastery (Pistol) is especially popular.

Gun Shtick (Twirl)

You can present a pistol butt-first as if to surrender it . . . then make a Guns (Pistol) roll to ready it *instantly*, with time left to attack. Failure means you drop or accidentally discharge it. When using a single-action revolver, you *can* fire it after this move – the spin cocks the hammer! In the Old West, this was called the “Road Agent Spin”; it was supposedly used in real confrontations, including by “Curly Bill” Brocius and John Wesley Hardin (*Old West*, pp. 101-102). A tactical shooter probably won’t get fooled by it; see *Dirty Tricks* (p. B405).

Other gun shticks exist (*Gun Fu*, p. 19), but most have no practical applications.

Intuitive Armorer†

You can maintain one personal weapon without needing the Armoury skill. You must specialize by gun, which is often Signature Gear. Roll against IQ instead of Armoury to fix that firearm or install standard accessories. For two or more guns that require a given Armoury specialty, it’s more efficient to spend 2 points for Armoury at IQ level than to buy multiple copies of this perk.

Lightning Fingers†

You’re adept at operating your gun’s controls. If operating a safety, selector switch, or anything similar normally takes a Ready maneuver, *you* can do so as a free action by making a successful shooting skill roll at the start of your turn; any failure simply means the task takes its usual turn. If such a task works this way for everyone, *you* roll at +4. You must specialize by shooting skill.

Motorized Training†

You use only half your vehicle’s speed, where favorable, when assessing speed/range penalties (pp. B469, 550). You must specialize by shooting skill.

Off-Hand Weapon Training†

You’ve practiced a combat skill enough with your “off” hand that you can ignore the -4 for using that hand (p. B14). This benefits all actions based on that skill – including perks and techniques. You must specialize by skill; any shooting or Fast-Draw skill qualifies, although tactical shooters mostly learn it for Fast-Draw (Ammo), Fast-Draw (Pistol), and Guns (Pistol). It’s typical of 19th-century military officers, who held their revolver in the weak hand while the strong hand gripped a saber!

This perk completely replaces the Off-Hand Weapon Training *technique* (p. B232).

One-Hand Drills†

You have practiced *non-combat* firearm drills that normally require two hands – especially readying (p. B366), reloading (p. 20), and clearing malfunctions (see *Immediate Action*, p. 17)

– with only one hand; e.g., by tucking the gun in the belt, between the legs, or under the arm, or by pressing it against an immobile object. While others need *three* times as long as usual for such tasks or can’t do them at all, you can do them and in only *twice* the time. You must specialize by Guns specialty.

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

– Michael Asher,
Shoot to Kill (1990)

Quick Reload†

By streamlining every motion, you can reload in record time! You must specialize by reloading scheme: Belt (for machine guns), Breechloader (for double-barreled shotguns), Detachable Magazine (for most modern automatics), Internal Magazine (for tube-fed shotguns or clip-loaded pistols), Muzzleloader (for black-powder guns), Swing-Out Revolver (for modern revolvers), etc. See *Reloading Your Gun* (*High-Tech*, pp. 86-88) for a full list. A successful Fast-Draw (Ammo) roll lets you reload as a free action for a detachable magazine, or with a single Ready maneuver if using a charger clip or speedloader. In all other cases, it chops 25% off reload time, *after* the reduction for Fast-Draw and Double-Loading (p. 44) – round up, but with a minimum savings of one second.

Examples: Reloading a double-barreled breechloading shotgun with ejector takes four Ready maneuvers with Fast-Draw, three with Double-Loading, and two with Quick Reload (if the shooter lacks Double-Loading, it takes three).

Reloading a six-shot loading-gate revolver takes 14 Ready maneuvers with Fast-Draw and 11 with Quick Reload.

Reloading a six-shot swing-out revolver takes nine Ready maneuvers with Fast-Draw, six with Double-Loading, and five with Quick Reload. Employing a speedloader reduces this to four with Fast-Draw and one with Quick Reload!

Reloading a 5-round internal tube magazine gun (with a loading gate) takes eight Ready maneuvers with Fast-Draw, six with Double-Loading, and five with Quick Reload (or six with-out Double-Loading).

Reloading a 5-round internal box magazine gun takes six Ready maneuvers with Fast-Draw and five with Quick Reload. Using a clip drops this to one.

Reloading a belt-fed weapon takes three Ready maneuvers with Fast-Draw or two with Quick Reload.

While this perk may *seem* cinematic, world-class competition shooters have demonstrated similar feats on high-speed film, some reloading their pistols in as little as a half-second! Few people have it, though, as it requires an inordinate amount of practice, and is of most use for trick and sport shooters. The GM should enforce the modifiers noted under Fast-Draw (p. 42), and may apply additional penalties to specific firearms that are more awkward to reload than others – e.g., due to an inconveniently positioned magazine release.

Quick-Sheathe†

This perk has two specialties:

Quick-Sheathe (Long Arm): Unslinging or slinging any long arm requires two Ready maneuvers. A successful Fast-Draw (Long Arm) roll unslings it in just one second. This perk lets you roll against Fast-Draw (Long Arm) to *sling* it in one second as well. (Add a second to all times if the slung position is on the back.)

Quick-Sheathe (Pistol): Getting a handgun into or out of its holster takes one Ready maneuver. A successful Fast-Draw (Pistol) roll draws it as a free action. This perk lets you roll against Fast-Draw (Pistol) to *stow* it as a free action, too.

Quick-Swap†

You've perfected the art of juggling one-handed weapons between hands. Shifting a weapon to an empty receiving hand normally demands a Ready maneuver, but becomes a free action with this perk. Swapping two weapons between full hands normally takes *two* Ready maneuvers, but requires just one with Quick-Swap. Old West shootists, who often *drew* two pistols but only *fired* the one in their dominant hand, called this trick "crossing the border." You can use this perk once per turn, *on your turn*.

You must specialize by one-handed weapon skill: Quick-Swap (Pistol), Quick-Swap (Throwing) for grenades, and so on. If two different weapons are involved, you need the perk for *both* skills.

Robust (Sense)†

One of your senses is less prone to overloading, much as if you had a weaker version of Protected Sense (p. B78). You must specialize by sense. For instance:

Robust Hearing: You may ignore -1 in Hearing penalties due to noise and get +1 to HT rolls to resist deafening effects (gun shots, flash-bang grenades, etc.).

Robust Vision: You may ignore -1 in Vision penalties due to bright light and get +1 to HT rolls to resist dazzling effects (muzzle flashes, flash-bang grenades, etc.).

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

*– Dean Winchester,
Supernatural #1.18*

Skip Shot†

You're trained to hit a semi-exposed target by bouncing the bullet down a wall or under a vehicle he's using for cover. The deformed bullet ignores up to -2 for cover, but basic damage is halved and any armor divisor is lost. Less-lethal baton rounds or rubber bullets (*High-Tech*, pp. 168, 174) allow a skip shot off the ground; this removes the -2 to hit the legs (p. B552) and leaves damage characteristics intact.

Skip-shooting is sometimes used as an emergency technique if a shooter can't reach a target behind cover, and taught by police agencies for riot control with shotguns or grenade launchers. It works only if the projectile can be skipped along a suitable hard surface, like a concrete wall, asphalt street, or steel bulkhead – not a sandy beach. HP (p. 78), frangible (p. 78), and similar projectiles are designed to break up easily, and cannot be skip-shot.

Shooters who try this *without* the perk suffer the full -2 for cover or the legs. Roll normally, but any result other than a critical success means they just shoot the wall, cover, or ground!

Standard Operating Procedure†

Each Standard Operating Procedure (SOP) exempts you from having to inform the GM that your PC is doing something that's second-nature for him. You always get the benefit of the doubt. Examples for tactical shooters include:

Back to the Wall: You always sit with your back to the wall and keep a minimum of one piece of improvised cover between you and the exits.

Check the Crowd: Whenever you're in a crowded area, you're constantly using skills like Body Language and Observation to look for trouble. The GM will always roll for you if there's something worth noticing.

Cleaning Bug: You attend to the maintenance of your gun(s) religiously – you frequently and regularly disassemble, clean, and lubricate your weapon, check the magazines, etc. You'll do that whenever you return from shooting, *before* doing anything else. Your firearm(s) will never fail you from lack of maintenance (*High-Tech*, p. 80).

Move Under Cover: You always seek out the nearest cover available, even on the move.

On Alert: You always have full kit packed and ready to go in the event of emergency. This doesn't mean you react faster (get Combat Reflexes for that) – it just means always being able to scoop up all your gear without wasting valuable time.

Supplier†

Thanks to personal ties to a gun shop owner, an arms dealer, or a manufacturer, you get a discount on certain gear. This is typical for top competition shooters, who are often sponsored by manufacturers. You have to be able to contact your supplier to capitalize on this perk. You must specialize by category, which determines the markdown:

All guns, ammo, and accessories: 10%.

Category (e.g., guns, ammo, or accessories): 20%.

Subcategory (e.g., rifles, rifle ammo, or scopes) or *Manufacturer* (e.g., H&K, Federal, or Leupold): 30%.

Anything more specific (e.g., H&K submachine guns): 40%.

Halve the discount on items whose base cost exceeds campaign starting money.

Sure-Footed†

You've studied stable stances that let you ignore the -2 to attack and -1 to defend for one specific type of bad footing. Specialties include Ice, Naval (rocking ships and boats), Sand, Slippery (like oil), Snow, Uneven (sharp rocks or rubble), and Water (up to waist-deep). This doesn't aid DX in general, or Move.

Tap-Rack-Bang†

You're adept at getting your weapon back into action. If a malfunction occurs, you can attempt Immediate Action (p. 17) as a *free action* on any later turn. You must specialize by shooting skill, and have to be familiar (p. B169) with the specific weapon to use this perk.

Tracer Eyes

Prerequisites: Acute Vision and Guns at DX+2 or better.

You can *see* the paths of your bullets as they speed toward their target! Whenever you fire more than one shot at a target per turn, you get a non-cumulative +1 to skill. This is realistic for a highly skilled shooter, such as the famous FBI agent Delf "Jelly" Bryce, who claimed that he could see his bullets in flight.

Trademark Move†

A Trademark Move is a prescription for a full turn's worth of combat actions. Write down *every* detail when you buy it.

Example: Trademark Move (Wizard of Moz) might be noted as, "All-Out Attack (Determined) using Quick-Shot (Pistol) – two shots to the torso (skill 15), then one shot as a Targeted Attack (Pistol/Skull) without checking target (skill 10)."

Damage and attack rolls can improve with ST, DX, and skill, but all *weapons, maneuvers, combat options, and hit locations* remain fixed. In return for committing a point to such a specific move, you're at +1 on all skill rolls made to execute it exactly as written – no substitutions. A Trademark Move *must* be distinctive – no "Attack with pistol to torso." The GM is free to forbid one that isn't!

Weapon Bond

You own a weapon that's uniquely suited to you. Add +1 to effective skill when using it. This has nothing to do with quality – you're just *used* to your weapon. If you lose the weapon, you lose this perk! You may start play with a bond to any weapon bought with cash or as Signature Gear (p. B85).

SKILLS

Guns (p. 42) is the primary skill for tactical shooters, along with Fast-Draw (p. 42) and Tactics (p. 42). Armoury (p. B178) is important for *Immediate Action* (p. 17) and *Gunsmithing* (pp. 68-70). Below are notes on some important skills. Skills marked with a † require you to pick a specialty.

Breath Control

see p. B182

Careful breathing can partially mitigate shaky hands caused by shock (p. B419), irritating conditions (p. B428), and state of mind (enemy Influence rolls, Fright Checks, mental disadvantages, etc.). At the GM's option, a successful Breath Control roll gives +1 to offset the total penalty for these things, and to rolls for Precision Aiming (pp. 26-27); success by 5+ or critical success gives +2.

Camouflage

see p. B183

Camouflage has several specialized applications for a tactical shooter:

- You can apply weapon camouflage (p. 76).
- You have practiced avoiding target indicators that betray your position while shooting. Whenever others try to locate you in a Quick Contest between your Camouflage and their Vision or Observation (see *Countersniping*, pp. 27-28), use the following:

Modifiers: +3 for firing through a loophole – a small hole in a wall or window – with your position well behind the wall so the muzzle doesn't protrude from the hole and no muzzle flash can be seen (the construction can even be fortified from within with sandbags etc. – see *Cover in Built-Up Areas*, pp. 29-30); +1* for fitting a hood to your scope to avoid lens glint; +1* if using a suppressor, or if you place a poncho or wet

blanket below the muzzle of your rifle, to avoid a dust plume from the muzzle blast; +1* if you're either carefully canting the rifle to drop each spent case (halves RoF; a RoF 1 rifle can fire only every other turn) or covering the rifle with your ghillie suit to trap the cases – flying brass attracts the eye of observers. Bonuses with a * are not cumulative with the +3 for firing from a loophole.

Connoisseur†

see p. B185

Among tactical shooters, Connoisseur (Guns) is widespread, and defaults to Armoury or any shooting skill at -3 (use the IQ-based level!). It includes the ability to identify and appraise firearms, and the knowledge of specific details about each make and model. A successful roll allows a gunman to give a suitably impressive lecture about a firearm's quality or deadliness, which is good for +1 to reaction and Influence rolls – especially Intimidation (p. B202) – in some situations. If used to enhance Merchant (p. B209), success gives +1 when trading in rare or custom firearms.

Adjusting Sights

At the GM's option, your gun's sights may go out of alignment when it is dropped, used as a club, or similarly mistreated – or if you fail a roll while adding new sighting accessories (p. 74-75). This halves its Acc (round up), which will be apparent after firing a few rounds. Correcting this takes three Ready maneuvers and an Armoury (Small Arms) or IQ-based Guns roll.

If the weapon is cheap, or takes at least one point of actual *damage*, the sights will *break* instead! This reduces Acc to 0 and requires several hours on the range and an Armoury roll to fix.

Fast-Draw†

see p. B194

The specialties of greatest importance to a tactical shooter are Ammo, Long Arm, and Pistol. Any attack roll penalty for combat maneuver, grappling, handedness, posture, or shock also applies to Fast-Draw rolls and to DX rolls to reach weapons in close combat (p. B391). The GM may want to apply *location* modifiers, too – the following expands on *Fast-Draw from Odd Positions (High-Tech)*, pp. 81-82):

Ammo: +1 from a wrist pouch or an ammo holder on the weapon; +0 from an ammo pouch on the belt, a load-bearing vest, or similar position; or -1 from a clothing pocket or other concealed location.

Long Arm: +0 if using a patrol sling, -2 if slung over the shoulder; or -4 if slung on the back.

Pistol: +0 if tucked into the belt or holstered at your hip, -1 if holstered at the small of your back or in a shoulder holster, -2* if holstered in an ankle holster or stuck into a boot, or -3 if in a pocket or concealed.

* A weapon in a boot or ankle holster is *easier* to reach from low postures: when crouching, kneeling, or sitting, ignore the -2 for a weapon in a boot *and* the -2 for posture, and roll at +0.

If sitting in a car or other confined vehicle, apply -1 to Fast-Draw (Ammo or Pistol) and -2 to Fast-Draw (Long Arm). Add another -1 if wearing a seatbelt!

Gunner/TL†

see pp. B198

In addition to the defaults listed in the *Basic Set*, Gunner (Machine Gun) and Guns (LMG) default to each other at -2.

Guns/TL†

see pp. B198-199

Investing at least one point in this skill allows you to perform routine tasks involving guns *of that specialty*, including safely operating the controls. You can load and unload the weapon, and operate the safety and fire selection device(s), if applicable. A Per-based Guns roll will recognize guns of that type by shape or sound. With an IQ-based Guns roll you can:

- Clean, maintain, and clear problems with the gun and its magazines and ammunition, including the safe removal of malfunctioning ammo or feed devices. On some weapons this

Guns Skill Levels

How did so much Taliban fire miss? . . . limited Taliban knowledge of marksmanship fundamentals, a frequent reliance on automatic fire from assault rifles, the poor condition of many of those rifles, old and mismatched ammunition that is also in poor condition, [and] widespread eye problems and uncorrected vision . . .

– Christopher Chivers, “The Weakness of Taliban Marksmanship” (2010)

See *Meaning of Skill Levels* and *Choosing Your Skill Levels* (pp. B171-172) for general guidelines. The following list should help to choose *typical* Guns skill levels of realistic shooters. Truly outstanding PCs *could* have higher skill, but the GM should be aware that this may make them the best shots of their entire generation.

Typical Skill Level	Type of Shootist
Default	Street criminals, irregular forces, untrained armed citizens
Up to 11	Beat cops, draft soldiers, trained terrorists, occasional hunters, or trained armed citizens
Up to 13	Federal agents, part-time SWAT officers, professional soldiers, or frequent hunters
Up to 15	Remarkable SWAT officers or special-ops soldiers
Up to 18	Exceptional hostage-rescue operators and snipers

includes checking and adjusting internal mechanisms, such as headspace and timing.

- Adjust the firearm’s sights (p. 41) and accessories. You know the relation of the shot pattern to sight alignment, understand the bullets’ ballistic performance in a variety of environments, and can configure a trigger, stock, or tripod or bipod to maximize your chance to hit. This may include the selection of proper modes for your chosen optics, and attaching them and detaching them without ruining the weapon’s zero.

- Select ammunition and weapon accessories based on which might be useful for a given task.

- Spot external problems when purchasing a used gun.

Apply penalties to all these operations if you’re not familiar (p. B169) with the weapon.

Tactics

see p. B224

This is the applied knowledge and experience to make sound judgments in a combat situation. It’s often learned on the job (p. B293). You can use it to:

- Receive a bonus in *Partial Surprise* situations (p. B393).
- Position your team before the start of combat (see *Tactics in Action*, pp. 21-25).

- Assess the battle situation (see *Situational Awareness*, p. 11).

Delta operators were taught to put two head shots in each terrorist.

– Charlie Beckwith, *Delta Force* (1983)

TECHNIQUES

... *fanning is a pistol stunt so rarely practised in real life that some old-time Rangers and peace officers of my acquaintance – veterans of dozens of duels; men who could notch their guns if they were the ostentatious sort – have never seen it used in a fight.*

– Eugene Cunningham, *Triggernometry* (1934)

These realistic shooting techniques obey the standard rules on pp. B229-230. Note that each Guns specialty requires its own technique; improving Quick-Shot (Pistol) gives you no advantage when using a shotgun.

Default Use: You can always *attempt* any technique at the listed default, even if you've spent no points to *improve* it.

Using Techniques Together: Techniques that aren't mutually exclusive (as Dual-Weapon Attack and Fanning are) can be used together in a way that combines all of their effects in a single success roll. For instance, you could use Dual-Weapon Attack with Fast-Firing to shoot *two* pistols rapidly, rolling only once per pistol rather than rolling against Dual-Weapon Attack *and* Fast-Firing for each. In such situations, determine each technique's *relative level* by taking the difference between its level and that of its parent skill. To calculate your level with the combined technique, sum the relative levels of all the techniques involved and add the total to the underlying skill.

Example: In the above situation, if you knew Dual-Weapon Attack (Pistol) at Guns (Pistol)-1 and Fast-Firing (Pistol) at Guns (Pistol)-2, you'd roll against Guns (Pistol)-3 for each weapon.

Behind-the-Back Shot

Hard

Default: Guns-7.

Prerequisite: Guns; cannot exceed Guns-4.

This technique lets you shoot under your armpit, over your shoulder, or between your legs to peg a foe behind you without firing wildly or changing facing. The arm(s) used to control the weapon must be free to move in order to position the gun, and you have to be aware that your target is there in the first place! One method works as follows: pull your weak arm tightly against your chest to get it out of the way. Place the dominant hand with the gun under your shoulder pointing backward, slightly canted away from your body to ensure reliable functioning and case ejection. Turn the head as far to the weak-hand side as possible to get a glimpse of your opponent.

Roll against Behind-the-Back Shot to hit. This is a standard ranged attack, at an extra -1 if you target a specific hit location. You're at -2 to all active defenses until your next turn.

Note that in a realistic setting, you can only improve the technique to Guns-4, unlike the cinematic version (*Gun Fu*, p. 25).

Cavalry Training

Hard

Default: Guns-2.

Prerequisites: Riding† and Guns; cannot exceed Guns.

This technique lets a cavalryman buy off the -2 for attacking on a turn when his mount attacks (p. B397). In addition,

improving Cavalry Training to skill-1 lets him use only *half* his mount's speed when assessing speed/range penalties, where favorable, while improving it to full skill means only *target* speed matters. Skill with a mounted attack can't exceed Riding skill – or Combat Riding (below), if better – and modifiers for a *rough* ride require Mounted Shooting (p. 44).

† For similar benefits for vehicle-operation skills, see *Motorized Training* (p. 39).

Close-Hip Shooting

Average

Default: Guns.

Prerequisite: Guns; cannot exceed Guns+3.

"Hip shooting" refers to shooting done without raising the gun high enough to use its sights (pp. 11-13). A special application of hip shooting is to engage an adversary at arm's reach – that is, in close combat, where a gun normally gives a penalty equal to its Bulk (p. B391). The Close-Hip Shooting technique represents training for this contingency: the shooter holds his weapon close and fires instinctively. In close combat, apply the Bulk penalty to your Close-Hip Shooting level, then use the lower of your modified technique or your unmodified shooting skill to figure your attack.

Close-Quarters Battle

Average

Default: Guns.

Prerequisite: Guns; cannot exceed Guns+4.

You've practiced shooting on the run at nearby targets – a situation known to tactical shooters as "close-quarters battle" (CQB). Whenever you take a Move and Attack maneuver (p. B365) to fire at a target whose distance from you in yards doesn't exceed your Per plus Acute Vision (if any), apply the penalty for shooting on the move (-2 or firearm's Bulk, whichever is worse) to your Close-Quarters Battle level. Then use the lower of your modified technique or unmodified shooting skill to figure your attack.

Combat Riding

Hard

Default: Riding.

Prerequisite: Riding†; cannot exceed Riding+4.

This technique represents training at riding under combat conditions. Use it instead of Riding whenever you roll to *control* your mount in battle. It doesn't cover fighting – for that, learn Cavalry Training (above) and Mounted Shooting (p. 44) – but where the rules limit weapon skill to Riding, your limit is Combat Riding instead. Combat Riding never aids Riding rolls to mount up, stay mounted, or direct your mount hands-free, or such non-combat activities as dressage, racing, and travel.

† Modern warriors can learn Combat Driving or Combat Piloting instead. This has the relevant vehicle-operation skill as its prerequisite and default, and cannot exceed skill+4.

Double-Loading

Average

Default: Fast-Draw (Ammo)-2.

Prerequisite: Fast-Draw (Ammo); cannot exceed Fast-Draw (Ammo) skill.

You've practiced simultaneously reloading two chambers of a multi-barreled gun or a revolver, or inserting two shells into the tube magazine of a shotgun. A successful Double-Loading roll gives all the benefits of Fast-Draw (p. 42) *and* means that each Ready maneuver taken to insert or manually extract one cartridge affects two cartridges. This shaves off one extra second per pair of cartridges if the firearm ejects all of its casings at once, or *two* extra seconds per pair if the weapon requires you to extract each empty by hand.

Dual-Weapon Attack

Default: prerequisite skill-4.

Prerequisite: Any shooting skill; cannot exceed prerequisite skill.

If you attack with two guns at once, you're normally at -4 on each attack unless you have Extra Attack. This technique lets you buy off that penalty. To remove the *extra* -4 for the "off" hand, you'll also need either Ambidexterity (p. B39) or Off-Hand Weapon Training (p. 39).

Dual-Weapon Attack (DWA) is primarily for Guns (Pistol), but can be learned for *any* shooting skill. The only absolute requirement is that you can use two weapons at once. DWA is seldom learned by realistic shooters (see *Akimbo Shooting*, p. 32).

You must learn DWA separately for each *skill*.

Per p. B417, when both attacks target the same foe, he defends at -1. Against guns, this only affects parries like attempts to slap the gun away in close combat (pp. 25-26). Dodge is unaffected.

Fanning

Hard

Default: Guns (Pistol)-4.

Prerequisite: Guns (Pistol); cannot exceed Guns (Pistol) skill.

This technique lets you buy off the basic -4 to Guns (Pistol) for fanning a single-action revolver with RoF 1 held in one hand. See *Fanning* (p. 14). Historically, Fanning wasn't common with real gunfighters, but popular with trick shooters.

Fast-Firing

Hard

Default: Guns-4.

Prerequisite: Guns; cannot exceed Guns.

This technique lets you buy off the first -4 to skill for fast-firing a weapon with RoF 2 or 3. See *Fast-Firing* (p. 14).

Immediate Action

Average

Default: prerequisite skill-4.

Prerequisite: Armoury or any shooting skill; cannot exceed prerequisite skill.

This technique permits you to buy off the basic -4 to clear a stoppage. See *Immediate Action* (p. 17). When learning Immediate Action, base shooting skill on *IQ*, not on *DX*. Shooting skill versions default to the Armoury specialty used with the relevant weapons, also at -4, but you must still choose a shooting skill specialty, not an Armoury one.

Masked Shooting

Average

Default: prerequisite skill-4.

Prerequisite: Any shooting skill; cannot exceed Guns (Pistol) skill-1 or any other prerequisite skill-2.

You can reduce the basic -4 to shoot a weapon while wearing a diving mask, gas mask, etc. See *Sighted Shooting* (p. 13). Long arms specialties like Rifle, Shotgun, and SMG can't be improved to better than Guns-2 since such masks prevent proper cheek weld.

Mounted Shooting

Hard

Default: Guns-4.

Prerequisites: Riding, or a vehicle-operation skill (Bicycling, Driving, Teamster, etc.)†, *and* Guns; cannot exceed Guns.

You've practiced shooting from a moving mount or vehicle – horse, howdah, stagecoach, open biplane, etc. You must specialize by both weapon skill *and* mount or vehicle type. Use the specialties listed for the two skills chosen as prerequisites.

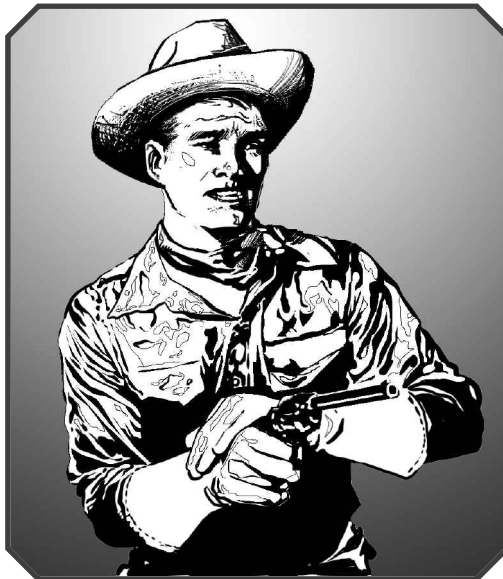
If you've *improved* this technique, modifiers for a rough ride and/or limited mobility (see *Attacking from Moving Vehicle or Mount*, p. B548) – including those for turning in the saddle to shoot – can't reduce your shooting skill below your Mounted Shooting level when using your chosen weapon from the specified platform. Other penalties apply normally.

Remember that skill with a mounted attack can't exceed Riding (for a mount) or Driving, Piloting, or Teamster (for a vehicle). If you're a passenger, you're limited by your driver or pilot's skill.

Mounted forces, such as cavalry troopers, train to shoot from a horse or motorcycle. Bodyguards, SWAT teams, and hostage rescue units learn to fire from a moving car – some American police agencies have been doing so since the 1920s! Ordinary draft troops or civilian shooters will seldom learn this technique.

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† The GM may allow Mounted Shooting with other skills involving device-assisted movement; e.g., Parachuting.



Precision Aiming

Average

Default: Guns-6.

Prerequisites: Guns and Observation; cannot exceed Guns.

This technique enables you to buy off the -6 to Guns when rolling to claim extra Aim bonuses. See *Precision Aiming* (pp. 26-27). Rifle is by far the most common specialty! When learning this technique, base shooting skill on *IQ*, not on *DX*.

Quick-Shot

Average

Default: Guns-6.

Prerequisite: Guns; cannot exceed Guns.

This technique lets you buy off the -6 to use a RoF 2+ gun to shoot two targets in one second. See *Shooting at Several Opponents* (pp. 17-18).

Retain Weapon

Hard

Default: DX; cannot exceed DX+5.

You must specialize by Guns specialty. When wielding a suitable weapon, you may use Retain Weapon instead of DX whenever somebody *actively* tries to disarm you (p. B401). Should an adversary try to disarm you using brute strength, you may make a ST-based Retain Weapon roll instead of a ST roll; find your ST-based level by subtracting DX and adding ST. This is commonly trained by modern law enforcement officers.

Targeted Attack

Hard

Default: see below.

Prerequisite: Guns, Gunner, or Liquid Projector; special maximum.

Hits on “high-value” targets – face, chinks in armor, weapons, etc. – are effective fight-stoppers. Policemen often aim for the legs and special-ops soldiers for the brain (see *The Mozambique Drill*, pp. 15-16).

For each Targeted Attack (TA), the gunman must specify a shooting skill *and* a target. The target can be a hit location other than the torso (Eye, Face, Arm, etc.), chinks in armor at a specific hit location (Torso Chinks *is* valid, although the GM may rule that some armor isn’t vulnerable), or Weapon.

The shooting skill must cover guns capable of attacking the selected target – a condition that most often affects attacks to the vitals or skull (pp. B399-400).

The default penalty equals the modifier to hit the target: -2 for Arm or Leg, -3 for Groin, Pelvis, or Vitals, -4 for Hand or Foot, -5 for Face or Neck, -7 for Skull, or -9 for Eye. It’s -10 for chinks in armor on any of these locations (this *replaces* that location’s penalty), but only -8 for chinks in torso armor. Assume -4 for Weapon; use such a TA normally for pistols, etc., but roll at +1 vs. large weapons (rifle, etc.), -1 vs. small ones (dagger, holdout pistol, etc.).

By improving TA, the shootist can buy off up to *half* of his default penalty (round up). Write the TA as “TA (Specialty/Target).”

Examples: TA (Pistol/Leg) defaults to Guns (Pistol)-2 and can’t exceed Guns-1. TA (SMG/Skull) defaults to Guns (SMG)-7 and can’t exceed Guns-3.

Thumbing

Hard

Default: Guns (Pistol)-2.

Prerequisite: Guns (Pistol); cannot exceed Guns (Pistol) skill.

This technique allows you to buy off the -2 to Guns (Pistol) for thumbing a revolver. See *Thumbing* (p. 14).

Two-Handed Thumbing

Hard

Default: Guns (Pistol)-2.

Prerequisite: Guns (Pistol); cannot exceed Guns (Pistol) skill.

This technique permits you to buy off the -2 to Guns (Pistol) for thumbing a single-action revolver held in two hands. See *Two-Handed Thumbing* (p. 14).

Work by Touch

Hard

Default: Armoury-5.

Prerequisites: Armoury (Small Arms); cannot exceed prerequisite skill.

Changing a barrel, clearing a major malfunction, and many other non-combat applications are at -5 if you must work by touch – e.g., in the dark or while wearing night vision goggles (pp. 19-20) – but if you routinely practice this way, it will eventually become second nature.

I like to picture the target as a piece of rebar with a couple of tennis balls skewered on the rebar. The two tennis balls represent the brain and the heart. The rebar represents the spinal cord. Is this a difficult target to hit? Of course, but it is realistic.

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

CHAPTER FOUR

GUNFIGHTERS

. . . you must forget all you have heard about “warning shots” or “shooting to wound.” Pistols and revolvers are not weapons of defense with which to frighten or wound; **they are weapons of attack with which you kill.** You do not draw a gun to enhance your authority, save face, rally the troops, or make some abstract point.

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

Tactical shooters are the highly skilled warriors of the Age of Gunpowder. *Anyone* can fire a gun and score a deadly hit – that’s the key to the success of the firearm over other weapons that require a lifetime of training. Being a *gunfighter* is something else entirely. It requires knowing when, where, and how to shoot (and when *not* to shoot) – and learning all the little tricks that help a shootist survive against other good gunmen.

Over time, shooters have developed basic training schools that are similar to the styles of martial artists. This chapter uses the martial-arts style format found in *Martial Arts and Gun Fu*.

FIGHT LIKE YOU TRAIN, TRAIN LIKE YOU FIGHT

Tactical shooters spend many hours preparing for a few seconds of combat. This includes physical training, to increase fitness and hone reflexes, and mental training, to prepare for the instant when a squeeze of the trigger will mean the difference between life and death. Classes on psychology, physiological response to combat, and post-traumatic stress are part and parcel of *modern* tactical shooting: most trained police and military shooters will be able to explain the basic mental and physical challenges of a firefight.

On the Range

A *professional* shooter rarely gets to choose how he trains, as he will usually belong to an organization with a specific training program for getting in top shape. The person in charge of that training is often a veteran soldier or cop, and typically a skilled instructor with the title of *range master*. He designs courses of fire, ensures that safety regulations are followed, and assesses the training and the shooter – at each stage of the shooter’s development – so the final product is a person who can shoot and kill discriminately.

Training typically starts with a *cold range*, meaning that all weapons are unloaded (Condition Four; see p. 8) unless the shooter is explicitly commanded to load them. Actions are called out by the instructor: “Place a loaded magazine in your weapon,” “Aim center mass and squeeze the trigger,” “Eject the magazine, secure it in your load-bearing gear, and walk off the range with your weapon up and downrange.” Movement on a

cold range is typically limited (prone to kneeling to standing) and done at “half-speed,” so as to prevent a fall that could discharge the weapon. Cold range work is typical of military basic training, police academies, and routine police qualification – and of the minimal training that most civilian sports and self-defense shooters can hope for.

As training progresses, more responsibility is placed upon the shooter. A *hot range* is “designated,” meaning anyone moving past the safety line is assumed to be operating a loaded weapon. Movement on a hot range is less constrained, and may include time pressure. In addition, the instructor will seldom give detailed commands to the shooter, instead using more general directives: “Draw and fire at the targets from left to right.” Hot range work is typical of most shooting done at the unit level in the military, at tactical shooting matches, and in advanced law enforcement training courses.

After a shooter has passed the basic requirements of a shooting course, he’ll likely move on to the next stage. If this involves a new range master, the shooter will typically be run through simple instructions on a cold range to prove basic handling skills, and to establish the instructor’s authority.

The next stage in tactical shooting is *dynamic range work* – that is, exercises where the shooter and/or targets are moving, and the shooter is under time constraints. Every shot is on the clock, or fired from cover, or while running or moving up a flight of stairs. The level of difficulty increases until the final stages are done at full speed in combat conditions; e.g., with full tactical gear, in the dark, with flashing lights and sirens, and the target illuminated by a police cruiser’s headlights. Dynamic range work is intended to stress the shooter and to simulate actual combat conditions. It often involves “shoot/no shoot” scenarios. Special operators and SWAT teams conduct most of their training under dynamic training conditions.

Courses of Fire

The quality of basic firearms training varies considerably. The most basic training, like that which armed security guards get, is done under strict, cold conditions over the course of a single day. Many U.S. states require only 16 hours of instruction: some legal briefings and a single visit to the range! Trainees will typically shoot at default Guns skill, but will at least be familiar (p. B169) with the weapon they used. However, many private security companies go far beyond this; the best are staffed by former special-ops soldiers and utilize full dynamic range firing, just like in their old units.

Police academies are a little more rigorous, typically giving 40-80 hours of firearms training, some under simulated combat conditions. Police officers learn to use a full spectrum of force, from their mere presence (and verbal skills) to lethal weapons. Their training includes scenarios where the officer must decide whether to try to arrest a suspect or shoot him.

The best police academies include “kill houses” (*Martial Arts: Fairbairn Close Combat Systems*, p. 4, and *SWAT*, p. 8), force-on-force training using paintball guns or laser simulators, and combat indoctrination scenarios, where the officer must negotiate a lengthy obstacle course and then fire on “shoot/no shoot” conditions. When completed, the training gives the graduate 1 point in Guns.

Other law enforcement agencies have much higher standards; rookie FBI agents receive no less than 115 hours of intense firearms instruction, and will burn 3,000-5,000 rounds during their training. Graduates typically receive 2 points in Guns or possibly a full style.

Military training may include much of the same training that police officers receive, though the shooter’s ability to discriminate is less important in wartime conditions. Soldiers are also taught tactical skills, in part via live-fire training – firing real bullets in a simulated fire team or squad attack. Trainees receive 2 points in Guns, or a full style, upon completion.

SWAT and special-operations training combines all of the above, running for weeks at a time and at a high intensity from the outset. The unit members often rotate the job of range master; the creative new scenarios keep the team fresh and at a high level of readiness. Graduates of such course receive at least 2 points in Guns and often a full style; they may also learn Combat Reflexes and/or a number of suitable perks and techniques.

Untrained Shooters

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

– Patrick Rogers, “Firearms Academies” (2002)

Poorly trained personnel are often thrust into combat. To reflect the differences between competent and incompetent shootists, use *Untrained Fighters* (*Martial Arts*, p. 113), modified as follows:

- Replace the *Fear* rules with *Shell Shock* (p. 34).
- Only shooters with at least DX level in a shooting skill may use an option covered by a shooting technique (pp. 43-45) – e.g., Ranged Rapid Strike (p. 18), which is improved as Quick-Shot (p. 45).

ASSAULTER

6 points

The Firearms Training Unit teaches new agents to handle Bureau-issued handguns, shotguns, and carbines.

– Julie Linkins, “FBI Academy” (1997)

The Assaulter style covers the use of the entire range of handheld offensive small arms in a fluid firefight. It’s primarily taught to TL6-8 infantry, special warfare units, and police SWAT teams. Stylists concentrate on long arms skills and the techniques to employ them.

Assaulter stylists are proficient in a number of Guns specialties, with Rifle or SMG almost always being the primary

one. Handgun instruction is often included, as a backup to the long arms. Depending on instructor and timeframe, the style may feature elements of Point-Shooting (pp. 49-51) or Modern Pistol (p. 48). The student learns how to immediately transition to a sidearm (p. 14) in case the long arm runs dry or malfunctions.

One of its most important techniques is Close-Quarters Battle, which allows efficient fire on the move at short ranges. Quick-Shot is also common, for engaging multiple opponents. Stylists usually fire at the torso, but those trained in hostage rescue often learn Targeted Attack. Masked Shooting allows effective fire while wearing a gas mask. Most assaulters operate in teams, which makes Battle Drills common. Special-ops troops often have Cross-Trained. Green Eyes is practically mandatory for TL8 shooters.

Some historical examples:

- The training received by the *Sturmtruppen* of the Imperial German army during WWI emphasized Masked Shooting, Barricade Tactics, and Battle Drills. Its Style Familiarity included the Luger P08 and LP08 (*High-Tech: Pulp Guns 1*, p. 16), Bergmann MP18/I (*High-Tech: Pulp Guns 1*, p. 27), Mauser Gew98 and Kar98a (*High-Tech: Pulp Guns 2*, p. 6), Madsen *Muskete* (*High-Tech: Pulp Guns 2*, p. 15), Lewis Mk I (*High-Tech: Pulp Guns 2*, p. 19), and Maxim MG08/15 (*High-Tech: Pulp Guns 2*, p. 16).

- The WWII training of U.S. Marines (*WWII*, p. 75) featured Immediate Action and Battle Drills. Its Style Familiarity included the Colt M1911A1 (*High-Tech*, p. 98), Winchester Model 1897 Trench (*High-Tech: Pulp Guns 1*, pp. 22-23), Springfield M1903 (*High-Tech: Pulp Guns 2*, p. 8), M1 Garand (*High-Tech*, p. 113), Winchester M1 (*High-Tech*, p. 113), M1918A2 Browning Automatic Rifle (*High-Tech*, p. 113), Auto-Ordnance M1A1 Thompson (*High-Tech*, p. 122), Guide Lamp M3 (*High-Tech*, p. 125), Browning M1919A4 (*High-Tech: Pulp Guns 2*, p. 25), and Browning M1919A6 (*High-Tech*, p. 132).

- The *Short Gun* instruction imparted on the 1st Special Forces Operational Detachment-Delta (*Special Ops*, p. 28) favors Close-Quarters Battle, Fast-Firing, Immediate Action, Masked Shooting, Quick-Shot, and Targeted Attack, and also includes Battle Drills, Cross-Trained, Green Eyes, Grip Mastery, SOP (Cleaning Bug), and Tap-Rack-Bang. During the 1980s, Style Familiarity covered a customized Colt M1911A1 and the High Standard .22 HDMS (*SEALs in Vietnam*, p. 25), Guide Lamp M3, H&K MP5 series (*High-Tech*, p. 123), and Colt XM177E2 Commando (*SEALs in Vietnam*, p. 27). Today, it includes the Colt M1911A1, Glock 22 (*High-Tech*, p. 101), Colt M4A1 (*High-Tech*, p. 119), and H&K HK416D10RS (pp. 63-64).

- The FBI (*Cops*, pp. 27-28) has taught an Assaulter style with Modern Pistol (p. 48) elements since the 1980s. Emphasis lies on Immediate Action, Retain Weapon, Grip Mastery (Pistol), and Off-Hand Weapon Training (Pistol). Style Familiarity for modern FBI agents (*Cops*, p. 47) includes the Glock 22 and its variants; SWAT-qualified agents or Hostage Rescue Team (HRT) operators (*SWAT*, p. 14) are additionally familiar with the Springfield TRP Bureau model (p. 58). Long arm familiarity includes the Remington Model 870P (*High-Tech*, pp. 105-106), Scattergun TR-870 Model 90102 (p. 59), RRA LAR-15 (p. 63), and H&K MP5 series; SWAT agents will also be trained on the Colt M4A1, and HRT operators add the H&K HK416D10RS.

Skills: Five of Fast-Draw (Ammo, Pistol, or Long Arm) or Guns (Grenade Launcher, LMG, Pistol, Rifle, Shotgun, or SMG).

Techniques: Close-Quarters Battle (any); Fast-Firing (any); Immediate Action (any); Masked Shooting (any); Quick-Shot (any); Retain Weapon (any); Targeted Attack (any).

Perks: Armorer's Gift (any); Barricade Tactics (any); Battle Drills; Cool Under Fire; Cross-Trained (any); Green Eyes; Grip Mastery (any); Intuitive Armorer (any); Lightning Fingers (any); Motorized Training (any); Off-Hand Weapon Training (any); Quick Reload (any); Standard Operating Procedure (any); Sure-Footed (any); Tap-Rack-Bang (any); Trademark Move; Weapon Bond.

Optional Traits

Secondary Characteristics: Improved Basic Speed and Per.

Advantages: Acute Vision; Combat Reflexes; Danger Sense; Fearlessness; Fit; Night Vision; Signature Gear.

Disadvantages: Chummy; Hard of Hearing; Impulsiveness; Overconfidence.

Skills: Armoury (Small Arms); Axe/Mace; Connoisseur (Guns); Forced Entry; Gunner (MG); Guns (LAW); Intimidation; Shield; Soldier; Spear; Stealth; Tactics; Throwing; any primary skill not learned initially.

Techniques: Close-Hip Shooting (any); Double-Loading; Work by Touch.

Perks: Early Adopter (any); Tracer Eyes.

MODERN PISTOL

4 points

... a pretty quick hit was better than a lightning-fast miss.
– Jack Weaver, “History of the Weaver Stance” (2003)

The Modern Pistol style originated in the 1960s and 1970s from a group of American handgun shooters, chief among them Jeff Cooper, a former Marine lieutenant colonel. It was named “modern” in contrast with existing, one-handed methods – from 19th-century “target shooting” to early 20th-century Point-Shooting styles (p. 49-51).

The Modern Pistol style uses a two-handed stance (p. 11-12) at all ranges, rather than just for long-distance shots. Instructors originally favored the asymmetric “Weaver stance,” but since the 1990s, many have replaced it with the more flexible and natural “Isosceles stance.” Modern Pistol stylists always shoot with the sights (p. 13) – at least with a wobbly “flash sight picture.”

Modern Pistol shooters usually fire at the center of mass, as it's easily targeted and (in real life) may damage the vitals by chance; use the advanced wounding rules on p. 162 of *High-Tech* to reflect this. Students are also taught Targeted Attacks, typically to the vitals and skull; some instructors favor the pelvic shot (p. 15). Some Modern Pistol schools teach the Mozambique drill (pp. 15-16), which works best with Quick-Shot (Pistol) and Targeted Attack (Pistol/Skull).

Since a stylist draws his pistol with one hand but grips it with two, a student can take Grip Mastery (Pistol) as soon as he buys the Style Familiarity and Guns (Pistol) – instead of having to first spend 10 points on the style. This doesn't change the limit on how many perks he can learn (p. 37).

Training focuses on presenting and reloading the pistol as fast as possible; Quick Reload is common. Many stylists also

learn Immediate Action and Tap-Rack Bang, to quickly get a malfunctioning weapon back into action. Concealed Carry Permit is typical for civilians.

In recent years, the previously well-entrenched lines between Point-Shooting and Modern Pistol have become permeable. Some Modern Pistol instructors have adopted instinctive, unsighted shooting and emergency one-handed methods like Behind-the-Back Shot and Close-Hip Shooting – but only as *secondary* training for close-quarters situations.

Historical examples include:

- The original *Modern Technique* – developed by the South West Combat Pistol League, including Ray Chapman, Jeff Cooper, Jack Weaver, and others – primarily incorporates Immediate Action, Quick-Shot, and Targeted Attack. Typical perks are Concealed Carry Permit, Grip Mastery, and Trademark Move. It specifies using a “semiautomatic pistol in a large caliber,” although any handgun can be used. Early stylists preferred the Colt .45 Government (*High-Tech*, p. 98), but Weaver was famous for his S&W K-38 Combat Masterpiece revolver (*SEALs in Vietnam*, p. 25).

- Modern Los Angeles Police officers (*Cops*, p. 27) receive instruction in Close-Quarters Battle, Immediate Action, Retain Weapon, and Grip Mastery. Style Familiarity covers the issued Glock 22 (*High-Tech*, p. 101) and several authorized optional service pistols, including the Beretta Mod 92F (*High-Tech*, p. 100), Glock 17 (*High-Tech*, p. 100), Glock 21 (*High-Tech*, p. 101), and S&W Model 4506 (pp. 57-58), as well as backup guns like the Glock 26 and 27 (*High-Tech*, p. 101); SWAT officers are also familiar with the Kimber TLE II (p. 58).

- Officers of the New York Police Department (*Cops*, p. 26) are taught a stripped-down variant which focuses heavily on Immediate Action, Retain Weapon, and of course Grip Mastery. Style Familiarity covers the Glock 19 (*High-Tech*, p. 101), SIG-Sauer P226 (*High-Tech*, p. 102), and S&W Model 5946 (p. 57) service pistols, as well as authorized backup guns like the Glock 26, S&W Model 640 (p. 55), and S&W Model 3946 (p. 57).

Skills: Fast-Draw (Ammo); Fast-Draw (Pistol); Guns (Pistol).

Techniques: Close-Quarters Battle (Pistol); Fast-Firing (Pistol); Immediate Action (Pistol); Quick-Shot (Pistol); Retain Weapon (Pistol); Targeted Attack (Pistol/Skull or Vitals).

Perks: Armorer's Gift (Pistol); Barricade Tactics (Pistol); Battle Drills; Concealed Carry Permit; Cool Under Fire; Cross-Trained (Pistol); Grip Mastery (Pistol); Intuitive Armorer (weapon); Lightning Fingers (Pistol); Off-Hand Weapon Training (Pistol); One-Hand Drills (Pistol); Standard Operating Procedure (Cleaning Bug); Sure-Footed (Sand or Uneven); Quick Reload (Detachable Magazine or Swing-Out Revolver); Tap-Rack-Bang (Pistol); Trademark Move; Weapon Bond.

Optional Traits

Secondary Characteristics: Improved Basic Speed and Per.

Advantages: Acute Vision; Combat Reflexes; Danger Sense; Night Vision; Signature Gear.

Disadvantages: Hard of Hearing; Overconfidence.

Skills: Armoury (Small Arms); Connoisseur (Guns); Holdout; Stealth; Tactics.

Techniques: Behind-the-Back Shot (Pistol); Close-Hip Shooting (Pistol); Masked Shooting (Pistol); Targeted Attack (Pistol/Pelvis).

Perks: Early Adopter (Pistols); Fastest Gun in the West; Green Eyes; Motorized Training (Pistol); Standard Operating Procedure (any); Supplier (any).

POINT-SHOOTING

4 points

We were not taught to hold the gun out at arm's length or with two hands but to draw the gun and hold it tucked into your navel with the gun pointing straight ahead so that wherever you looked your gun moved round toward the target you were looking at. So you . . . drew your gun straight into your navel, pom, pom, the chap was dead . . .

– Ronald “Henry” Hall, *Memories on His and Her Majesty's Service* (2004)

Point-Shooting teaches a shooter to fire his weapon (usually a handgun) by pointing it instinctively at the target, rather than by “properly” aiming. Outside of conventional military operations, most gunfights occur at less than 10 yards, and often below three yards (*Handgun Ranges*, pp. 9-10). Taking the time to properly sight isn't feasible at such distances, especially if the weapon must first be drawn from a holster and the opponent is closing in. Unfavorable (but typical) conditions, such as bad lighting, a moving and shooting opponent, and other distractions, make sighted shooting even more difficult in actual combat.

Many successful 19th-century gunfighters and duelists used this style, despite conventional wisdom at the time being to only fire deliberate shots with an outstretched arm. Some cavalry units also trained in Point-Shooting, since riding a horse made aiming difficult. By the early 20th century, progressive-minded firearms instructors, such as William Fairbairn of the Shanghai Municipal Police, developed courses that taught students how to shoot under adverse conditions. See *Martial Arts: Fairbairn Close Combat Systems* for much more on Fairbairn, the SMP, and the Allied agents and commandos he and Eric Sykes trained in WWII. After the war, Point-Shooting was quickly forgotten, except by specialists like the British SAS (*Special Ops*, pp. 42-43), who favored it until the 1980s.

Point-Shooting prepares a gunman for combat at short distances – about 10 yards or less. For longer shots, a two-handed stance (p. 11-12) and aimed shooting (p. 13) are more effective, though seldom trained much.

A stylist is adept at quickly drawing and readying his weapon from a holster, and is trained to use one-handed and hip-shooting stances (p. 11). He will primarily use unsighted shooting (p. 13), which gives him an edge in *Who Draws First?* (p. 10) contests and in close combat (pp. 25-26). Instructors teach an exaggerated “combat crouch” – a hunched posture which reduces the shooter's silhouette. This is modeled by the ability to dodge (p. 17), possible only with unsighted shooting.

Practical Sports Shooting

4 points

Diligentia, Vis, Celeritas (Accuracy, Power, Speed).
– *IPSC Handgun Competition Rules* (2009)

Based on the Modern Pistol style (p. 48), Practical Sports Shooting represents the training that civilian sports shooters acquire by competing in matches offered by the International Practical Shooting Confederation (IPSC), U.S. Practical Shooting Association (USPSA), or similar organizations. Shooters tackle a series of “stages,” in which they shoot at a number of (usually differing) targets at varying ranges – often with obstacles, moving targets, required fast-draws or magazine changes, etc. The stages are shot on a “hot range” (p. 46) against the clock, so competitors need to be both good shots *and* fast. While most Practical Sports Shooting involves handguns, there are also matches for shotguns and rifles.

When this style was created in 1976, by shooters including Ray Chapman and Jeff Cooper, it was modeled on combat shooting. Like the biathlon or other combat sports (p. B184), it has lost many of its original, deadly applications. Strict safety, procedural, technical, and various other rules and restrictions mean that even world-class competitors are *sport* shooters, not combat shooters – although they may have acquired valuable traits. Some instructors consider Practical Sports Shooting useless; they believe it ingrains behavior that will get you killed in a real firefight, such as disregard for cover.

Stylists usually fire double-taps (paper targets must be hit twice for full marks) and do *everything* quickly – drawing,

firing, reloading, etc. A student can take Grip Mastery (Pistol) as soon as he buys the Style Familiarity and Guns Sport (Pistol), as for Modern Pistol stylists. Style Familiarity covers only the models of firearms that he has trained with.

Skills: Fast-Draw (Ammo); Fast-Draw (Pistol); Guns Sport (Pistol).

Techniques: Fast-Firing (Pistol); Immediate Action (Pistol); Quick-Shot (Pistol).

Perks: Fastest Gun in the West (Pistol); Grip Mastery (Pistol); Off-Hand Weapon Training (Pistol); Quick Reload (any); Standard Operating Procedure (Cleaning Bug); Supplier (any); Sure-Footed (Sand or Uneven); Tap-Rack-Bang (Pistol); Trademark Move; Weapon Bond.

Optional Traits

Secondary Characteristics: Improved Basic Speed and Per.
Advantages: Acute Vision; Signature Gear.

Disadvantages: Hard of Hearing; Overconfidence.

Skills: Armoury (Small Arms); Connoisseur (Guns); Games (Practical Sports Shooting); Guns Sport (Rifle or Shotgun).

Techniques: Double-Loading; Fast-Firing (Rifle or Shotgun); Immediate Action (Rifle or Shotgun); Quick-Shot (Rifle or Shotgun).

Perks: Armorer's Gift (Pistol, Rifle or Shotgun); Early Adopter (any); Grip Mastery (Rifle or Shotgun); Off-Hand Weapon Training (Rifle or Shotgun); Tap-Rack-Bang (Rifle or Shotgun).

Point-Shooting doesn't bother with Targeted Attacks – the style is all about speed, not hit location. Shooters usually fire at the torso, as it's easiest to hit and (in real life) may damage the vitals by chance; use the advanced wounding rules on p. 162 of *High-Tech* to reflect this.

After a brief peak during the mid 20th century, Point-Shooting has become rare, having been all but overtaken by Modern Pistol styles (p. 48). This is mainly due to the success of the two-handed shooting stance, which allows better control over the handgun. Though slower to assume than a one-handed position, its stability makes *all* shooting more accurate, aimed or not.

Modern Pistol is also preferred by many organizations for its emphasis on safety. Point-Shooting insists on having your finger on the trigger at all times, while Modern Pistol keeps it outside the trigger guard until you're about to shoot. While experienced shooters have been aware of this rule since the 19th century, making it a part of basic handgun training helps prevent the kind of (all-too-common) negligent discharge that endangers innocent bystanders or even the shooter himself.

Although Point-Shooting is primarily intended for use with handguns, it's also taught for long arms including SMGs, carbines, and shotguns. Variants include:

- In the late 19th century, U.S. Cavalry troopers (*Old West*, pp. 94-95) were taught Point-Shooting for both mounted and dismounted combat; this was an exception to the usual U.S. Army handgun instruction. This version lacks Close-Hip Shooting and Close-Quarters Battle, but features Cavalry Training, Combat Riding, and Mounted Shooting. Its Style Familiarity covers the Colt M1873 (*High-Tech*, p. 95) and S&W M1875 Schofield (*High-Tech*, p. 95).

- The *Fairbairn-Sykes Handgun Shooting Style* (*Martial Arts: Fairbairn Close Combat Systems*, p. 12), developed from 1919, is the most influential Point-Shooting variant; most others are based on it. This system emphasizes Close-Hip Shooting and Cross-Trained. It instructs students to carry the semiautomatic pistol in Condition Three (Unready) (p. 8) and teaches how to ready it almost instantaneously *during* a Fast-Draw. For a SOE agent (*Martial Arts: Fairbairn Close Combat Systems*, pp. 17-18 and *WWII: Return to Honor*, p. 36), handgun Style Familiarity includes the Beretta Mod 34 (*High-Tech: Pulp Guns 1*, p. 19), BSA Welrod Mk II (p. 54), Colt .32 Pocket (*High-Tech: Pulp Guns 1*, p. 15), Colt .38 Super Auto (*High-Tech: Pulp Guns 1*, p. 18), Colt .45 Government (*High-Tech: Pulp Guns 1*, pp. 17-18), FN-Browning HP (*High-Tech: Pulp Guns 1*, p. 21), and High Standard .22 HDMS (*SEALs in Vietnam*, p. 25).

- The FBI's *Pistol Combat Course* was developed by Special Agent Hank Sloan in 1935 and used until 1982. Off-Hand Weapon Training is *mandatory* for agents lacking Ambidexterity.

For an FBI agent (*Cops*, p. 47, and *WWII: Dogfaces*, p. 62), Style Familiarity includes the Colt .38 Official Police (*High-Tech: Pulp Guns 1*, p. 12), Colt .38 Detective Special (*High-Tech: Pulp Guns 1*, p. 13), and, to a lesser extent, the Colt .38 Super Auto. Post-WWII, agents also used the S&W Model 10 M&P (*High-Tech*, p. 95), S&W Model 19 Combat Magnum (*High-Tech*, p. 96), and S&W Model 60 Chief's Special Stainless (*High-Tech*, p. 96).

- The *Israeli System* was developed by Dave Berkemann in 1968 and taught to Israeli law enforcement agencies and armed citizens. It advocates carrying the pistol in Condition Three (Unready), and provides training in how to ready it during the Fast-Draw. It teaches Close-Hip Shooting but lacks Close-Quarters Battle; shootists are supposed to stand still while shooting. Style Familiarity includes the Beretta Mod 1911 (p. 56), Beretta Mod 70 (p. 56), FN-Browning HP, and Webley Mk IV M&P (*High-Tech: Pulp Guns 1*, p. 8). By the 1980s, many Israeli instructors had switched to a Modern Pistol style.

- The California Highway Patrol has taught Point-Shooting since the 1990s; Style Familiarity includes the S&W Model 4006 (p. 56).



Skills: Fast-Draw (Ammo); Fast-Draw (Pistol); Guns (Pistol).

Techniques: Behind-the-Back Shot (Pistol); Close-Hip Shooting (Pistol); Close-Quarters Battle (Pistol); Fast-Firing (Pistol); Immediate Action (Pistol); Quick-Shot (Pistol); Retain Weapon (Pistol); Thumbing (Pistol).

Perks: Concealed Carry Permit; Cool Under Fire; Cross-Trained (Pistol); Double-Loading; Fastest Gun in the West (Pistol); Off-Hand Weapon Training (Pistol); Quick Reload (any); Standard Operating Procedure (Cleaning Bug); Sure-Footed (Sand or Uneven);

Tap-Rack-Bang (Pistol); Tracer Eyes; Trademark Move; Weapon Bond.

Optional Traits

Secondary Characteristics: Improved Basic Speed and Per.

Advantages: Acute Vision; Combat Reflexes; Danger Sense; Night Vision; Signature Gear.

Disadvantages: Hard of Hearing; Overconfidence.

Skills: Acrobatics; Armoury (Small Arms); Broadsword; Connoisseur (Guns); Guns (any); Holdout; Shield; Soldier; Stealth; Tactics.

Techniques: Cavalry Training (any); Close-Hip Shooting (any); Close-Quarters Battle (any); Combat Riding (Horse); Dual-Weapon Attack (Pistol); Fanning (Pistol); Fast-Firing (any); Immediate Action (any); Masked Shooting (any); Mounted Shooting (Horse/Pistol); Quick-Shot (any).

Perks: Barricade Tactics (any); Battle Drills; Cross-Trained (any); Early Adopter (any); Green Eyes; Gun Shtick (Twirl); Intuitive Armorer (any); Lightning Fingers (any); Motorized Training (any); Quick-Swap (Pistol); Standard Operating Procedure (any); Supplier (any).

RIFLEMAN

3 points

My rifle is my best friend. It is my life. I must master it as I must master my life.

– William Rupertus, *“My Rifle: Creed of a U.S. Marine”* (1941)

Rifleman is for those shooters who rely entirely or at least mostly on an ordinary rifle. It's typical of, but not exclusive to, TL5-6 infantry troops prior to the wide adoption of automatic weapons. Stylists are experts at getting the most out of bare-bones equipment. While many will be adept at using a sling to carry and brace the rifle (p. 12), they seldom use sophisticated targeting equipment or “tactical” gear, often due to limited means. As a side effect, stylists usually have high Guns skill; if you can't afford to waste cartridges, you learn to make each shot count.

A stylist will often have Targeted Attack to ensure one-shot kills. Related skills such as Guns (Grenade Launcher) and Spear may also be part of the training.

Some historical examples:

- British infantry from 1890 to WWI emphasized Battle Drills and added Spear. Style Familiarity covers the Lee-Enfield Mk I and its developments (*High-Tech*, p. 112).

- Members of the Boer commandos around the turn of the 20th century would add Combat Riding and Mounted Shooting, and remove Battle Drills. They focused on Targeted Attack (Rifle/Vitals). Style Familiarity covers the Mauser Model 1895 (use stats of the Mauser Gew98 in 7×57mm Mauser on p. 111 of *High-Tech*) and Richards-Martini Model 1896 (use stats of the Martini-Henry Mk I on p. 109 of *High-Tech*).

- Modern Canadian Rangers have Sure-Footed (Snow) and Stealth, and may learn Mounted Shooting (Halftrack or Horse/Rifle) and Targeted Attack (Rifle/Vitals). They typically lack Battle Drills. Style Familiarity covers the Canadian Enfield No.4 Mk I (*High-Tech*, p. 112).

Skills: Fast-Draw (Ammo); Guns (Rifle).

Techniques: Fast-Firing (Rifle); Immediate Action (Rifle); Masked Shooting (Rifle); Quick-Shot (Rifle); Targeted Attack (Rifle/Skull or Vitals).

Perks: Armorer's Gift (Rifle); Battle Drills; Cool Under Fire; Cross-Trained (Rifle); Grip Mastery (Rifle); Lightning Fingers (Rifle); Off-Hand Weapon Training (Rifle); Quick Reload (any); Standard Operating Procedure (any); Sure-Footed (any); Tap-Rack-Bang (Rifle); Tracer Eyes; Trademark Move; Weapon Bond.

Optional Traits

Secondary Characteristics: Improved Basic Speed and Per.

Advantages: Acute Vision; Combat Reflexes; Danger Sense; Night Vision; Signature Gear.

Disadvantages: Hard of Hearing.

Skills: Armoury (Small Arms); Breath Control; Connoisseur (Guns); Fast-Draw (any); Guns (any); Soldier; Spear; Stealth; Tactics; Throwing.

Techniques: Cavalry Training (any); Close-Hip Shooting (Rifle); Close-Quarters Battle (Rifle); Combat Riding (any); Mounted Shooting (any/Rifle); Precision Aiming (Rifle); Retain Weapon (Rifle).

Perks: Barricade Tactics (Rifle); Deadeye; Early Adopter (Rifles); Green Eyes; Motorized Training (Rifle); Quick-Sheathe (Long Arm); Supplier (any).

SHARPSHOOTER

5 points

His job is to deliver discriminatory highly accurate rifle fire against enemy targets, which cannot be engaged successfully by the rifleman because of range, size, location, fleeting nature, or visibility.

– U.S. Army Headquarters, *FM 23-10 Sniper Training* (1994)

Sniper, sharpshooter, precision marksman – the Sharpshooter style covers highly trained riflemen who shoot from hidden positions over long distances at high-value targets. The term dates back to the specialized riflemen of the late 18th century, but this style is specifically for elite marksmen using precision rifles with optical sights. The first such shootists appeared in the late 19th century, during conflicts such as the American Civil War, but the art truly came into its own during WWI.

A stylist is often as much of a reconnaissance asset as he is a shooter. His ability to approach and depart unseen allows him to gather intelligence – to be either passed back to his superiors or used to set up a perfect shot.

For a military sniper, the most important technique is Precision Aiming (p. 45). He will almost always fire at ranges from 300 to 2,000 yards – usually at the easiest hit location: the torso. For a police or hostage rescue sharpshooter, Precision Aiming is less important, as most of his engagements take place within 100 yards. Instead, the marksman will emphasize Targeted Attack (Rifle/Skull), as he needs to make absolutely certain that the target can't pose a danger to innocents after the shot is fired.

Many sharpshooters have Deadeye. Weapon Bond can represent a rifle modified to perfectly fit the shooter (p. 69). Some modern snipers, especially those who must shoot from helicopters, have Motorized Training.

Sharpshooter stylists usually have to pass higher qualifications than other shooters. In addition, some traits are rare among military or police snipers due to their potential liability, including Addiction (Tobacco), correctable Bad Sight, and even left-handedness! Many sniper rifles are bolt-action designs only available for righties; for a leftie, such a weapon requires a Ready maneuver between each shot.

Stylists usually work in pairs – one acting as shooter, the other as spotter (see *Spotters and Observers*, p. 27). Both are fully qualified sharpshooters. They exchange places to keep both alert; peering through scopes is quite tiring (see *Harsh Realism for Tactical Shooters*, p. 32).

Historical examples include:

- The Lovat Scouts of the British Army, in WWI, had sharpshooters famous for their Camouflage and Observation skills. Style Familiarity includes the Enfield SMLE Mk III (*High-Tech: Pulp Guns 2*, p. 9; fitted with a Periscope Prism 2× scope) and Enfield P/14 Mk I(T) (*High-Tech: Pulp Guns 2*, pp. 10-11; fitted with an Aldis 3× scope).

- The Russian *Sniper* of the Great Patriotic War (*WWII*, p. 79, and *WWII: Red Tide*, p. 114) was extensively trained in Camouflage, Stealth, and Tactics. He (or she!) typically lacked Precision Aiming, but often had Targeted Attack. Style Familiarity includes the Mosin-Nagant V-1891/30 (*High-Tech*, p. 111; fitted with a PEM 4× scope or PU 3.5× scope) and TOZ SVT-40 (p. 62).

- The curriculum of a modern Recon Marine Scout/Sniper (*Special Ops*, p. 29) includes Precision Aiming and Targeted Attack, as well as Cross-Trained, Immediate Action, and SOP (Cleaning Bug). Battle Drills and Green Eyes are incorporated into the style. Their Style Familiarity covers the Colt M4A1 (*High-Tech*, p. 119), Colt M16A4 (*High-Tech*, p. 117), KAC MK 11 MOD 0 SRS (p. 63), NWSC MK 18 MOD 0 CQBR (*High-Tech*, p. 121), PWS M39 EMR (a fine (accurate) variant of the Springfield M14 on p. 115 of *High-Tech*; with Schmidt & Bender 3-12× scope), PWS M40A5 (a fine (accurate) variant of the Remington Model 700 on p. 116 of *High-Tech*; with S&B 3-12× scope), and Barrett M82A3 SASR (*High-Tech*, p. 118; fitted with S&B 3-12× scope).

- The sharpshooters of the NYPD ESU (*SWAT*, p. 14) put special emphasis on Targeted Attack. Style Familiarity includes the Colt M4 (*High-Tech*, p. 119), Remington M24 (*High-Tech*, p. 116), and Barrett M82A3.

Skills: Camouflage; Guns (Rifle); Observation; Stealth.

Techniques: Immediate Action (Rifle); Precision Aiming (Rifle); Targeted Attack (Rifle/Skull or Vitals).

Perks: Armorer's Gift (Rifle); Cross-Trained (Rifle); Deadeye; Early Adopter (Rifles); Intuitive Armorer (weapon); Motorized Training (Rifle); Standard Operating Procedure (Cleaning Bug); Supplier (any); Tracer Eyes; Trademark Move; Weapon Bond.

Optional Traits

Secondary Characteristics: Improved Per.

Advantages: Acute Hearing; Acute Vision; Combat Reflexes; Danger Sense; Fit; Night Vision; Signature Gear; Single-Minded.

Disadvantages: Callous; Loner.

Skills: Armoury (Small Arms); Breath Control; Cartography; Connoisseur (Guns); Fast-Draw (Ammo or Long Arm); Guns

Americans are totally preoccupied with the impact of bullets upon human tissue and constantly strive to increase the effectiveness of handgun rounds with hollow points . . . or other innovations.

*– Danny Coulson,
No Heroes (1999)*

(any); Intelligence Analysis; Navigation (Land); Soldier; Survival (any); Tactics; Throwing; Tracking.

Techniques: Masked Shooting (Rifle).

Perks: Battle Drills; Cool Under Fire; Green Eyes; Lightning Fingers (Rifle); Standard Operating Procedure (any); Tap-Rack-Bang (Rifle).

SHOTGUNNER

3 points

The shotgun is best suited for close-range, short-duration conflicts that do not require a great deal of firepower . . . or extreme penetration. The forgiving nature of its ammunition makes the shotgun particularly useful for low-light encounters or situations where the antagonists are moving quickly. Additionally, it is an easy weapon to learn, and its manual of arms is uncomplicated.

– Gabriel Suarez, The Tactical Shotgun (1996)

The shotgun is not an ideal combat weapon for a variety of reasons, but it's widely available and can be employed successfully in a gunfight. A tactical shotgunner will be thoroughly trained in exploiting the weapon's inherent advantages, and in working around its downsides.

A shotgunner knows when to use which ammunition, from buckshot for close-quarters combat to slugs for fairly precise medium-range shots. He knows what pattern a shotload will throw from his particular gun, and which shot size (*High-Tech*, p. 173) to select depending on the intended target and circumstances. This is all part of Guns (Shotgun) (p. 42).

Quick-Shot (Shotgun) is popular, especially among accomplished hunters and skeet shooters. Many learn Double-Loading, which works not only for double-barreled guns, but also for shotguns with integral tube magazines – you simply stack two shells front-to-back and slide them in. Shotgunners trained in door breaching (p. 24) will have the Forced Entry skill.

Skills: Fast-Draw (Ammo); Guns (Shotgun).

Techniques: Close-Hip Shooting (Shotgun); Close-Quarters Battle (Shotgun); Double-Loading; Fast-Firing (Shotgun); Immediate Action (Shotgun); Quick-Shot (Shotgun); Retain Weapon (Shotgun).

Perks: Armorer's Gift (Shotgun); Cool Under Fire; Cross-Trained (Shotgun); Grip Mastery (Shotgun); Lightning Fingers (Shotgun); Off-Hand Weapon Training (Shotgun); Quick Reload (Breechloader, Detachable Magazine, or Internal Magazine); Standard Operating Procedure (Cleaning Bug); Sure-Footed (any); Tap-Rack-Bang (Shotgun); Trademark Move; Weapon Bond.

Optional Traits

Secondary Characteristics: Improved Basic Speed and Per.

Advantages: Acute Vision; Combat Reflexes; Danger Sense; Night Vision; Signature Gear.

Disadvantages: Bad Sight; Bully; Hard of Hearing.

Skills: Armoury (Small Arms); Connoisseur (Guns); Fast-Draw (Long Arm); Forced Entry; Guns (any); Intimidation; Soldier; Spear; Stealth; Tactics, Throwing.

Techniques: Masked Shooting (Shotgun).

Perks: Barricade Tactics (Shotgun); Early Adopter (Shotguns); Motorized Training (Shotgun); Skip Shot (Shotgun); Standard Operating Procedure (any); Supplier (any).

CHAPTER FIVE

TACTICAL

FIREARMS

We've all heard the story of the idiot who brought a knife to a gunfight . . .

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

There are many different guns available at any given time. This section should help shooters find an appropriate weapon.

CHOOSING YOUR WEAPON

The selection of a handgun is frequently conditioned by emotional factors promoted and supported by advertising material, and the consumer-oriented nonsense one reads in the various gun magazines . . . If a glance at the current crop of magazine articles is any indication, we are amazed that men have been able to go to war without special sights, triggers, finishes, cut-downs, cut-aways, or grips, and have still managed to survive.

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

Which firearms are useful to a tactical shooter? There is no one answer – many aspects must be taken into account. Many of these have little or no relation to “effectiveness” – few militaries or police agencies arm their personnel with the “best” guns, despite what they tell said personnel or claim in press releases. Guns are selected for their cost (materiel is almost always bought from the lowest bidder), the cost of ammunition and accessories, their origin (“Not Invented Here” is often a big disadvantage in procurement for several reasons – some strategic, some silly), their availability (including in the specific quantity required), their relation to other weapons already in service, their fashion-ability (“coolness factor” plays a remarkably big role even with national services), the personal preferences of those in charge of procurement, etc. Bribing and cronyism also have their impact, and are definitely not confined to banana republics . . .

Therefore, the fact that a certain army, special unit, or police agency has adopted a specific gun doesn't necessarily say much – sometimes it doesn't even mean that the weapon in question meets the actual local requirements! Armed citizens, “contractors,” and other independent agents (including criminals) are much less constrained in their choices anyway. Setting aside financial or legal restrictions, they can use whatever they want – if they can find it!

*If you can't acquire a gun legally
. . . turn to the black market.*

HOW TO GET THEM

Machine guns, automatic weapons, and related paramilitary ordnance available to the professional adventurer and other qualified purchasers.

– advertisement in *Soldier of Fortune* magazine (1979)

Unless your employer has issued you a weapon, you need to acquire one first. Almost everywhere, gun acquisition and carry was unregulated until the early 20th century. By the mid 20th century, many legislations had made it more difficult to legally buy, own, and/or carry a firearm, although today the details vary widely – from the civilian handgun bans (CR5) in Japan (1958) and the United Kingdom (1997) to the freedom of Alaska, Arizona, or Vermont, where anyone over 21 can carry a pistol (CR2) – to say nothing about *effectively* lawless areas, like much of Africa.

Unless the GM and players want to go into the complicated details of firearms laws for the exact time and place of their campaign, they should stick to *Laws and Customs* (pp. B506-507).

The easiest way to model the legal issues is with Concealed Carry Permit (p. 38), which allows the buyer to carry a handgun. A shooter can typically carry a long arm, like a shotgun, only on his own property or on hunting grounds with a hunting license (which requires anything from a trivial fee to a complex licensing procedure best modeled as a perk of its own). A machine gun license, which allows ownership of a full-automatic weapon, should be modeled as a 3-point Unusual Background (p. B96), if available at all. Carry and use of automatic weapons is typically illegal even if possession and shooting on a licensed range is allowed.

None of this is required for police officers or military personnel. Their access to *service weapons* is part of their Legal Enforcement Powers (p. B65) or Duty (pp. B133-134). Cops and soldiers are normally limited to what's being issued to them (compare *Basic Loads*, pp. 79-80). Almost no military force and few police agencies allow personnel to choose their own armament. Some police officers, primarily in the U.S., are allowed to carry privately owned weapons, but these must be approved by their agency.

If you can't acquire a gun legally or want to get one outside of legal channels (e.g., a cop wants a “drop gun” to avoid red tape in case of a shooting), you need to turn to the black market (*High-Tech*, pp. 7-8). Starting the game with black market weapons requires GM permission and a plausible background story. Black market prices for guns are unpredictable, ranging from 10% to 1,000%, depending on the circumstances; assume double cost for those acquired prior to play.

WEAPON DESCRIPTIONS

There really isn't a "best" pistol for defense. If you want the "best," you get a rifle. A pistol is a self-defense first-aid kit which you carry when you want to be armed but it isn't convenient to carry your rifle . . . The pistol also serves as a second line of defense in case the rifle jams or runs out of ammunition.

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

The following selection supplements the examples in other *GURPS* books, with special emphasis on guns filling particular tactical niches. Some weapon descriptions include statistics for specific accessories (e.g., a particular model of tactical light) that intentionally differ from the generic ones in *High-Tech*.

HANDGUNS

As an instrument of defence the pistol is undoubtedly the best weapon ever invented. Where the sword, the dagger and the club require skill, agility, and strength, the pistol requires very little of any of these.

– Anonymous, *The Pistol as a Weapon of Defence in the House and on the Road* (1875)

Barring a purely military setting, handguns are *the* firearms most likely to be used by shootists in *GURPS*. Handguns are small and lightweight, making them easy to carry, conceal, maneuver in tight confines, and use while moving (favorable ST and Bulk). They are moderately priced and legal to own in most settings (high LC).

This usually compensates for handguns being less powerful (low Dmg) and less effective at a distance (low Acc and Range) than all other firearms. For a police officer, bodyguard, secret agent, armed citizen, or criminal, it simply isn't practical to carry around a rifle, SMG, or shotgun all day. It's far easier to carry a sidearm – or even two!

Which exact caliber, make, and model a shooter prefers has as much to do with taste and personal preference as with the actual technical merits of individual designs. Modern consensus is that a pistol should be reliable, easy to use *and* control, and fire a cartridge at least equal in power to the 9×19mm Parabellum (the most widespread combat pistol caliber). The .40 S&W offers an especially attractive compromise between cartridge size, controllability, and effectiveness – even more so in *GURPS*, where it takes advantage of several design break-points. Its success with hundreds of police agencies speaks for this, too. Many people also swear by the .45 ACP (see *Cult of the .45*, pp. 5-6).

A large ammunition capacity is preferable, but the weapon's overall dimensions should be kept in check, especially if it will be carried concealed. Low weight is better if the pistol is carried all day, even if done so openly. For close-quarters battle, an extended magazine (*High-Tech*, p. 155) often makes sense. The ability to add accessories (pp. 70-77) is advantageous, but not always necessary.

Other considerations include the type of action (police and military weapons often have double-action-only or safe-action triggers that are less likely to go off accidentally), finish (concealed-carry guns should be impervious to sweat; military pistols should not glint, and should be resistant to the elements), ancillaries (availability of magazines, holsters, etc.), and so forth.

Sometimes handguns are shortened and otherwise modified for better concealment and a quick draw – gunsmithed (pp. 68-70) or special production examples include the "Fitz Special" handguns (*High-Tech: Pulp Guns 1*, p. 9), ASP (p. 56), and Walther P38K (*High-Tech*, p. 100).

Non-Repeating Pistols

This is a catchall for handguns that are neither revolvers nor semiautomatic pistols.

BSA Welrod Mk II, .32 ACP (U.K., 1943-1945)

For many years, this unique hammerless weapon was the best sound-suppressed handgun available to Western forces. Designed by the Welwyn Herts Laboratories and made by the Birmingham Small Arms Co., it was named the Welrod after Welwyn and its rod-like appearance. Nicknamed the "bicycle pump," the firearm is housed in a 12.2" tube (Holdout -3); the rubber-covered detachable magazine doubles as a pistol grip when inserted. Although it takes eight rounds, it frequently jams (Malf. 16) if more than five are loaded.

The Welrod includes improved-visibility sights (*High-Tech*, p. 156), a perforated barrel, and an integral wiper suppressor (*High-Tech*, p. 159). It is manually cycled after each shot, for a total -3 to Hearing; after 15 rounds the rubber wipes are shot out, reducing this to -2. Replacement wipes are included, but require 10 minutes and an IQ-based Guns or Armoury (Small Arms) roll to insert. The tube has a concave hollow in the front – if pressed tightly against the unlucky target (see *Close Combat and Close Combat*, pp. 25-26), this gives an *extra* -1 to Hearing. The crude trigger lacks a guard and can be squeezed with gloves or mittens. It's usually used with two hands (pp. 11-12).

The Welrod Mk II was successful at filling its specific tactical niche, with at least 2,800 made. It was issued to SOE and OSS agents (*Martial Arts: Fairbairn Close Combat Systems*, pp. 17-18), and supplied to resistance forces in the Far East and Europe (*WWII: Return to Honor*, pp. 46-47). American agencies designated it *MK 1 MOD 0 .32 Hand-Firing Device*. British and U.S. intelligence departments continued to issue it during the Cold War period; U.S. Army Special Forces (*Special Ops*, pp. 26-28) occasionally employed it in Vietnam.

The *Welrod Mk I* (1944-1945) is much scarcer. It fires the 9×19mm Parabellum: Dmg 2d-1 pi, Range 110/1,200, Wt. 3.4/0.2, Shots 7+1(3), ST 10, Cost \$500/\$26. It has the same jamming problems as the Mk II. British SAS troopers (*Special Ops*, pp. 42-43) fielded the Welrod Mk I as recently as the 1982 Falklands War and 1991 Gulf War.

TOZ MSP, 7.62×38mm SP-3 (Russia, 1972-)

The *Malogabaritnyj Spetsialnyj Pistolet* ("small special pistol") is a flat, double-barreled, hammerless, single-action deringer for covert assassination. It breaks open to load a clip of two silent rounds (CPS \$6, WPS 0.033). The projectiles are the same as those used in the Izhmash AK-47 (*High-Tech*, p. 114) cartridges, and even show the same rifling marks once fired, which may confuse a coroner (-2 to Forensics). To ready, the pistol is cocked using a small lever below the trigger guard.

The MSP was adopted by Spetsnaz (*Special Ops*, p. 40) as well as the KGB and its successors, the Russian FSB and SVR.

It was used for assassinations in Central America and Afghanistan during the 1980s, and exiled Chechen rebel leaders were shot with MSP pistols in Turkey in 2008-2009.

Revolvers

The first thing an officer requires is a serviceable revolver, one that is safe and reliable . . . He may carry any caliber from .32 to .45, but if he can place his shots and place them quickly all calibers of arms are effective. The heavy calibers are . . . preferable and safer for the officer to use, as a slightly misplaced shot will cause the desired result.

– J. Henry Fitzgerald, *Shooting* (1930)

Revolvers reign supreme at TL5, but at TL6 are quickly superseded by semiautomatic pistols, leading to their *technical* obsolescence at TL7. By the 1950s, revolvers play virtually no role in military combat. They *do* remain popular police and civilian weapons until the 1990s (in America and some other places), but this has more to do with culture and tradition than anything else. Incidents like the 1986 Miami Massacre (p. 80), where several FBI agents were shot while frantically trying to reload their underpowered revolvers, proved that they were no longer tenable as primary arms for tactical shooting. Today, revolvers are mainly popular with recreational shooters, as well as with police forces in places with little violent crime, such as China or Singapore.

Revolvers have low ammo capacities and are slow and complicated to reload. Due to their voluminous cylinders, they're more difficult to hide under clothing than comparable semiautomatics. Revolvers aren't necessarily more reliable than pistols, especially in environments with a lot of sand and dust. However, revolvers can offer more powerful cartridges; the .357 Magnum is a particular favorite of many.

S&W Model 40 Centennial, .38 Special (USA, 1953-1974)

This small, double-action-only hammerless revolver gives a snag-free draw (+1 Fast-Draw). It has a 2" ("snub-nose") barrel. The Model 40 was carried as a backup gun by many law enforcement officers, often worn in an undercover holster on the ankle or in the small of the back (*High-Tech*, p. 154).

The *Model 640 Centennial* (1990-1996) is a stainless steel (p. 76) variant that's resistant to sweat, an important consideration for a concealed-carry weapon: Wt. 1.4, Cost \$750.

The *Model 640-1 Centennial* (1996-) is chambered for the .357 Magnum instead: Dmg 2d+2 pi, Range 180/2,000, Wt. 1.6/0.18, ST 10, Rcl 5, Cost \$750. Bagman Joe Sarno uses this in *The Way of the Gun*.

S&W Model 686 Distinguished Combat Magnum, .357 Magnum (USA, 1981-)

The double-action Model 686 was designed as the ultimate police service revolver – as sturdy as Smith and Wesson's big Model 27 and 28, but as light as their Model 19 (*High-Tech*, p. 96). Made entirely of stainless steel, it features adjustable sights and is available in several barrel lengths – the 4" version in the table is typical. Treat as fine (accurate).

The Model 686 was issued by many American police agencies during the 1980s, including the Florida, Kentucky, and West Virginia state police, until replaced by semiautomatics. It's used by Sheriff Freddy Heflin in *Cop Land*.

The *Model 586* (1981-1999) is the same weapon, but of ordinary blued steel: Wt. 2.6, Cost \$625. It was issued by the Apache Nation Police and Texas Highway Patrol, and used by FBI agent Warren Stantin in *Shoot to Kill*.

The *Model 686 Plus* (1996-) is a seven-shot variant: Wt. 2.9/0.25, Shots 7(2i), Cost \$725.

Pistols are trade-offs.

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

Semiautomatic Pistols

. . . the original plan [for the 1942 liquidation of Reinhard Heydrich] was that they should be armed with Colt .38 Super pistols and they were certainly trained to be Deadeye Dicks with them. We had always taken the view that a sub-machine gun was far too bulky to carry on an operation of this sort.

– Peter Wilkinson, *Forgotten Voices
of the Secret War* (2008)

At TL6-8, semiautomatic handguns are the primary tools of many tactical shooters. Compared to revolvers, they are flatter and thus easier to conceal, hold more shots, are quicker to reload, and (at least at TL7-8) are as reliable and safe to use.

Any semiautomatic pistol can be converted to full-automatic (p. 69); gunsmiths have made machine pistols out of the Beretta Mod 92F (*High-Tech*, p. 100), Luger P08 (*High-Tech: Pulp Guns 1*, p. 16), Ruger Standard MK1 (*High-Tech*, p. 100), Walther PP (*High-Tech: Pulp Guns 1*, p. 20), and others. Some conversions are quite elaborate, such as the Lebman weapons (*High-Tech: Pulp Guns 1*, p. 18), built during the 1930s out of Colt .38 Super Auto and .45 Government pistols fitted with foregrips (p. 75) and compensators (p. 76). However, machine pistols are only useful when their low Bulk and high RoF are essential; considering their poor controllability (high Rcl) and legality (LC2), they aren't normally a good idea.

Molot APS, 9×18mm Makarov (Russia, 1953-1955)

Adopted by the Soviet military in 1951 and entering service two years later, the *Avtomaticheskiy Pistolet Stechkina* ("Stechkin's automatic pistol") is a double-action machine pistol intended to replace handguns and SMGs. When firing at RoF 4 or higher, use Guns (SMG) instead of Guns (Pistol), and raise Rcl to 3. The APS was originally issued with a 1.2-lb. wooden pistol stock that also doubles as a holster; this was later changed to a 0.8-lb. plastic stock (either gives Acc 3, ST 7†, Bulk -3). A set of leather belt pouches (\$50, 1 lb.) is available to hold four magazines.

The weapon was quickly relegated to storage for reserve service; Soviet border guards carried it until 1980. It has since gained favor with various Russian special-ops units, including Spetsnaz (*Special Ops*, p. 40), Spetsgruppa Alfa (*Special Ops*, p. 41), and OMSN (*SWAT*, p. 17), who employ it as a true machine pistol without the stock. Stechkins were sold abroad, turning up in the Middle East, Latin America, and elsewhere. Korean *Jopok* mobster Kim Sun-Woo uses one in *The Bittersweet Life*.

Several thousand of the TsNIITochMash APB (1972-1975) or *Avtomaticheskii Pistolet Besshumnyi* (“silenced automatic pistol”) were created by converting standard APS pistols. The new barrel is perforated and features an integral expansion chamber (-1 Hearing): Dmg 2d-1 pi, Range 120/1,300, Wt. 2.8, Cost \$900. It’s threaded for the attachment of a baffle sound suppressor (another -2 Hearing and -1 Bulk, \$500, 1 lb.). The APB comes with a 0.3-lb. wire pistol stock (Acc 3, ST 7†, Bulk -3) which has clips to hold the suppressor tube when not in use. The APB was famously employed in Operation SHTORM-333, the 1979 assault on Taj-Bek palace in Afghanistan (*Special Ops*, p. 19).

Beretta Mod 1951, 9×19mm Parabellum (Italy, 1953-1980)

The *Modello 1951* is a single-action pistol adopted by several Mediterranean nations in the 1950s and 1960s, including the Italian navy and military police, and the armies of Egypt, Israel, and Tunisia. Beretta made over 100,000. Egypt produced it under license as the *Helwan* – as did Iraq as the *Tariq*. It’s used by the Israeli Mossad agents in *Munich*.

The much rarer *Mod 1951R* (1970-1976) or *Raffica* (“automatic fire”) is a machine pistol with a fire selector, heavier slide, and folding wooden vertical foregrip (p. 75) in front of the trigger guard: Wt. 3.2/0.4, RoF 16, Shots 10+1(3), ST 8†, Rcl 3, Cost \$750/\$26, LC2. It requires Guns (SMG) to use. It wasn’t successful due to the limited magazine capacity. However, it’s easily concealed and could give an attacker a nasty surprise.

Beretta Mod 70, .22 LR (Italy, 1960-1985)

This is a single-action “pocket pistol” with a spurless hammer. Originally intended for sports shooters (p. 49), the weapon has been famously used in tactical applications by Italian and Italo-American Mafia assassins, Israeli Mossad agents, and Israeli *Shin Bet* sky marshals. While the sky marshals chose the Mod 70 because it would do only limited structural damage if fired aboard an aircraft, the other two groups appreciated the ease with which it could be suppressed (requires \$100 threaded replacement barrel). In 1976, the *Sayeret Mat’kal* (*Special Ops*, pp. 38-39) used suppressed Berettas rescuing hostages in Operation THUNDERBOLT in Entebbe, Uganda.

NORINCO QSW67, 7.62×17mm DAP64 (China, 1967-2006)

The *67 Shi Weisheng Shou Qiang* (“silenced pistol type 1967”) is a hammerless, single-action handgun for silent killing. It features a perforated barrel and integral baffle sound suppressor with rubber wipe (-2 Hearing). The wipe must be replaced every 30 shots (only -1 Hearing otherwise). The QSW67 has a unique two-stage trigger: a light squeeze fires the weapon as a semiautomatic, a heavy pull all the way back locks the slide after the shot, preventing the action from cycling. This gives *another* -1 Hearing, but reduces RoF to 1 (*High-Tech*, p. 161). It fires a proprietary round (CPS \$0.1, WPS 0.018) that’s difficult to find outside of China.

The QSW67 was encountered by Western forces during the Vietnam War, and has since been exported in small numbers; it turned up in the hands of political assassins in India in 1980 and of PLO terrorists in Lebanon in 1981. Cocaine dealer XXXX uses one in *L’Ayer Cake*.

ASP, 9×19mm Parabellum (USA, 1976-1987)

The ASP is a custom-made, hammerless, double-action-only pistol based on the S&W Model 39 (*SEALS in Vietnam*, p. 25). Developed by holster-maker Paris Theodore, it was designed for concealed carry (p. 32) and snag-free drawing (+1 Fast-Draw). Shortened (p. 69) and weight-reduced (p. 70), all edges are sanded off and the gun refinished with a corrosion-resistant coating (p. 76). Treat as fine (reliable). Translucent grip plates permit checking how many cartridges remain in the slotted magazine, similar to a transparent magazine (p. 74). The unique Guttersnipe sight allows reasonable accuracy at short range; on some guns it’s tritium-filled to act as improved-visibility sights. If a Model 39 is supplied, the customization costs \$1,200. Intended for secret agents and bodyguards, about 300 were made by Armament Systems and Procedures Inc. (ASP).

A few were fitted with a threaded barrel (+\$300) to accept a detachable baffle sound suppressor (-2 Hearing, -1 Bulk, cheap, \$250, 1.5 lbs.). The suppressor is a throwaway item with a service life of 100 shots.

H&K P7, 9×19mm Parabellum (Germany, 1979-1986)

Originally called the *Polizei-Selbstladepistole* (“police self-loading pistol”) or PSP before it was adopted as the *Pistole 7* (P7) by several German state police forces, this is a hammerless handgun with a simple single-action system that is cocked by squeezing the handgrip and decocked (p. 8) by releasing it. This allows one-handed operation and makes it safe to carry with a round in the chamber (Condition Two; p. 8). Unfamiliar wielders sometimes neglect to press the squeeze-cocker and aren’t able to fire, or forget how light the trigger is when the cocker is squeezed, leading to a negligent discharge. The P7 is short, slim, and conceals well (p. 32) – among others, Delta Force commander Colonel Charlie Beckwith carried it while out of uniform.

In Germany, the P7 has been issued by the GSG9 anti-terrorist unit (*Special Ops*, p. 36), the military police, and several law enforcement agencies including the Bavarian state police. More than 80,000 were made; it was licensed in Greece.

The improved *P7M8* (1981-2005) features a repositioned magazine release and adds a lanyard ring, but is identical in game terms. Some 50,000 were made. The P7M8 was issued by the New Jersey State Police and U.S. Park Police. Resistance leader Juliet Parrish fights lizard men with one in *V*.

The slightly larger *P7M13* (1982-1994) has a double-row magazine: Wt. 2.5/0.6, Shots 13+1(3), Bulk -2, Cost \$1,850/\$27. Some 18,500 were produced and it was licensed to the Mexican army. It was adopted by the Utah State Police, Navajo Nation Police, and Denver SWAT. A nickel-finish P7M13 is used by master criminal Hans Gruber in *Die Hard*.

S&W Model 4006, .40 S&W (USA, 1990-1999)

Smith and Wesson’s third-generation pistols cater to those who want a medium-priced American semiautomatic; the stainless, double-action Model 4006 is unremarkable in its design features. It has a decocking lever. Optional improved-visibility sights and integral targeting lasers (*High-Tech*, p. 156) are available.

The *Model 4006 Tactical S&W* (2000-2006) has ambidextrous controls and an accessory rail (*High-Tech*, p. 161) under the barrel: Wt. 2.8, Cost \$1,050. The California Highway Patrol has issued it with hollow-point (HP) ammo (Dmg 2d+2(0.5 pi++) since 2006.

Non-Repeating Pistols Table

See pp. B268-271 for an explanation of the statistics.

GUNS (PISTOL) (DX-4 or most other Guns at -2)

TL Weapon	Damage	Acc	Range	Wt.	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7 BSA Welrod Mk II, .32 ACP	1d+2 pi-	1	120/1,300	2.4/0.2	1	8+1(3)	9	-3	2	\$450/\$26	2	[1, 2]
7 TOZ MSP, 7.62x38mm	1d+2 pi	0	200/650	1.2/0.1	2	2(5)	7	-1	2	\$250	2	[3]

Notes

- [1] No lanyard ring (*High-Tech*, p. 154).
 [2] Integral sound suppressor; see description.
 [3] Silent ammunition (*High-Tech*, p. 165).

Revolvers Table

See pp. B268-271 for an explanation of the statistics.

GUNS (PISTOL) (DX-4 or most other Guns at -2)

TL Weapon	Damage	Acc	Range	Wt.	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7 S&W Model 40, .38 Special	2d-1 pi	0	90/1,000	1.6/0.17	3	5(2i)	9	-1	2	\$650	3	[1]
8 S&W Model 686, .357 Magnum	3d-1 pi	2	190/2,000	2.8/0.21	3	6(2i)	10	-2	3	\$700	3	[1, 2]

Notes

- [1] No lanyard ring (*High-Tech*, p. 154).
 [2] Fine (accurate).

Semiautomatic Pistols Table

See pp. B268-271 for an explanation of the statistics.

GUNS (PISTOL) (DX-4 or most other Guns at -2)

TL Weapon	Damage	Acc	Range	Wt.	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7 Molot APS, 9x18mm	2d pi	2	150/1,600	2.7/0.7	12	20+1(3)	9	-2	2	\$600/\$27	2	
7 Beretta Mod 1951, 9x19mm	2d+2 pi	2	160/1,800	2.3/0.4	3	8+1(3)	9	-2	2	\$625/\$26	3	
7 Beretta Mod 70, .22 LR	1d+1 pi-	1	70/1,400	1.2/0.2	3	8+1(3)	7	-1	2	\$550/\$25	3	[1]
7 NORINCO QSW67, 7.62x17mm	1d+2 pi-	2	120/1,300	2.5/0.2	3	9+1(3)	9	-2	2	\$500/\$26	2	[2]
7 ASP, 9x19mm	2d+1 pi	1	140/1,600	1.7/0.3	3	7+1(3)	8	-1	2	\$1,650/\$26	3	[1, 3]
8 H&K P7, 9x19mm	2d+2 pi	2	160/1,800	2.1/0.4	3	8+1(3)	9	-1	2	\$1,550/\$26	3	[1, 3]
8 S&W Model 4006, .40 S&W	2d+2 pi+	2	160/1,800	2.7/0.6	3	11+1(3)	9	-2	2	\$1,000/\$27	3	[1]
8 H&K MK 23 MOD 0, .45 ACP	2d pi+	3	150/1,600	3.2/0.8	3	12+1(3)	10	-3	3	\$2,000/\$28	3	[3, 4]
8 Springfield TRP Bureau, .45 ACP	2d pi+	3	150/1,600	2.4/0.5	3	8+1(3)	10	-2	3	\$2,400/\$27	3	[1, 4]
8 Kimber TLE II, .45 ACP	2d pi+	3	150/1,600	2.5/0.5	3	7+1(3)	10	-2	3	\$1,050/\$27	3	[1, 4]
8 SVI Infinity IMM, .45 ACP	2d pi+	3	150/1,600	3.7/0.9	3	11+1(3)	10	-3	3	\$5,200/\$28	3	[1, 4, 5]

Notes

- [1] No lanyard ring (*High-Tech*, p. 154).
 [2] Integral sound suppressor; see description.

- [3] Very reliable. Won't malfunction unless lack of maintenance lowers Malf. (p. B407).
 [4] Fine (accurate).
 [5] Integral muzzle compensator (p. 76).

The *Model 5906* (1989-1999) is the same size and shape but chambered for the 9x19mm Parabellum: Dmg 2d+2 pi, Shots 15+1(3). It was adopted by many police forces, but also the Mexican marines. Aftermarket magazines for 20 rounds (\$28, 0.8 lb.) or 30 rounds (-1 Bulk, \$29, 1.2 lbs.) are available. In 1989, gunsmith Patrick Wittbrot converted five into machine pistols for American collectors: Malf. 16, Dmg 2d+2 pi, RoF 19!, Shots 15+1(3), ST 10, Rcl 3, Cost \$1,500/\$27, LC2. These require Guns (SMG).

The *Model 5946* (1989-1999) is identical to the *Model 5906* but double-action-only: Acc 1. Since 1994, this is one of the sidearms authorized by the New York Police Department

(*Cops*, p. 26), with HP ammo (Dmg 2d+2(0.5) pi+). It has been issued by the Royal Canadian Mounted Police since 1996. Mafia soldier Christopher Moltisanti favors it in *The Sopranos*.

The *Model 5946TSW* (2000-2002) has an underbarrel rail: Acc 1, Wt. 2.8/0.6, Cost \$1,050.

The *Model 3946* (1990-1999) is a shortened, hammerless, double-action-only, single-stack version of the *Model 5946*, commonly carried by detectives or as a backup gun: Dmg 2d+1 pi, Acc 1, Wt. 1.8/0.3, Shots 8+1(3), Bulk -1, Cost \$850/\$26.

Still another variant is the *Model 4506* (1990-1999), a full-sized single-stack variant in .45 ACP: Dmg 2d pi+, Wt. 2.9/0.5, Shots 8+1(3), ST 10, Rcl 3, Cost \$1,050/\$27.

Since 1997, it's one of the pistols authorized by the Los Angeles Police Department (**Cops**, p. 27). LAPD Detective Vic Mackey uses it in *The Shield*, as does Detective Tom Ludlum in *Street Kings*.

The double-action-only *Model 1076* (1990-1993) is similar to the Model 4506 but in 10x25mm Auto, with improved-visibility sights: Malf. 16, Dmg 3d-1 pi+, Acc 1, Range 210/2,300, Wt. 2.9/0.6, Shots 9+1(3), ST 11, Rcl 4, \$1,150/\$27. In 1990-1993, it was issued by the FBI (**Cops**, pp. 27-28), whose HP service ammo was underloaded (Dmg 2d+1(0.5) pi++, ST 10, Rcl 3). Agents were issued four 9-round magazines, two 11-rounders (\$27, 0.7 lb.), and one 15-rounder (-1 Bulk, \$28, 0.9 lb.).

H&K MK 23 MOD 0, .45 ACP (Germany, 1996-)

Designed to the specifications of the U.S. Special Operations Command (**Special Ops**, p. 88) for an Offensive Handgun (OHG), this large double-action pistol was developed from the H&K USP (**High-Tech**, p. 102). Treat it as both fine (reliable) and fine (accurate), with a corrosion-resistant finish. It has a decocking lever, improved-visibility sights, and an underbarrel rail for an Insight AN/PEQ-6 laser/light module (p. 74). A quick-detach baffle sound suppressor (-3 Hearing, -1 Bulk, expensive, \$1,500, 0.7 lb.) is available; adding water gives a further -1 to Hearing (see *Wet Suppressors*, p. 71). The service round is extra-powerful hollow-point (HP+P) (Dmg 2d+1(0.5) pi++, ST 11).

Some 1,950 pistols were acquired by SOCOM in 1996 and mainly used by U.S. Navy SEALs (**Special Ops**, pp. 30-31). Despite its merits, the MK 23 MOD 0 was too large and heavy to be a successful sidearm; a decade later, it had been largely phased out of U.S. service. Monster hunter Dr. Robert Neville is armed with one in *I Am Legend*, as is resistance fighter John Connor in *Terminator Salvation*.

Springfield TRP Bureau, .45 ACP (USA, 1998-)

The single-action Tactical Response Pistol is a fine (accurate) copy of the Colt .45 Government. It features ambidextrous controls, improved-visibility sights, a beveled magazine well (p. 74), and a corrosion-resistant finish. The TRP was adopted in 1998 by the FBI for its SWAT-qualified agents (**SWAT**, p. 14). From 2006, the pistols supplied to the FBI add an underbarrel accessory rail for a small SureFire tactical light (25-yard beam, expensive, \$250, 0.25 lb., 2xXS/1 hr.): Wt. 2.5, Cost \$2,500. The FBI's issue ammo is HP+P (Dmg 2d+1(0.5) pi++, ST 11). Special Agent Colby Granger uses the TRP in *Numb3rs*.

Kimber TLE II, .45 ACP (USA, 2002-)

Kimber's Tactical Law Enforcement single-action pistol is a fine (accurate) copy of the Colt .45 Government with improved-visibility sights and beveled magazine well. The *TLE/RL II* (2002-) adds an underbarrel accessory rail for a small SureFire tactical light (25-yard beam, expensive, \$250, 0.25 lb., 2xXS/1 hr.): Wt. 2.6, Cost \$1,100. Both models were adopted by the SWAT platoon of the Los Angeles Police Department (**SWAT**, p. 13) in 2002, as well as by similar units. The LAPD's issue load is HP+P (Dmg 2d+1(0.5) pi++, ST 11). The TLE/RL II features prominently in *S.W.A.T.* and *Street Kings*, and is the sidearm of most operators in *The Unit*.

SVI Infinity IMM, .45 ACP (USA, 2005-)

Strayer-Voigt Inc. produce single-action "race guns" based on the action of the Colt .45 Government. Every Infinity pistol

is custom-made for the buyer (*Fitting a Gun to Its Owner*, p. 69). The stainless steel weapon in the table was designed for IPSC competition shooting, and features an ambidextrous safety, high-capacity magazine, jet funnel (p. 74), and integral compensator (p. 76). Treat as fine (accurate). Its finish and workmanship gives +1 to reactions – see *Styling* (**High-Tech**, p. 10). Extended 14-round magazines are available (\$29, 1.2 lb.). It's the sidearm of the Company men in *Heroes*.

SHOTGUNS

Normally the nine pellets in the cartridge will spread about one inch to a yard of range. The spread of the pellets is uneven; even at a distance of 15 yards all of them will not hit a man-size target. Depending upon the individual gun, at 50 to 60 yards the pattern will be 5 to 6 feet in diameter, and some of the pellets will hit a man-size target consistently. Beyond this distance, it is quite possible that all nine pellets might miss a man . . .

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

Shotguns are useful general-purpose long arms for police officers and private citizens. The first tactical shotguns – modified for combat use instead of hunting – were the double-barreled coach guns of the late 19th century. These were often ordinary fowling pieces with the barrels sawed off to make them more maneuverable; see *Shortening a Long Arm* (pp. 69-70). The same applied to the repeating riot guns that appeared from 1883 and are still used today.

The next step was to increase ammunition capacity and upgrade the sights – e.g., in the 1930s, U.S. Border Patrol officer Charles Askins modified his Remington Model 11 with an extended 9-round magazine tube (**High-Tech: Pulp Guns 1**, p. 23) and a white handkerchief around the muzzle as an improvised improved-visibility sight (**High-Tech**, p. 156). Since then, better materials, new sighting arrangements, and a variety of ammunition choices have been introduced, but most of today's combat shotguns differ little from those available a century ago.

Shotguns have the highest availability of all firearms – they are cheap and often available to civilians even when other firearms are illegal. When Colonel Bob Denard's mercenaries assaulted the Comoros islands in 1978, most of his "dogs of war" were armed with semiautomatic or pump-action shotguns, as military hardware couldn't be secured.

Shotguns make it easier to hit your target; cops using shotguns in real firefights achieve *three times* the percentage of hits, on average, of those using handguns. This is due to both having a shoulder stock and longer sightline (giving better Acc), and typically firing a multiple-projectile load (**High-Tech**, p. 172). Shotguns have a wide range of ammunition options (**High-Tech**, p. 103) – including buckshot (p. 78) for close-in work, slugs (p. 78) for long-range shots, beanbags for riots, etc. However, the large, heavy cartridges give most shotguns poor ammo capacity and their heavy recoil limits controllability (high ST and, when firing slugs, Rcl).

Sporting guns, with their long 26-32" barrels, are cumbersome (Bulk -6). A tactical shotgun should have a short barrel of 18-22" length (Bulk -5 for a conventional weapon); for entry work, in hallways, vehicles, etc., it's even better to go for a 12-15" barrel (Bulk -4). Stakeout guns with pistol grip and 6-10" barrel (Bulk -3) are specialty items only – they are to be whipped up from behind a store counter or from under a coat, or to be used for *Door Breaching* (p. 24). The shorter guns are restricted in most countries since the mid-20th century (LC2).

Tactical shooters typically prefer 12-gauge; smaller calibers like 20-gauge only make sense for weaker shooters, and 10-gauge weapons are usually too heavy and too difficult to control for general use.

Double-barreled or lever-action shotguns are useful when nothing else is available, but a tactical shotgun should be a semi-automatic or pump-action. Semiautomatics fire faster (higher RoF) and are often more controllable (lower ST and Rcl), but are more expensive and ammunition-sensitive (-1 to Malf. if using discount-priced ammo; *High-Tech*, p. 175). They don't work with low-impulse ammo, such as many less-lethal and specialty loads (*High-Tech*, p. 103). Semiautomatics require only one hand for operation; they are popular with dog handlers who need to hold the leash of their canine partner.

Pump-actions, while slower-firing, are reliable and can shoot anything fed to them. However, even trained gunmen may experience stoppages (p. B407) due to "short-stroking" – failing to slide the forestock far enough in the heat of battle. Police agencies often use dedicated pump-actions for firing less-lethal ammo such as beanbags or rubber shot; these typically have brightly colored stocks for easy identification.

Both pump-actions and semiautomatics are available with a tube magazine or detachable magazine. While the latter allows much faster reloading, a tube magazine allows a round to be loaded directly into the chamber; this is useful if you suddenly need a slug or beanbag when the tube is filled with buckshot. Individual shells for a tube magazine are also more handily carried than big detachable magazines.

Full-automatic shotguns are practically useless – the weapons and their ammo are heavy, bulky, and notorious for jamming. Furthermore, as RoF is typically no more than twice that of a semiautomatic shotgun, the drawbacks aren't worth it compared to a SMG or assault rifle. The few full-automatic shotguns developed haven't been successful (compare *High-Tech*, p. 107, and *SEALs in Vietnam*, p. 26).

Tactical shotguns at TL8 often feature side carriers (p. 73), buttstock ammunition loops (p. 73), and/or speedload stocks (p. 75). They allow shells to be carried on the gun, making specialized load-bearing equipment or loose shells in coat pockets superfluous. It also makes it easy to keep different ammo types organized – e.g., buckshot in the magazine, slugs in the side carrier, and beanbag rounds in the speedload stock.

High Standard K-1200 Riot #8111, 12G 2.75" (USA, 1964-1978)

The K-1200 Riot is a pump-action shotgun with unchoked 18" barrel, based on the Flite King series of sporting guns. This was a popular American police weapon during the 1960s and 1970s. The otherwise identical *K-1200 Riot #8113* has rifle sights that allow effective use with slugs (p. 78).

High Standard Model 10B #8291, 12G 2.75" (USA, 1970-1977)

This unique weapon is a semiautomatic bullpup shotgun with unchoked 18" barrel. It was designed for the tactical needs of police officers, and is balanced to allow effective one-handed use (multiply ST by 1.2, see p. 13), e.g., if firing out of

a car window or suspended from a two-point sling (pp. 71-72) under a coat. It was the first weapon with an *integral* mount for a small, detachable Kel-Lite tactical light (15-yard beam, \$100, 1 lb., 2xS/2 hrs.) on top of the receiver. The weapon only functions reliably if full-power, all-brass rounds are used (Malf. 16 otherwise). Like most bullpup weapons, it can't be fired left-handed. It features folding sights for use with slugs. In the 1970s, a \$50 aftermarket magazine extension was available: Wt. 10.9/0.91, Shots 7+1(2i). The Model 10B can be seen in the final confrontation of *Thief*.

Franchi SPAS 15, 12G 2.75" (Italy, 1988-)

A combat shotgun with a button to switch between semiautomatic (RoF 3) and pump-action fire (RoF 2). Most less-lethal munitions must be fired pump-action. The SPAS 15 features a folding stock, carrying handle, and detachable box magazine. Its 17.7" barrel is unchoked. It has rifle sights for use with slugs or APDS rounds (*High-Tech*, p. 103), though the latter are rare. The Italian military adopted the SPAS 15 in 1999; it is also in service with European counter-terrorist units such as the French GIGN (*Special Ops*, pp. 35-36) and Italian GIS. It's used by LAPD Lieutenant Vincent Hanna in *L.A. Takedown*.



Scattergun TR-870 Model 90102, 12G 3" (USA, 1991-)

Based on the Remington Model 870P (*High-Tech*, pp. 105-106) with unchoked 18" barrel, the Tactical Response 870 is a weapon optimized for police use. Changes like larger controls and a stronger magazine spring make it fine (reliable). Features of the Model 90102 adopted by the FBI (*Cops*, pp. 27-28) include improved-visibility sights for use with slugs, a small SureFire tactical light in the forestock (25-yard beam, expensive, \$350, 0.25 lb., 2xXS/1 hr.), and a 4-shot side carrier. Agencies typically issue softer-firing 12-gauge 2.75" shells: Dmg 1d+1 pi, RoF 2x9, ST 10+, Rcl 1/4.

The similar *TR-870 Model 90121* (1991-) employed by the U.S. Border Patrol has an unchoked 14" barrel, slightly extended magazine, and improved-visibility sights: Wt. 8/0.55, Shots 5+1(2i), Bulk -4, Cost \$900, LC2.

Shotguns Table

See pp. B268-271 for an explanation of the statistics.

GUNS (SHOTGUN) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Wt.	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	High Standard K-1200 Riot, 12G 2.75"	1d+1 pi	3	40/800	8.7/0.66	2×9	6+1(2i)	10†	-5	1/5	\$600	3	[1]
7	High Standard Model 10B, 12G 2.75"	1d+1 pi	3	40/800	10.3/0.52	3×9	4+1(2i)	11†	-4	1/4	\$750	3	[1]
8	Franchi SPAS 15, 12G 2.75"	1d+1 pi	3	40/800	10.1/1.5	3×9	6+1(3)	10†	-5*	1/4	\$1,150/\$28	3	[1]
8	Scattergun TR-870 Model 90102, 12G 3"	1d+2 pi	3	40/800	9/0.72	2×12	4+1(2i)	11†	-5	1/5	\$1,150	3	[1, 2]
8	TacOps Clandestine-12, 12G 3"	1d+2 pi	3	40/800	13/0.55	2×12	5+1(2i)	11†	-6	1/5	\$2,700	2	[1, 3]
8	Serbu Super-Shorty, 12G 3"	1d+1 pi	2	30/600	4.7/0.22	2×9	2+1(2i)	11†	-3	1/5	\$750	2	[1]
8	Remington Model 1100 Tac-2, 12G 2.75"	1d+1 pi	3	40/800	8.4/0.66	3×9	6+1(2i)	10†	-5	1/4	\$850	3	[1]

Notes

[1] First Rcl figure is for shot, second is for slugs.

[2] Very reliable. Won't malfunction unless lack of maintenance lowers Malf. (p. B407).

[3] Integral sound suppressor. See description.

TacOps Clandestine-12, 12G 3" (USA, 2000-)

Made by Tactical Operations Inc., this is a conversion of the Remington Model 870P (*High-Tech*, pp. 105-106) designed for low-profile entries. It has an unchoked 14" barrel, baffle sound suppressor (-2 Hearing, -2 Bulk, rugged, \$1,200, 3.75 lbs.), improved-visibility sights for use with slugs, small SureFire tactical light in the handguard (25-yard beam, expensive, \$350, 0.25 lb., 2×XS/1 hr.), 4-round speedload shotgun stock, and 6-shot side carrier; all included in cost and weight. Apply a further -1 to Hearing (total -3) due to the manual operation of the gun.

A stand-off muzzle attachment is mounted on the suppressor for door breaching (p. 24). The suppressor can be taken off (improving Bulk to -4), which converts the weapon into an ordinary short-barreled shotgun. The Clandestine-12 was adopted by the Los Angeles Sheriff Department's SED unit, among others.

Serbu Super-Shorty, 12G 3" (USA, 2005-)

Based on the Remington Model 870, this is a compact shotgun for bodyguard or other concealed use (e.g., in a shoulder rig, p. 73). Only 1.5' long, it has an unchoked 6.5" barrel (+3 to Hearing and Vision rolls to locate the weapon firing in the dark), pistol grip, folding vertical foregrip (p. 75), and no butt-stock. Although chambered for 3" Magnum shells (Dmg 1d+2 pi, Wt. 4.9/0.36, RoF 2×12†, ST 12, Rcl 1/6), it normally fires 2.75" rounds (in table). A tactical holster (\$145, 1 lb.) with loops for three spare shells is available. The Super-Shorty is used by Saudi police officer Faris al-Ghazi in *The Kingdom*.

Remington Model 1100 Tac-2, 12G 2.75" (USA, 2007-)

The Model 1100 Tac-2 is a semiautomatic shotgun with unchoked 18" barrel and black synthetic stock, intended for police use. It can mount an optional 6-shot side carrier. The similar *Model 1100 Tac-4* (2007-) has a 22" barrel and extended magazine tube: Wt. 8.6/0.88, Shots 8+1(2i), Cost \$900.

Both are based on the *Model 1100 Field* (1963-1988) and *Model 1100 Classic Field* (2003-2006), sporting guns with 28"

barrels and wooden stocks: Wt. 8.4/0.44, Shots 4+1(2i), Bulk -6, Cost \$800. The Model 1100 is the most common semiautomatic shotgun in America. Its shoulder stock can't be removed as it contains the action spring.

RIFLES

Personal weapons are what raised mankind out of the mud, and the rifle is the queen of personal weapons.

– Jeff Cooper, *The Art of the Rifle* (1997)

The rifle is the premier tactical weapon. In a decent infantry caliber, it combines penetration and take-down power (high Dmg), precision (high Acc), and effectiveness over distance (high Acc and Range). Many have considerable firepower (high Shots). Given a choice, most tactical shooters will prefer a rifle over any other firearm.

The main disadvantage of a rifle is its weight and size (poor Bulk). Shooters have always tried to improve this, e.g., by shortening the barrel (p. 69) or by installing a folding stock (*High-Tech*, p. 160); most manufacturers offer carbines (short rifles) for this reason. In the 1930s, Clyde Barrow liked to saw off the barrels and stocks of his stolen Browning Automatic Rifles (*High-Tech: Pulp Guns 2*, p. 11) to make them handier when fired from a car. During the Vietnam War, some U.S. soldiers built their own carbines by shortening the barrel of their Colt M16A1 rifles (*High-Tech*, p. 117), because of the scarcity of issued carbines like the Colt XM177E2 (*SEALs in Vietnam*, p. 27).

Semiautomatic rifles are often converted to full-automatics (p. 69). During the 1930s, gunsmiths modified rifles like the Winchester Model 07 (*High-Tech: Pulp Guns 2*, pp. 9-10). In WWII, some troops worked with semiautomatic service weapons. Forrest Guth, of Easy Company, 506th PIR, turned M1 Garand rifles (*High-Tech*, p. 113) into full-automatic "Guth Specials." In modern times, most such upgrades are done to the Colt AR-15 series (*High-Tech*, pp. 117, 119) or to semiautomatic variants of the AK-47 (*High-Tech*, p. 114).

VKT-Lahti Pstkiv/39, 20×138mmB Solothurn (Finland, 1939-1944)

The *Panssarintorjuntakivääri malli 1939* ("antitank rifle model 1939") is a massive, 7.3'-long, semiautomatic weapon. It's usually fired from one of its two integral folding bipods – one spiked, the other with small plywood skis for use on snow. It feeds from a magazine inserted in the top. It fires an AP round (in table). Other projectile types are available, but rare: AP-T (Dmg 6d×3(2) pi++ inc), APEX (Dmg 6d×3(2) pi++ with 1d+1 [1d] cr ex follow-up), SAPHE-T (Dmg 6d×3 pi++ with 2d-1 [1d] cr ex follow-up), and WP-T (Dmg 6d×3 pi++ inc with 1d+1 [1d(0.2)] burn ex follow-up).

The Pstkiv/39 was designed by Aimo Lahti and nicknamed *Norsupyssy* ("elephant gun"). Unfortunately, it failed as an antitank weapon, as tank design had already advanced too far for such a small-bore gun. The Finns used it effectively

against the Soviets during the Continuation War (*WWII: Frozen Hell*, pp. 21-23) – targeting trucks and other soft-skinned vehicles, the vulnerable rear of light tanks, and even low-flying aircraft. It was also employed as a countersniper weapon. The WP round was used to ignite forest fires to force the Soviets out of their trenches.

Some 1,900 were made and served in Finland until the 1950s; several hundred were kept in Finnish war stocks until 1986. More than 1,000 were unloaded on the American collector market from 1960, for 5% of normal cost! Some new owners found alternative applications. For example, in 1963, expatriate Cubans attacked a Soviet freighter in the bay of Caibarién, Cuba, with a Pstkiv/39 from a motor launch. Similarly, a camouflaged (p. 76) example is pintle-mounted (p. B467) on cocaine dealer Mario Fuente's yacht in the *Miami Vice* episode "Payback."

The Tactical Carbine

It is apparent that the close range lethality deficiency of the 5.56mm (M855) [round] is more a matter of perception rather than fact . . . The majority of the soldiers . . . that voiced or desired "better knock-down power" or a larger caliber bullet did not have actual close engagements. Those that had close engagements and applied Close-Quarters Battle (CQB) tactics, techniques, and procedures . . . – controlled pairs in the lethal areas: chest and head and good shot placement – defeated the target without issue . . .

– U.S. Army Infantry Center, "Soldier Weapons Assessment Team Report 6-03" (2003)

At TL7, and especially at TL8, military and police forces gradually replace shotguns, SMGs, and full-size rifles with small-caliber assault carbines in many applications.

My Carbine Sucks

Carbines have come under criticism after their wide-scale use in conflicts in Afghanistan and Iraq. In addition to reliability issues having to do specifically with the Colt M4 (*High-Tech*, p. 119) – the most widely used carbine – many users complain about lack of "stopping power." There are several reasons for this, which can be addressed in a realistic campaign:

- Psychologically, even trained shooters often *expect* one-shot kills, like in movies and video games. Rifle bullets aren't death rays, though. The 5.56×45mm NATO cartridge was based on a varmint caliber intended to kill 40-lb. coyotes, not 160-lb. humans. Barring a skull or vitals hit, a single shot won't immediately bring an adversary down – just as for most *any* small-arms caliber. It's unreasonable to expect people to die instantly wherever you hit.

- Solid, small-caliber rifle bullets (*High-Tech*, p. 166) need to yaw and/or fragment in flesh in order to cause rapid incapacitation. To do this reliably, they need to impact at a minimum velocity (e.g., 2,400-2,500 feet per second for the 5.56×45mm NATO). The short barrels of carbines mean this velocity won't be reached beyond a

certain range (e.g., 150 yards from a 14.5" barrel, as on the Colt M4A1). Carbines with shorter barrels, such as the 11.5" Colt CAR-15A2 R733 Commando (*High-Tech*, p. 119), 9" H&K G36C (*High-Tech*, p. 121), or 8.3" TOZ AKS-74U (*High-Tech*, p. 114), barely develop the required velocity at the muzzle, and won't retain it beyond 50 yards or so. At the GM's option, small-caliber assault carbines (below 6.35mm/.25-caliber) can be treated as having the small piercing (pi-) wounding modifier at ranges *beyond* those listed above. Heavier match bullets (p. 77) require less velocity, doubling these ranges.

Example: At 0 to 150 yards, the Colt M4A1 does 4d+2 pi, but beyond that out to 1/2D Range, it does 4d+2 pi-, and past 1/2D Range it does 2d+1 pi-. Using match ammo, it instead does 4d+2 pi out to 300 yards; the rest is unchanged.

My Carbine Rocks

However, there are many reasons why small-caliber carbines are so popular at TL7-8:

- Carbines are shorter and lighter than full-length rifles and many shotguns, making them as handy as SMGs. Their low Bulk is vital for close-quarters battle in jungle or urban settings.

- Small-caliber carbines are easier to control than shotguns or large-caliber rifles (low ST and Rcl), making them more universally applicable for small-statured shooters. They are also more comfortable to shoot for stronger shooters.

- Despite some loss of power due to the short barrel, a rifle-caliber carbine still offers more penetration, inherent accuracy, and effective range than a shotgun or pistol-caliber weapon like a SMG.

- Carbines share ammo, parts, and accessories with their full-length equivalents (making *both* cheaper), an important consideration – at least for military organizations. Anyone familiar (p. B169) with a certain rifle is able to use the corresponding carbine without penalty, and vice versa.

In 1965, five Canadian West End Gang members broke into a bank vault in Syracuse, New York, by using 33 AP rounds to chew through 18" concrete (DR 216*, HP 105) – inspiration for the film *Thunderbolt and Lightfoot*. Their rifle was fitted with an improvised baffle sound suppressor (-3 Hearing, -4 Bulk, \$100, 60 lbs.) fashioned from a 55-gallon drum!

TOZ SVT-40, 7.62×54mmR Mosin-Nagant (Russia, 1940-1945)

The *Samozaryadnaya Vintovka Tokareva obrazets 1940 goda* ("Tokarev's self-loading rifle model of the year 1940") is a semi-automatic weapon with detachable magazine. It takes a 1-lb. knife bayonet (Reach 1, 2*) and was normally issued with three magazines, two carried in a belt pouch (\$25, 0.5 lb.). The SVT-40 was widely used by the Red Army during WWII, with some two million being made.

About 51,700 were fitted with the PU 3.5× scope (+1 Acc, \$125, 1.3 lb.) for use by snipers (*WWII: Red Tide*, p. 114). Although the weapon wasn't as accurate as the Mosin-Nagant V-1891/30 (*High-Tech*, p. 111), the SVT-40 was popular, especially with those who had trouble with the Mosin-Nagant's stiff manual bolt-action.

H&K HK93A2, .223 Remington (Germany, 1974-1989)

This is a semiautomatic version of the HK33A2 assault rifle (*High-Tech*, p. 116) with 16.25" barrel. It came with a 25-round magazine (in table), but 5-round (\$26, 0.3 lb.), 20-round (\$33, 0.8 lb.), and 40-round (\$35, 1.4 lb.) magazines were available. Optional accessories include a 0.6-lb. bipod, battery-illuminated Hensoldt 4× telescopic sight (+2 Acc, ignores -2 in darkness penalties, rugged, \$750, 1.5 lbs., XS/200 hrs.), and three-point sling (p. 72). In the 1980s some were sold with desert or woodland weapon camouflage (p. 76). Some 20,000 HK93 rifles were made.

The HK93A3 (1974-1989) is identical save for the retractable stock: Wt. 9.8, Bulk -5*, Cost \$1,450.

The HK43 (1971-1974) was the forerunner of the HK93A2 and has the same stats. Only 377 were built.

Most of these rifles were exported to the USA and marketed to sheriff's departments, hunters, and survivalists. West German RAF terrorists (p. 80) used HK43 and HK93A2 rifles smuggled back from Switzerland; they sawed off the barrel to about 12" and removed the stock (see *Shortening a Long Arm*, p. 69) to ease concealment. The HK93A2 was adopted by the London Metropolitan Police's CO19 firearms unit (the former SO19, see *SWAT*, p. 17). It's used by the Norwegian monster hunters in *The Thing*.

TOZ AKS-74UB, 5.45×39mm M-74 (Russia, 1985-1990)

The *Avtomat Kalashnikova Skladnoy obrazets 1974 goda Ukortshjenniy Besshumniy* ("Kalashnikov's assault rifle with folding stock model of the year 1974, shortened, silenced") is a variant of the TOZ AKS-74U (*High-Tech*, p. 114) for use by Spetsnaz troops (*Special Ops*, p. 40). A carbine with an 8.3" barrel, it has a detachable wiper sound suppressor (-1 Hearing, -1 Bulk, \$150, 1.4 lbs.) and normally fires subsonic ammunition (-2 Hearing), which doesn't cycle the action and requires manual operation (-1 Hearing, RoF 1), for an overall -4 Hearing. *Without* subsonic ammo, Dmg improves to 4d-1 pi and RoF to 11, but suppression yields only -1 Hearing.

The AKS-74UB has a folding stock and can use all magazines of the AK-74 series, including a scarce 20-round magazine (\$32, 0.9 lb.) and an extended 45-rounder (\$36, 1.8 lbs.). The issued canvas belt pouch (\$50, 0.5 lb.) takes four 30-rounders; Spetsnaz often carry six 45-rounders in a LBV (*High-Tech*, p. 54). The AKS-74UB normally mounts the TOZ GSN-19 silent underbarrel grenade launcher (pp. 66-67).

The best countersniper weapon is another sniper.

– USMC Headquarters,
FMFM 1-3B
Sniping (1981)

F.R. Ordnance MC-51, 7.62×51mm NATO (U.K., 1988)

The Machine Carbine 51 is a conversion of the H&K G3A4 rifle (*High-Tech*, p. 116) allowing single shots, 3-round limited bursts (RoF 9), and full automatic fire. Its 9" barrel and retractable stock gives it the approximate size of the H&K MP5A3 (*High-Tech*, p. 123). It was designed for the British SAS (*Special Ops*, pp. 42-43) for operations in Northern Ireland. The short barrel generates excessive muzzle blast (+2 Vision and Hearing to locate in the dark). Total production of the MC-51 didn't exceed 50; the British instead adopted the H&K G3KA4 as the *L100A1*.

Several gunsmiths make similar guns; Bill Fleming in the U.S. even offered the shortened *HK51K* (1988-1996), with 4.7" barrel, vertical foregrip, and buttcap instead of stock: Malf. 16, Dmg 5d pi, Acc 3, Range 670/2,800, Wt. 8.4/1.7, ST 10†, Bulk -3, Rcl 4. This has worse firing characteristics (+3 Vision and Hearing rolls to locate in the dark). Extended 30-round magazines (\$33, 2.4 lbs.) were made for this, and are used by DEA agent John Hatcher in a sound-suppressed HK51K in *Marked for Death*.

KAC M4A1K, 5.56×45mm NATO (USA, 1994)

Hand-built by Knight's Armament Co. from standard Colt M4A1 carbines (*High-Tech*, p. 119), the M4A1K is modified for the specialized needs of an aircrew survival weapon. It has a 10" barrel and lacks a carrying handle, using flip-up front and rear sights instead; it can mount various optics on the integral accessory rail. Protrusions like the case deflector and forward-assist handle are removed to streamline the gun for fast exit from a crashed chopper – this also gives +1 Fast-Draw (Long Arm). The M4A1K has a simple telescoping stock and a rudimentary integral baffle sound suppressor to reduce the firing signature (-1 Hearing). About 20 were made for helicopter air crews of the 160th Special Operations Aviation Regiment (*Special Ops*, pp. 28-29).

KAC SR-25, 7.62×51mm NATO (USA, 1995-)

Designed by Eugene Stoner and made by Knight's Armament Co., this is a semiautomatic precision rifle – treat as fine (accuracy). Similar in shape to the AR-15, it features a 20" match barrel and accessory rail on top of the receiver to accept a scope.

A 9-round magazine is available (\$28, 0.7 lb.). The SR-25 is sold on the commercial market; it was acquired by U.S. Army Special Forces (*Special Ops*, pp. 26-28) and employed in 2001 on the hunt for Osama bin Laden (*Special Ops*, p. 137). Other users include Australian (*Special Ops*, p. 34), Danish, Israeli (*Special Ops*, pp. 38-39), and Polish (*Special Ops*, p. 39) forces.

The *MK 11 MOD 0 Sniper Rifle System (SRS)* (2000-) and *M110 Semiautomatic Sniper System (SASS)* (2007-) are military versions – the MK 11 MOD 0 is used by the U.S. Navy and USMC, including the SEALs (*Special Ops*, pp. 30-31) and Recon Scout-Snipers (*Special Ops*, p. 29), while the M110 was adopted by the U.S. Army. Both feature accessory rails around the handguard, a 0.6-lb. bipod, and a Leupold 3.5-10x scope (+1 to +3 Acc, negates -2 in darkness penalties, rugged, \$1,500, 1.2 lb.): Acc 6+3, Wt. 16, ST 11B†, Cost \$7,000. They can be used with a quick-detach baffle sound suppressor (-3 Hearing, -1 Bulk, rugged, \$1,500, 2 lbs.). The U.S. military uses match rounds (+1 Acc) as standard issue.

CheyTac M200 Intervention, .408 CheyTac (USA, 2001-)

Designed by Cheyenne Tactical for extreme-range sniping, the M200 Intervention is a bolt-action rifle with 29" match barrel, adjustable stock, detachable magazine, accessory rails, bipod, and muzzle brake – treat as fine (accurate). The .408 CheyTac cartridge (10.36x77mm, CPS \$3.5, WPS 0.14) has a ballistic coefficient surpassing comparable rounds. The M200 normally fires match rounds (+1 Acc), but match-grade APHC (Dmg 5d×2(2) pi, +1 Acc) and dim tracer (Dmg 5d×2 pi+ inc) are also available. The weapon typically mounts a Nightforce 5.5-22x scope (+2 to +4 Acc, negates -2 in darkness penalties, rugged, \$1,700, 2 lbs., T/720 hrs.) with optional Insight AN/PVS-14 add-on night sight (Night Vision 7, expensive, \$3,800, 0.8 lb., XS/50 hrs.) and an Insight AN/PEQ-2A combination IR tactical light/targeting laser (650-yard IR beam or 5,500-yard IR laser, \$1,000, 0.5 lb., 2×XS/10 hrs.). It can be fitted with a baffle suppressor (-4 Hearing, -2 Bulk, \$2,300, 3 lbs.).

The M200 was acquired by several special-ops units, including the Polish GROM (*Special Ops*, p. 39). It's used by Gunnery Sergeant Bob Lee Swagger in *Shooter* and by operators in *The Unit*.

RRA LAR-15, 5.56×45mm NATO (USA, 2002-)

Made by Rock River Arms, this is a semiautomatic copy of the Colt M4A1 carbine, with a 14.5" barrel, adjustable stock, and accessory rails on the receiver and on all sides of the handguard. A cleaning kit stores in the stock. The LAR-15 was adopted in 2003 for DEA and FBI agents (*Cops*, pp. 27-28), fitted with a SureFire tactical light (25-yard beam, expensive, \$250, 0.25 lb., 2×XS/1 hr.), EOTech battery reflex sight (+1 Guns, ignores -3 in darkness penalties, rugged, \$550, 0.7 lb., 2×XS/1,000 hrs.), and two-point sling (pp. 71-72). Government-issue is barrier-blind hollow-point (HP-BB) (Dmg 2d+9(0.5) pi+).

H&K HK416D10RS, 5.56×45mm NATO (Germany, 2004-)

The HK416D is an assault rifle built on the lines of the Colt M4A1 and M16A4 (*High-Tech*, pp. 117, 119), but using the piston-driven mechanism of the H&K G36 (*High-Tech*, p. 121). This makes it less prone to internal fouling; treat as fine (reliable). Available in several lengths, the one most popular with tactical teams has a 10.4" barrel (in table). The *HK416D145RS* has a 14.5" barrel (Dmg 4d+2 pi, Range 750/2,900, Wt. 9), the *HK416D165RS* has a 16.5" barrel (Dmg 5d-1 pi, Acc 5, Range 770/3,200, Wt. 9.2, Bulk -5), and the *HK416D20RS* has a 19.9" barrel (Dmg 5d, Acc 5, Range 800/3,500, Wt. 9.9, Bulk -5).

All feature a pistol grip with waterproof storage space for a spare firing pin (or similar small part), beveled magazine well (p. 74), adjustable stock with compartments for a cleaning kit and six XS batteries, as well as accessory rails on the receiver and on all four sides of the handguard. The HK416 can use M16 magazines but is delivered with heavier steel magazines (in table) that ensure more reliable feeding (see *Quality Magazines*, p. 74).

Rifles Table

See pp. B268-271 for an explanation of the statistics.

GUNS (RIFLE) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Wt.	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
6	VKT-Lahti Pstktiv/39, 20×138mmB	6d×3(2) pi++	5	1,700/7,200	124/14.7	1	10+1(3)	18B†	-10	3	\$12,000/\$62	2	
6	TOZ SVT-40, 7.62×54mmR	7d pi	4	1,000/4,200	9.6/1	3	10+1(3)	10†	-6	3	\$600/\$28	3	
7	H&K HK93A2, .223 Remington	5d-1 pi	5	460/2,900	9.1/1.2	3	25+1(3)	8†	-5	2	\$1,300/\$28	3	
7	TOZ AKS-74UB, 5.45×39mm	2d-1 pi	4	250/1,600	8.2/1.2	1	30+1(3)	8†	-4*	2	\$900/\$28	2	[1]
8	F.R. Ordnance MC-51, 7.62×51mm	6d-1 pi	4	780/3,300	10.8/1.7	9/10	20+1(3)	11†	-4*	3	\$3,000/\$31	2	
8	KAC M4A1K, 5.56×45mm	4d pi	4	600/2,500	6.5/1	10	30+1(3)	9†	-4	2	\$1,200/\$34	2	[1]
8	KAC SR-25, 7.62×51mm	7d pi	6	1,000/4,200	11.1/1.6	3	20+1(3)	10†	-6	3	\$3,500/\$31	3	[2]
8	CheyTac M200, .408 CheyTac	5d×2 pi+	6+4	1,700/6,500	34.5/1.5	1	7+1(3)	14B†	-7*	4	\$11,500/\$31	3	[2, 3]
8	RRA LAR-15, 5.56×45mm	4d+2 pi	4	750/2,900	7.3/1	3	30+1(3)	9†	-4	2	\$1,450/\$34	3	
8	H&K HK416D10RS, 5.56×45mm	4d pi	4	600/2,500	8/1.4	12	30+1(3)	9†	-4	2	\$1,600/\$34	2	[4]
8	Barrett REC7, 6.8×43mm	5d+1 pi	4	780/3,300	8.4/1.4	12	30+1(3)	9†	-4	2	\$2,500/\$36	2	[4]

Notes

[1] Integral sound suppressor. See description.

[2] Fine (accurate).

[3] Weight includes telescopic sight.

[4] Very reliable. Won't malfunction unless lack of maintenance lowers Malf. (p. B407).

Optional accessories include Grip Pod vertical foregrip/bipod (p. 75); improved-visibility sights; Aimpoint collimating sight (+1 Guns, ignores -3 in darkness penalties, expensive, \$500, 0.4 lb., XS/200 hrs.); Trijicon ACOG reflex sight (+1 Guns, ignores -3 in darkness penalties, rugged, \$400, 0.3 lb.); Trijicon ACOG 4x telescopic sight (+2 Acc, ignores -3 in darkness penalties, rugged, expensive, \$1,600, 1 lb.); Schmidt and Bender optic that combines collimating sight with 1.1-4x variable scope (+1 Guns, +0 to +2 Acc, ignores -3 in darkness penalties, expensive, \$2,000, 1 lb., T/100 hrs.); or Nightline AN/PVS-17 2.25x night sight (+1 Acc, Night Vision 7, rugged, expensive, \$7,500, 1.9 lbs., XS/40 hrs.). For \$200, it comes optimized for over-the-beach operations – no Malf. reduction for firing underwater (*High-Tech*, p. 85). Another option is a \$100 two-stage gas-regulator for optimum use with a quick-detachable wet baffle sound suppressor (-3 Hearing, -1 Bulk, expensive, \$1,500, 1 lb.): set for silenced use, the action doesn't cycle after each shot and requires manual operation (another -1 Hearing, RoF 1).

The HK416D10RS was acquired by the U.S. Joint Special Operations Command in 2004, for such elite units as the Army's 1st SFOD-D (*Special Ops*, p. 28) and the Navy's DEVGRU (*Special Ops*, p. 31). Tactical teams of the FBI (*SWAT*, p. 14), U.S. Capitol Police, and NASA's Kennedy Space Center also adopted it. The USMC started fielding the HK416D165RS as the M27 automatic rifle in 2010. Foreign users of the series include Dutch (*Special Ops*, p. 45), French (*Special Ops*, p. 35), Italian, Malaysian, Norwegian, and Polish units. Operators in *The Unit* employ the short version, while John Connor uses the HK416D145RS in *Terminator Salvation*.

Barrett REC7, 6.8×43mm SPC (USA, 2008-)

Problems with the 5.56×45mm NATO fired from short-barreled carbines (see *The Tactical Carbine*, p. 61) led to the development of the 6.8×43mm Special Purpose Carbine (SPC) cartridge (CPS \$0.6, WPS 0.039). Barrett's Reliability Enhanced Carbine (REC7) or "Recce" is modeled on the Colt M4A1's exterior, but uses a piston action for improved reliability; treat as fine (reliable). The entry carbine has a 12" barrel, accessory rails around the handguard and on the receiver, and an adjustable stock. It's threaded for a baffle sound suppressor (-2 Hearing, -1 Bulk, \$500, 1 lb.).

Barrett also offers a civilian version with a 16" barrel: Dmg 6d pi, Acc 5, Range 820/3,500, Wt. 9/1.4, RoF 3, Bulk -5, LC3.

SUBMACHINE GUNS

The basic advantages of . . . submachine guns . . . are the possibility of simple construction, small manufacturing costs, light weight, handiness, and the use of light and inexpensive ammunition . . . The deficiency of pistol ammunition, as compared with rifle ammunition, is in the height of the trajectory, range, and penetration. But this is not too important when the weapon is to be used in night fighting, or in the dense jungle, since vision is limited even during the day, and a man cannot shoot effectively much further than he can see.

– Thomas Nelson, *The World's Submachine Guns* (1963)

Submachine guns are effective close-quarters-battle weapons. Their compact size (modest Bulk), high rate of fire, and overall controllability (low ST and Rcl) make them a popular choice for situations in which these features are

advantageous. However, the pistol cartridges they fire have limited power, accuracy, and range. For these reasons, many tactical shooters now prefer the assault carbine, which has the same advantages as the SMG while firing a serious round (see *My Carbine Rocks*, p. 61). This trend started in the 1960s (at TL7), but didn't find universal acceptance until the 1990s (TL8).

Submachine guns continue to be used in some tactical niches, including sound-suppressed and compact SMGs for personal defense, bodyguard, or other concealed-carry work. Compared to assault carbines, SMGs have a lower visual and auditory firing signature even when unsuppressed, making them less distracting when fired indoors.

These weapons are regularly modified. During the 1920s and 1930s, gangsters detached the shoulder stock of their Auto-Ordnance Model 1921 Thompson guns (*High-Tech: Pulp Guns 1*, pp. 28-30) to allow concealment under a coat and easier use from a car. Other SMGs also often have their stocks removed or replaced by folding stocks (see *Shortening a Long Arm*, p. 69).

Lysaght Owen Mk I, 9×19mm Parabellum (Australia, 1942-1944)

Designed by Lieutenant Evelyn Owen and made by Lysaght, the Owen Machine Carbine (OMC) is a sturdy but cheap SMG with vertical foregrip (p. 75) and integral compensator (p. 76). Most made in 1943 and 1944 feature factory spray-painted weapon camouflage (p. 76). It feeds from the top, with the box magazine sticking out above the weapon; this gives the Owen excellent handling characteristics and allows it to be more easily fired from the prone position. The 0.5-lb. stock can be removed in one second (Acc 2, Wt. 10.2, Bulk -3, Rcl 3). Most Owens made from 1943 can mount a 1-lb. knife bayonet (Reach 1). The OMC was issued with a canvas pouch (\$50, 0.5 lb.) holding five magazines.

It was used by the Australians and New Zealanders during WWII and the Korean War, and many were still in service during the Malayan Emergency and even the Vietnam War. More than 45,000 were produced.

ZML PM 63, 9×18mm Makarov (Poland, 1964-1974)

The PM 63 was adopted by the Polish military and police as the *Pistolet Maszynowy wzor 1963* ("machine pistol model 1963"). It has a progressive trigger (*High-Tech*, p. 83), folding stock, and folding foregrip. Its barrel extension works like a compensator (p. 76). The magazine goes into the pistol grip, allowing reasonably effective one-handed use (multiply ST by only 1.2; see p. 13). The magazine takes 25 rounds, but a shorter 15-round magazine (\$27, 0.5 lb.) is available. The PM 63 is usually worn in a long arm holster (p. 73) and issued with 15-round magazine loaded in the holstered gun and three 25-rounders in a canvas belt pouch (\$50, 0.5 lb.). A shoulder holster (*High-Tech*, p. 154) is available for security service.

Some 70,000 were made. The PM 63 was widely exported, especially to the Middle East and Northern Africa. Some of these countries supplied them via diplomatic pouch to terrorist groups like the Palestinian PFLP or West German RAF (p. 80). The Arab DMRLA terrorists in the Iranian embassy in London in 1980 (*Special Ops*, pp. 12-13) were armed with this. Other users have included Cuban, East German, and Vietnamese security agencies. It's used by Polkovnik Zaysen in *Rambo III*.

Submachine Guns Table

See pp. B268-271 for an explanation of the statistics.

GUNS (SMG) (DX-4 or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Wt.	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	Lysaght Owen Mk I, 9×19mm	3d-1 pi	3	170/1,900	10.7/1.4	11	33(3)	9†	-4	2	\$250/\$29	2	[1]
7	ZML PM 63, 9×18mm	2d pi	2	150/1,600	4.4/0.9	10	25(3)	10†	-3*	2	\$500/\$28	2	[1]
8	TDI Kriss Super V SMG, .45 ACP 2d pi+		3	150/1,600	6.2/0.8	6/16	13+1(3)	7†	-4*	1	\$2,300/\$33	2	[2]

Notes

[1] Includes compensator (p. 76).

[2] Includes recoil-mitigation system (see description).

TDI Kriss Super V SMG, .45 ACP (USA, 2008-)

Designed by French engineer Renaud Kerbrat and produced by the Swiss-owned Transformational Defense Industries in the U.S., the boxy-looking Kriss is a unique design with greatly reduced muzzle flip, for low ST and effective Rcl 1! It offers semiautomatic fire, 2-round limited bursts (RoF 6), or full-auto. The Kriss Super V uses the magazine of the Glock 21 (*High-Tech*, p. 101); an extended 30-rounder (\$37, 1.8 lbs.) is available. The 0.5-lb. folding stock can be removed in one second (Acc 2, Wt. 5.7, Bulk -3, Rcl 2). It features a waterproof storage space in the pistol grip for two XS batteries and accessory rails on top of receiver and under barrel.

Optional accessories include vertical foregrip, SureFire LED tactical light (50-yard beam, expensive, \$140, 0.17 lb., XS/1.3 hrs.), EOTech battery reflex sight (+1 Guns, ignores -3 in darkness penalties, rugged, \$550, 0.7 lb., 2×XS/1,000 hrs.), detachable wet baffle sound suppressor (-3 Hearing, -1 Bulk, expensive, \$1,400, 0.8 lb.), and one-point sling (p. 71).

The *Kriss Super V SBR/SO* (2009-) is semiautomatic: RoF 3, Cost \$2,050, LC3.

LIGHT MACHINE GUNS

Light machine guns, the present breed especially, are all designed to be fired from the hip and in many cases they can also be fired from the shoulder . . . nearly every country has considered the light machine gun as an assault weapon, with the dual purpose of being transformed into a defensive, fixed-position weapon when the need arose.

– Frank Moyer and Robert Scroggie,
Special Forces Combat Firing Techniques (1971)

Machine guns are squad- or platoon-level military weapons. Their tremendous volume of fire over sustained periods offers distinct advantages. Special-ops units, who are usually outnumbered, often carry a higher percentage of light machine guns than ordinary infantry, to maximize firepower on the assault and the defense. A LMG allows a small patrol or fire team to establish immediate fire superiority in close quarters such as jungle or urban settings.

Small teams or single gunners often can't carry enough ammunition to keep up with the amount that LMGs consume. This gets worse in special-ops environments, where MGs are one-man weapons; in ordinary infantry units, machine gunners usually have an assistant, and most members of a fire team or squad will carry at least some spare ammo for the unit's MG(s).

LMGs used by small standalone teams are often lightened, shortened, and otherwise modified. Production examples include the FN MINIMI-Para (*High-Tech*, p. 137), Saco M60E3 (*High-Tech*, p. 134), and Stoner MK 23 MOD 0 Commando (*SEALs in Vietnam*, p. 29). Others are modified by unit armorers or gunsmiths (see *Shortening a Long Arm*, p. 69), such as the cut-down Saco M60 (*SEALs in Vietnam*, p. 28).

At TL6, shooters occasionally use modified (and even unmodified) *aircraft* MGs to take advantage of their low weight and high RoF – or sometimes simply because no *real* LMGs are available. Examples include the Lewis Mk II (*High-Tech: Pulp Guns 2*, p. 19).

Machine guns require a way to carry the ready belt – “Ramboing” with a loose belt dangling from the gun gives at least -1 Malf., as the belt twists and tangles, often picking up twigs, leaves, and other debris. Many services have adopted belt containers from the start – compare the 50-round drum for the Rheinmetall MG34 (*High-Tech*, pp. 132-133) or the 200-round box for the FN MINIMI (*High-Tech*, pp. 136-137).

If a belt container is not available, a machine-gunner should keep only a short “starter” belt loaded while on the move. Once situated, he can insert a full-length belt, preferably handed to him by his assistant. Although the U.S. military issues a flimsy cardboard-and-canvas 100-round belt box (7 lbs. including belt) for the Saco M60 (*High-Tech*, p. 134) and FN M240 series (*High-Tech*, pp. 134-135), most gunners from Vietnam to Iraq just load a shortened 25-round belt to get things going. This is a less-than-optimal solution; see *Magazine Modifications and Reloading Aids* (pp. 73-74) for aftermarket accessories.

Browning Stinger, .30-06 Springfield (USA, 1945)

The Stinger was conceived by U.S. Marine Sergeant Mel Grevich during jungle operations in 1944. He modified a Browning M2 aircraft MG (*High-Tech: Pulp Guns 2*, p. 25) into a ground weapon by adding new sights, a 2.4-lb. bipod, wooden shoulder stock, carrying handle, and camouflage paint job (p. 76). The Stinger is lighter than the Browning M1919A4 MMG (*High-Tech: Pulp Guns 2*, p. 25) and its bastard cousin, the Browning M1919A6 LMG (*High-Tech*, p. 132), and fires at a higher RoF. It feeds from a 100-round belt in a box clamped to the receiver (6.1 lbs., 7 lbs. with can).

Sergeant Grevich built six such weapons in early 1945. He and other members of the 5th and 28th Marine Divisions – including Medal of Honor recipient Corporal Tony Stein – used them at Iwo Jima (*WWII*, p. 33, and *WWII: Dogfaces*, p. 22).

Machine Guns Table

See pp. B268-271 for an explanation of the statistics.

GUNS (LMG) (DX-4, Gunner (Machine Gun)-2, or most other Guns at -2)

TL	Weapon	Damage	Acc	Range	Wt.	RoF	Shots	ST	Bulk	Rcl	Cost	LC
6	Browning Stinger, .30-06	7d pi	5	1,000/4,400	30/7	20!	100(5)	12B†	-7	2	\$8,500	1
7	SOG RPD, 7.62×39mm	4d+1 pi	4	550/2,300	13.9/6.3	13	125(5)	10†	-6	2	\$1,500	1
8	ARES Shrike 5.56 AMG, 5.56×45mm	4d+1 pi	4	700/2,900	10.4/3.4	10	100(5)	9†	-4	2	\$5,300	1

SOG RPD, 7.62×39mm M-43 (USA, 1967-1972)

This is an armorer conversion of the ZiD RPD (*High-Tech*, p. 134) with the barrel sawed off at 10" and the bipod removed to make it lighter and handier. Due to the short barrel and missing flash hider, it has a distinctive muzzle blast (+2 to Hearing and Vision rolls to locate the weapon firing in the dark). Instead of the ordinary 100-round belt, it uses a lengthened 125-round belt, in the original drum with a short extension. A piece of linoleum in the drum eliminates the usual rattle. A cleaning kit fits in the buttstock.

This weapon was created by U.S. Army Special Forces weapons specialists attached to the Military Assistance Command, Vietnam – Studies and Observation Group (MACV-SOG), an organization that sent small long-range reconnaissance patrols into enemy territory (*Special Ops*, p. 9, and *SEALs in Vietnam*, p. 58). Most SOG guns were captured Chinese-made copies of the original Russian weapon; few were converted.

The machine gun's tremendous volume of fire over sustained periods offers distinct advantages.

ARES Shrike 5.56 AMG, 5.56×45mm NATO (USA, 2005-)

The Shrike 5.56 Assault Machine Gun is a belt-fed LMG the size of a Colt M4A1 carbine (*High-Tech*, p. 119). In fact, it uses the unmodified lower receiver of the M4A1 – including pistol grip, magazine well, and adjustable stock – mated to a 12.75" quick-change barrel and belt-feeder. The weapon can use either M16 magazines or disintegrating belts in 100-round (3.2 lbs., 3.4 lbs. in soft pouch) or 200-round lengths (-1 Bulk, 6.4 lbs., 7 lbs. in the rattling FN MINIMI can). The option of using magazines allows shooters to carry a loaded belt, then switch to magazines (which are easier to carry and take only three Ready maneuvers to insert) once the belt is expended. The disassembled weapon fits into an attaché case (*High-Tech*, p. 31); assembly requires an Armoury (Small Arms)+4 or Guns (LMG) roll and 20 seconds.

Using the gas-regulator, RoF can be increased to 15, but this reduces Malf. to 16. Accessory rails allow attaching a foregrip with retractable bipod (p. 75), Aimpoint collimating sight (+1 Guns, ignores -3 in darkness penalties, expensive, \$500, 0.4 lb., XS/200 hrs.), and even an underbarrel weapon like the KAC Masterkey (*High-Tech*, p. 106) or Colt M203A2 (*High-Tech*, p. 142)! It can be fitted with a detachable baffle suppressor (-3 Hearing, -1 Bulk, \$750, 1.5 lbs.).

GRENADE LAUNCHERS

A very good choice of immediate suppression weapon for the mounted unit is the U.S. M79 grenade launcher. It is much shorter and lighter than the M203 and can be maneuvered with one hand. The launcher's compact size allows it to be placed in a scabbard and still be quickly brought to bear.

– U.S. Army Headquarters, *FM 3-05.213 Special Forces Use of Pack Animals* (2004)

Handheld grenade launchers are useful tools for the tactical shooter. The variety of munitions available (*High-Tech*, p. 143) allows answers to virtually any situation. Grenadiers will typically carry a mix of different rounds.

Their main disadvantage is that they add weight to already overburdened shooters, because grenadiers need a second weapon such as a rifle *in addition* to the launcher. A stop-gap solution is to lighten the launcher – see the SOG M79 (below) for an example. An ultimately more successful answer is the TL7 development of the underbarrel grenade launcher, which allows men to be always armed with a primary weapon *and* grenade launcher, while saving weight. Underbarrel launchers are typically mounted below rifles and carbines, but can also be fitted to other weapons – whether by design or by customization. For example, the Australian SASR (*Special Ops*, p. 34) occasionally mounted a Colt XM148 launcher (*SEALs in Vietnam*, p. 29) below a Sterling L34A1 suppressed SMG (*High-Tech*, p. 125).

SOG M79, 40×46mmSR (USA, 1967-1969)

This is a desperate attempt to allow a U.S. Army Special Forces SOG recon soldier to carry both carbine and grenade launcher. The barrel of a Colt M79 (*High-Tech*, p. 142) is sawed off at 6" and the stock whittled down to a pistol grip (see *Shortening a Long Arm*, p. 69) and fitted with a lanyard (*High-Tech*, p. 154). The resulting weapon is inaccurate but useful for the initial break-contact phase of a Peeling drill (pp. 22-23) or similar maneuver.

The Viet Cong likewise appreciated the M79 – and even came to the same conclusion as the Americans, occasionally cutting down their captured weapons in the same way!

TOZ GSN-19, 30mm VOG-T (Russia, 1976-1990)

The GSN-19 is a unique launcher designed for special ops. Nicknamed *Kanarejka* ("little canary"), it mounts below a modified Izhmash AKMS rifle (*High-Tech*, p. 114) or TOZ AKS-74UB carbine (p. 62), the combination being called the *Besshumnyi Strelkovo-granatometniy-1* ("silenced rifle grenade launcher-1") or BS-1 *Tishina* ("silence"). The 0.55-lb. grenade is inserted from the muzzle. Only a HEAT warhead is available, for the destruction of high-value targets like command and control systems or mobile missile launchers.

Grenade Launchers Table

See pp. B268-271 for an explanation of the statistics.

GUNS (GL) (DX-4 or most other Guns at -4)

TL	Weapon	Damage	Acc	Range	Wt.	RoF	Shots	ST	Bulk	Rcl	Cost	LC	Notes
7	SOG M79, 40×46mmSR	4d-1 [2d] cr ex	1	30/300	4/0.5	1	1(3)	12	-3	3	\$500	1	[1]
7	TOZ GSN-19, 30mm <i>linked</i>	1d+1(10) cr ex	2	30/440	4.3/0.55	1	1(3)	10†	–	3	\$1,500	1	[1, 2, 3]
8	ISTEC ISL201, 40×46mmSR	4d-1 [2d] cr ex	1	30/440	3.2/0.5	1	1(3)	8†	–	2	\$1,000	1	[1, 3]

Notes

[1] First Range figure is *minimum* range, not 1/2D.

[2] Grenade *launch* is “silent” (see description).

[3] Clamps under SMG or carbine: add weight to weight of host weapon and add -1 to weapon’s Bulk.

A captive piston arrangement launches the grenade while capturing the flash and sound – in effect, like using silent ammunition (*High-Tech*, p. 165). The piston is activated by a 5.45×39mm blank cartridge; 10 rounds are carried in a detachable magazine (\$26, 0.4 lb.) in the launcher’s pistol grip. (Until 1985, launchers used an 8-round magazine of 7.62×39mm blanks.) The launcher is a bolt-action design. While the war-head’s detonation is totally obvious, the reduced firing signature allows the grenadier to slip away undetected, in theory.

ISTEC ISL201, 40×46mmSR (U.K., 2000-)

This is a compact launcher mounted under a H&K MP5A3 (*High-Tech*, p. 123) by replacing the handguard – it can also be fitted to the H&K HK53A3 carbine (*High-Tech*, p. 116) or F.R. Ordnance MC-51 carbine (p. 62). A side-opening design, it fires all grenades of its caliber. The ISL201 was adopted by the London Metropolitan Police’s CO19 firearms unit (the former SO19, see *SWAT*, p. 17) and other special units, including in Italy and Malaysia.

HAND GRENADES

You can never carry enough grenades. You can use them without giving your position away.

– 7th Special Forces Group, “B-720 Tips” (1995)

Hand grenades are useful in tactical combat. Genuine explosive grenades are confined to military operations, while police forces have access to less-lethal grenades. In close-quarters battle, grenades with a limited casualty radius are popular. These include concussion grenades such as the AMC MK III (*High-Tech*, p. 191), EiHGr39 (*High-Tech*, p. 191), or Diehl HGR DM51 without fragmentation sleeve (*High-Tech*, p. 193), but also small fragmentation grenades like the ARGES HG 86 (*High-Tech*, p. 193) or NWM V40 (*SEALs in Vietnam*, p. 31).

Kodak T13 Beano (USA, 1944-1945)

Designed for OSS agents (*Martial Arts: Fairbairn Close Combat Systems*, pp. 17-18, and *WWII: Dogfaces*, p. 60) and the resistance fighters supplied by them, the T13 is a powerful fragmentation grenade the size and shape of a baseball. To avoid having it thrown back by the enemy and to better attack vehicles, the grenade has an impact fuse rather than a time fuse, detonating it the

instant it connects with a hard surface. To protect the thrower, the fuse doesn’t arm until the grenade has covered a minimum flight distance of 8 yards. Tens of thousands of Beans were made, but the fuse proved unreliable (Malf. 16); a critical failure on the Throwing roll means that the thrower didn’t securely hold the grenade, resulting in a premature detonation in his hand! If the grenade lands on soft ground, roll 1d: 1-2 means it won’t detonate!

ARGES HG 84 (Austria, 1984-2000)

The *Handgranate 84* (“hand grenade model 84”) is a fragmentation grenade with high-explosive filler and a plastic body containing several thousand steel pellets. It was widely exported, and licensed to Pakistan, from whence it has spread as the POF *HG 84P2A1* to various other users.

Pipe Bombs

Ordinary civilians have no use for grenades – but resistance fighters, terrorists, and criminals often do. Unless they can steal or otherwise acquire *real* grenades, they have to make do with improvised explosive devices (*High-Tech*, p. 191).

A pipe bomb can be made at TL3+. It consists of a metal pipe fitted with screw-on caps at both ends. It’s filled with a low-powered explosive available to civilians, such as black powder, guncotton, dynamite, or a sugar/disinfectant mixture. The fuse is usually a length of time fuse (*High-Tech*, p. 187); more sophisticated bombs may have detonators like a time clock (*High-Tech*, p. 188). The pipe serves to protect the explosive, but also yields some fragmentation. To improve that, the bomb can be surrounded with heavy nails, tied or taped to the pipe. The first known use of a pipe bomb was during the 1886 Haymarket riots in Chicago.

Making one requires an Explosives (Demolition) roll and about 5 minutes if the explosive is ready-made and the pipe is already threaded to accept screw-on caps (such pipes can be bought in hardware stores).

A typical pipe bomb is about 1’ long and weighs 1 lb.; its 0.5-lb. explosive filler does 6d [1d] cr ex. If wrapped with 1 lb. of fragmentation material, it does 5d [2d] cr ex. Fuse length varies but will usually be from 1 to 10 seconds. Cost depends on the components. Malf. is 14! LC1.

Hand Grenades Table

See pp. B268-271 for an explanation of the statistics.

THROWING (DX-3 or Dropping-4)

TL	Weapon	Damage	Wt.	Fuse	Bulk	Cost	LC	Note
7	Kodak T13 Beano	7d+2 [2d] cr ex	0.75	Impact	-2	\$40	1	[1, 2]
8	ARGES HG 84	6d+2 [2d] cr ex	1.1	4-5	-2	\$30	1	[1]
8	ALS Pocket Smoke	Smoke (4 yd.)	0.17	1-2	-1	\$25	3	[1, 3]

Notes

[1] Takes a Ready maneuver to pull the pin.

[2] Unreliable (see description).

[3] Fills a 4-yard radius with smoke (p. B439). Cloud lasts about 20 seconds under typical conditions.

ALS Pocket Smoke (USA, 2003-)

This is a compact chemical smoke hand grenade popular with special ops and “contractors” because at 5” long and 1.5” wide it’s lighter and smaller than conventional smoke grenades

(Holdout -1). It’s available in several colors including white, red, green, and yellow – there is even a variant issuing CS tear gas instead (*High-Tech*, p. 171).

GUNSMITHING

I was packing an old Colt .45 New Service with only a two-inch barrel. I had hacked the barrel off, dehorned the hammer, cut out the trigger guard, and made it a fast draw gun.

– Charles Askins, *Texans, Guns & History* (1970)

Many tactical shooters improve or modify their guns. This can mean anything from putting some rubber bands around a pistol grip to make it less slippery to completely rebuilding the weapon. Most tasks require at least one Armoury (Small Arms) roll; unless specific rules are provided, failure means the time is wasted and the gunsmith must try again, while a *critical* failure damages the weapon in some way.

The following gunsmithing rules are *generic*. They may not apply to every firearm. Individual weapon descriptions sometimes state whether specific modifications are either common or can’t be done at all. If nothing is specified, use common sense. For example, bullpup weapons can’t have their shoulder stock removed or replaced by a folding stock, the magazine capacity of a weapon with a tube magazine below the barrel may be reduced if the barrel is shortened, and so on.

See *Firearm Quality* (*High-Tech*, p. 79) for improving a gun’s accuracy or reliability.

Adding Accessories

See *Firearm Accessories* (*High-Tech*, pp. 153-161) and *Tactical Equipment* (pp. 70-77) for many gadgets which can be added to a firearm. Most require no or only minor modifications to the weapon – especially if accessory rails (*High-Tech*, p. 161) are used. An Armoury (Small Arms)+4 or IQ-based Guns roll is required to correctly fit a new accessory to a firearm; this seldom takes longer than 30 minutes.

Complicated or involved additions require an Armoury (Small Arms) roll and take one hour of work. Example include a new, slightly longer barrel with a thread cut into it to mount a detachable sound suppressor (*High-Tech*, p. 159), or a pistol stock (*High-Tech*, p. 160) being added to a handgun that isn’t designed to mount one.

Caliber Conversion

Modifying a firearm so it can take a different round is popular, often because weapons are scarce during wartime or certain calibers are easier to obtain by the new owner (whether due to cost or availability). A caliber conversion requires a new (or rebored) barrel and sometimes additional modifications; magazines often need to be acquired elsewhere. However, the basic action can usually be kept. This requires two Armoury (Small Arms) rolls, two hours of work, and materials worth 25% of the cost of the weapon.

The new caliber is often smaller but can be larger; multiply original caliber by 1.2 to find the maximum increase. This will change the damage done by the firearm; the GM should use the Dmg of a weapon, similar to the model being modified, that fires the new caliber. It can’t be much more powerful, though – multiply basic damage by 1.2 to find the maximum increase.

Example: During WWII, many captured weapons were converted to calibers the new owners found easier to obtain. The Germans liked to convert the Soviet ZiD PPSH-41 (*High-Tech*, p. 124) – with maximum caliber 7.62mm × 1.2 = 9.14mm – from 7.62×25mm Tokarev to 9×19mm Parabellum. The adapted weapon used the magazines of the ERMA MP40 (*High-Tech*, p. 124). Like the MP40, the conversion does 3d-1 pi, which is inside the 3d × 1.2 = 3d+2 maximum.

Converting a Long Arm into a Bullpup

Most long arms can be converted to the so-called bullpup configuration – that is, a shape in which the trigger is located forward of the action. This changes the balance of the weapon and reduces the length. It usually also means that the weapon can no longer be used left-handed (or right-handed, if so constructed), as the cases will be ejected into the face of the shooter. A conversion requires extensive modifications and often means a net weight gain.

This conversion requires three Armoury (Small Arms) rolls, two days of work, and materials worth 30% of the cost of the weapon. Ready-to-install bullpup conversion kits are available for certain long arms – e.g., for the Ruger Mini-14 (*High-Tech*, p. 117). These cost 25% of the cost of the weapon and require only one Armoury (Small Arms) roll and two hours of work. In either case, improve Bulk by 1 (to no better than Bulk -3) and increase weight by 1 lb. Many gunsmith conversions are less reliable, giving -1 to Malf. Converted rifles sometimes also suffer -1 Acc due to the trigger linkage.

The bullpup configuration is effectively a TL7 development. It works best with semiautomatics and full-automatics, but can also be applied to bolt-action and pump-action guns.

*It was an antique, a .357 Magnum
with the barrel and trigger-guard sawn off.*

– William Gibson,
Neuromancer (1984)

Converting a Semiautomatic to Full-Automatic

Any semiautomatic weapon can be converted to full-automatic fire. In fact, one of the challenges of semiautomatic design is *preventing* such weapons from firing bursts – runaway semiautomatics are a discomfiting but not uncommon occurrence on shooting ranges! Gunsmiths and manufacturers began offering this conversion between 1900 and WWI, a mere decade after the introduction of the first self-loading weapons.

This conversion requires an Armoury (Small Arms) roll. Assign a penalty depending on the weapon's basic design. For example, converting a Winchester M1 carbine (*High-Tech*, p. 113) or certain open-bolt pistols like the original semiautomatic Intratec TEC-9 (*High-Tech*, p. 102) is a *favorable* task, with a +1 difficulty modifier (p. B345). Converting a Colt CAR-15 R6001 Sporter (*High-Tech*, p. 119) is an *average* task with no modifier. Rebuilding a pistol such as the Colt .45 Government (*High-Tech: Pulp Guns 1*, pp. 17-18) into a selective-fire machine pistol is an *unfavorable* task at -1.

Modifiers: +1 if the armorer has previously converted this type of gun successfully; -3 if this is his first attempt to convert any semiautomatic; +1 for an aftermarket kit (which often only allows full-auto rather than selective fire); +2 for the availability of factory parts (which indicates a rebuild rather than a conversion); and from -2 to +2 for the Armoury (Small Arms) tool kit (*High-Tech*, p. 24) being used.

Conversion requires 10 minutes for a favorable task, 12 hours' work for an average task, and two days' work for an unfavorable task. Failures don't work, and extend the conversion time by one day. Critical failures turn the gun into scrap metal. Any critical success gives a gun with ordinary Malf.; otherwise, Malf. is -1 from the pre-conversion gun – conversions almost never run as reliably as factory guns. Almost everywhere, conversion will lower LC by 1.

Typically, RoF will be 20! for a converted pistol, 25! for a .22-caliber pistol, 6! for a shotgun, 10! for a rifle in a large caliber

such as 7.62×51mm NATO, 15! for a rifle in a small caliber such as 5.56×45mm NATO, and 20! for a .22-caliber rifle.

Examples: A Colt CAR-15A1 R6001 carbine with full-auto sear has RoF 15!, while a converted NORINCO Type 56S-1 rifle (Chinese semiautomatic copy of the AKMS on p. 114 of *High-Tech*) has RoF 10!.

Fitting a Gun to Its Owner

A gun can be modified to fit its owner perfectly. Features like length of pull of the shoulder stock; overall weight; pistol grip shape and size; checkering or other texture improvement of the grip, trigger, hammer, or other surfaces; trigger pull; and sights can be adjusted to a specific shooter. This includes specially shaped stocks for one-armed or one-eyed shooters (p. B147). Double the cost of the weapon.

The ultimate "modification" is a made-to-order gun. This was and is common for the more expensive shotguns and sporting handguns and rifles, such as the SVI Infinity (p. 58) or H&H .600 Royal Express (*High-Tech: Pulp Guns 2*, p. 7). Paying full price for a new gun of this type already includes fitting it to the (original) owner.

The ideal way to model this in *GURPS* is to treat it as a Weapon Bond (p. 41), but note that a shooter can also bond to a gun that is *not* modified in any way!

Shortening a Handgun

Most handguns with Bulk -2 or -3 can have their Bulk improved by 1 by shortening the barrel (and slide, if the barrel is completely covered by it). This requires an Armoury (Small Arms) roll and five hours, and costs 50% of the gun's cost. The conversion will lower weight somewhat; reduce it by 0.5 lb. Multiply Dmg by 0.85 and reduce Acc by 1. ST and Rcl *may* also get worse. LC is usually not affected.

Shortening a Long Arm

Shortening a long arm means removing part of the barrel and/or stock. Long arms with Bulk -6 or worse can have Bulk improved by up to 2 by shortening the barrel; those with Bulk -4 or -5 can only have Bulk improved by 1. This reduces weight by 0.75 lb. per point of Bulk improvement for a single-barrel weapon, or by 1 lb. per point for a double-barreled weapon or machine gun. For rifled weapons only, reduce Acc by 1 per point, and multiply Dmg by 0.85 for +1 Bulk or by 0.75 for +2 Bulk.

In either case, Bulk can be improved by an *additional* +1 if the stock is removed or replaced by a folding stock (*High-Tech*, p. 160) – unless the weapon is a bullpup. If the stock is removed, reduce Acc by 1 and weight by 1 lb., multiply ST by 1.2, and add +1 to Rcl (unless Rcl is 1).

A long arm's Bulk can never be improved to better than Bulk -3. Beginning in the 1920s, many legislations consider short barrels a sign of a "gangster weapon" (compare *High-Tech: Pulp Guns 1*, pp. 4-5). At TL6-8, shortening the barrel of a long arm to Bulk -4 or better will generally lower LC by 1. Folding stocks *may* also be illegal.

Simply sawing off a barrel or stock requires nothing more than a hacksaw (*High-Tech*, p. 25) and a couple of minutes of sawing. However, for any weapon other than a shotgun, it's usually necessary to move back the sights, install a new foregrip, refinish the weapon, etc. This requires two days' work and two Armoury (Small Arms) rolls.

Example: During the Russian Civil War (1918-1922) and again during WWII, civilian fighters sometimes converted the Mosin-Nagant rifle (*High-Tech*, p. 111) into a handgun by sawing off stock and barrel. The so-called *obrez* (“sawed-off”) configuration reduces Dmg from 7d+1 pi to 5d+2 pi, weight by 2.5 lbs. to 6.7 lbs., Acc from 5 to 2, and Bulk from -6 to -3. It increases ST from 10† to 12† and Rcl from 4 to 5.

Weight Reduction

Lugging around even a 2.5-lb. handgun all day can be pretty cumbersome, not to mention 10-lb. rifles and 25-lb. machine guns. If a lighter comparable weapon isn’t available, sometimes it’s worth trying to reduce the weight of your firearm. Lightening a gun isn’t always a good idea, as it may reduce

“Tactical” is a buzzword
that helps sell stuff.

TACTICAL EQUIPMENT

geardo n. . . . 1. One who spends at least 50% of each paycheck (before taxes) on the latest & greatest gear, just to have the latest & greatest gear, regardless whether or not that gear will actually help the wearer perform his/her duties.

– Albert Merrifield, *Bob on the FOB* (2007)

“Tactical” is a buzzword that helps sell stuff. All a shooter really needs is a good gun, effective ammunition, and a practical means of carrying both. This doesn’t mean that a lot of additional “Guccified” gear isn’t at least *sometimes* useful. Even small modifications can make a shootist’s life easier – and longer. The following expands on *Firearms Accessories* (*High-Tech*, pp. 153-161).

SOUND SUPPRESSORS

Low-signature weapons are excellent tools for solving a remarkably wide array of tactical and public-relations problems.
– Alan Paulson, *Silencer: History and Performance II* (2002)

See *High-Tech* (pp. 158-159) for basic rules and statistics.

At TL6-7, not all semiautomatic pistols can be effectively used with a baffle suppressor. The suppressor’s weight attached to the barrel affects the action of the weapon. Most low-powered blowback guns with a fixed barrel (like semiautomatic pistols in calibers up to .380 ACP and 9×18mm Makarov) have no problems with this, nor do those full-power guns in which the barrel is fixed or only recoils straight back, such as the Beretta Mod 1951 (p. 56), Beretta Mod 92F (*High-Tech*, p. 100), H&K P7 (p. 56), or Walther P38 (*High-Tech*, p. 100).

Other pistols, in particular those using a variation on the Luger or Browning action, won’t cycle reliably with a suppressor and get -2 to Malf. – usually resulting in a stoppage (p. B407). Together with the lower signatures of small-caliber rounds, this is the reason why most TL6-7 suppressed handguns fire

service life, controllability, or other parameters. However, the lower mass may outweigh any disadvantages.

- One way to reduce weight is to shorten barrel and/or shoulder stock (p. 69). This usually has a negative impact on Dmg, Acc, Range, ST, Rcl, and/or LC.

- Another is to use lighter ammunition; e.g., by employing plastic or alloy cartridge cases (*High-Tech*, p. 164) or lighter ammo carrying devices (such as plastic or alloy magazines, *High-Tech*, p. 155). These aren’t always available, however.

- A third method is to machine away superfluous material from the slide or other massive components, and to use a fluted barrel, lighter bipod, or other weight-reduced parts. This requires 12 hours and an Armoury (Small Arms) roll. An 18 on that roll indicates that too much material was taken off, or in the wrong place, and the gun’s integrity was weakened; the next malfunction will be an explosion (p. B407)! Multiply (empty) weight by 0.85.

Example: Cutting grooves in the slide’s sides and machining off other excess material can reduce the *empty* weight of a FN-Browning HP pistol (*High-Tech*, p. 99) from 1.9 lbs. to 1.6 lbs.; loaded weight becomes 2.1 lbs.

low-powered rounds like the .22 LR or .32 ACP. Those that use more powerful ammunition are generally not semiautomatic, such as the BSA Welrod Mk I (p. 54), or have a slide-lock (*High-Tech*, p. 161) allowing only single shots between manual operation (RoF 1) in suppressed mode, such as the S&W MK 22 MOD 0 “Hush Puppy” (*SEALS in Vietnam*, p. 26). This is no longer an issue at TL8.

Examples: The Colt .45 Government (*High-Tech*, pp. 98-99) uses a Browning action in which the barrel recoils and cants; mounting a TL6-7 suppressor will therefore lower Malf. to 15. This is one of the reasons why many Western agencies preferred the Walther P38 for suppressed use during the Cold War. From 1958, the CIA even issued a field kit for the P38 – complete with threaded barrel (\$200), wiper suppressor (-2 Hearing, \$300, 0.5 lb.), and 50 subsonic rounds (p. 77). The Glock 17 (*High-Tech*, p. 100) uses a modified Browning action – but when fitted with a TL8 suppressor, it will work flawlessly.

Wiper sound suppressors (invented in 1933) increase the back pressure in the pistol and work on all pistol types. In addition, the muzzle flash of the weapon is reduced or eliminated, allowing it to be used in an explosive atmosphere such as on oil rigs, near gas stations, or in illegal drug laboratories (*SWAT*, p. 39). On the other hand, wiper suppressors can’t be used with hollow-point (p. 78), frangible (p. 78), or multiple-projectile (*High-Tech*, pp. 172-174) ammunition – or with any load using a sabot, such as APDS (*High-Tech*, p. 167). Doing so will destroy the suppressor.

All suppressors increase the cyclic rate of automatic weapons. Whenever a full-automatic firearm is fitted with a suppressor, multiply RoF by 1.1, rounding up. Faster-running guns are more likely to jam, though usually not enough to warrant reducing Malf.

Suppressors are ill-suited for *Suppression Fire* (pp. B409-410), as people are less afraid of what they can't hear (see *Cool Under Fire*, p. 34).

Shotgun Suppressors (TL6)

Suppressors for shotguns are rare but not impossible – a design for .410-gauge guns was available as early as the 1920s (*High-Tech: Pulp Guns 1*, p. 26). Most designs are TL8, however. Only baffle designs can be used, and most shotgun suppressors are long and heavy, a result of the large gas volume generated by big-bore shotshells. Many feature a perforated barrel extension tube to protect the interior baffles from damage. They aren't quite as effective as other suppressors, but profit from the use of subsonic ammunition (p. 77). Shotgun suppressors are used by sportsmen to protect their hearing and/or to avoid alarm in tightly settled neighborhoods, especially in Europe. A detachable baffle suppressor for a shotgun gives -1 to -2 Hearing. -2 Bulk. \$500 per -1 Hearing, 3 lbs. LC3.

First-Shot Pop

A curious phenomenon experienced with baffle sound suppressors is that the *first* shot is louder than subsequent shots. Residual propellant present in the hot gases from the first shot ignites in the oxygen within the suppressor, generating a secondary combustion that is perceived as part of the shot (+1 Hearing). This consumes all the oxygen in the suppressor, so follow-up shots are quieter – it takes about an hour for the oxygen level to return to atmospheric concentrations after the last shot.

This is an obvious problem, since it's often precisely the first shot that counts! Over time it was found that putting grease or water into the can displaces enough oxygen to avoid the combustion. However, this only works for detachable baffle sound suppressors, and requires frequent refilling. See *Wet Suppressors* (below).

The opposite applies to wiper suppressors, where the first shot is the quietest and the sound suppression gradually gets worse with each shot.

Wet Suppressors (TL8)

Introduced in the 1980s, wet suppressors are baffle suppressors designed to be filled with an ounce or so of liquid or semi-liquid coolant to improve the sound reduction. Coolants include lithium grease, weapon oil, shaving gel, water, or even urine! Grease has the advantage that it stays in the can. Water and other liquids will drip out of the suppressor and should only be added immediately before firing; some shooters carry a sealed syringe for that. The coolant is consumed during firing and must be replaced after two or three magazines' worth of shots. Most spray back at the shooter in a fine mist. When wet, reduce the Hearing penalty by a further -1. A wet suppressor reduces or eliminates muzzle flash and isn't subject to *First-Shot Pop* (above). No change in cost and weight. LC4.

HOLSTERS, SCABBARDS, AND SLINGS

On all weapons th[e] sling is part of the mounting system which turns the shooter into a true weapons platform . . . With the sling properly adjusted, either over the right shoulder, around

the neck over the left shoulder, or looped around the neck, it becomes the shooter's third hand.

– Frank Moyer and Robert Scroggie,
Special Forces Combat Firing Techniques (1971)

These accessories are vital to carry your gun safely and conveniently. More can be found on pp. 153-154 of *High-Tech*.

Long Arm Slings (TL5)

A sling allows a long arm to be carried at all times, while climbing, skiing, riding a horse or motorcycle, etc. It can also stabilize the weapon during firing (see *Long-Arm Shooting Stances*, pp. 12-13). In close-quarters battle, a sling allows quick transition to a handgun (p. 14). It helps prevent other people from taking your weapon, too, giving +2 to Retain Weapon rolls.

Slings for rifles, shotguns, SMGs, LMGs, etc., are identical. Most are about 4' long. Those used with LMGs can be fitted with additional padding to prevent the higher weight of the gun from digging into the gunner's shoulders (+0.5 lb.).

One-Point Sling (TL5)

A one-point sling attaches *only* at the rear end of the weapon, forming a loop. The gun hangs muzzle-down under the strong arm shoulder or on your chest, depending on preference. "Dropping" the weapon is a free action. Bringing it up takes a Ready maneuver, or a free action with a successful Fast-Draw (Long Arm) roll, at +1 for the sling.

- A TL5 leather one-point sling is \$10, 0.8 lb.; an expensive one, \$20, 0.5 lb. Such slings were used for cavalry carbines like the Springfield M1873 (*High-Tech*, p. 110) or Winchester Model 1873 (*High-Tech*, p. 110), attached to what is today wrongly called a "saddle ring" on the receiver.

- A TL8 synthetic one-point sling is \$50, 0.4 lb.

One-point slings are sometimes improvised. During the 1930s, bandits such as Clyde Barrow carried sawed-off shotguns or stockless SMGs under their clothing by attaching a belt, loop of string, or rubber inner tube to the rear (*High-Tech: Pulp Guns 1*, p. 23). These require an IQ-based Guns+4 roll to set up. Many improvised slings dig into the shoulder, resulting in moderate pain (p. B428) if worn for longer than an hour.

Sling Swivels (TL5)

Weapons without sling swivels (or without the *right* sling swivels) can be fitted with such. \$20, 0.1 lb. LC4.

Two-Point Sling (TL5)

A two-point sling is the classic sling attached near the front and rear of the firearm (*High-Tech*, p. 154). The weapon hangs muzzle-up or muzzle-down on the chest or back. When not needed, the gun can be "thrown" muzzle-down over the weak-side shoulder, out of the way. When it's needed again, the shooter shrugs and slips the weapon back to the front. Either move takes two Ready maneuvers. A Fast-Draw (Long Arm) (p. 42) roll reduces this to one maneuver to ready the weapon – and one to stow it, *if* the shooter also has Quick-Sheathe (Long Arm) (p. 40).

- A TL5-8 leather two-point sling is \$10, 0.8 lb.; an expensive one, \$20, 0.5 lb. Examples of the former include the leather sling issued with the H&K G3A3 (*High-Tech*, p. 116), and of the latter include the M1907 sling issued with the Springfield M1903 (*High-Tech: Pulp Guns 2*, p. 8) and M1 Garand (*High-Tech*, p. 113).

- A TL6-8 canvas two-point sling is \$5, 0.6 lb.; an expensive one, \$10, 0.4 lb. Examples of expensive slings include the one made for the Izhmash AK-47 (*High-Tech*, p. 114), and the M1 sling issued with the Springfield M14 (*High-Tech*, p. 115) and Colt M16A1 (*High-Tech*, p. 117).

- A TL7-8 synthetic two-point sling is \$10, 0.3 lb. Examples include the slings issued with the Colt M16A2 (*High-Tech*, p. 117) and Stoner MK 23 MOD 0 Commando (*SEALs in Vietnam*, p. 29). Synthetic slings (and their attachment hardware) support 300 lbs., allowing improvised use as a short rope – the breaking strength of just the strap material exceeds two tons!

Three-Point Sling (TL7)

A three-point sling, often called a “tactical” or “patrol” sling (*High-Tech*, p. 154), attaches near the front and rear of the weapon, but is designed so the end slung around the shooter attaches to the sling again near the center of gravity of the weapon – the third point. The first was the H&K R3/3 multipurpose sling, introduced in 1973. It allows hands-free carry of the long arm so the wearer can transition to a sidearm, open a door, etc. The “military patrol ready” position has the weapon hanging on the shooter’s front, with the stock just below the strong arm shoulder at about mid-chest level and the muzzle slightly downward. From there it can be quickly raised to the shoulder and fired. The “port arms” position has the weapon supported almost horizontally with the muzzle angled upward on the chest. An alternate position is for the weapon to hang muzzle-down on either the strong side or off-side. The off-side allows easier transition to a sidearm holster on the strong side hip or leg. “Dropping” the weapon is a free action. Bringing it up again requires a Ready maneuver or a free action with a successful Fast-Draw (Long Arm) roll, at +1 for the sling.

Alternatively, a three-point sling can be used to carry the arm in the “rucksack” or “biathlon” position, with the weapon vertically on the back, muzzle-down (or up, depending on preference). It takes two Ready maneuvers to sling or unsling, or one with Fast-Draw (Long Arm).

- A TL7-8 three-point patrol sling is \$50, 0.4 lb. These include the slings issued with the Colt M4A1 (*High-Tech*, p. 119), H&K HK93A2 (p. 62), H&K HK416D10RS (pp. 63-64), H&K MP5A3 (*High-Tech*, p. 123), and FN M249 (*High-Tech*, p. 136).

Retention Device (TL8)

With the exception of the “rucksack” position on the back, most slings can’t prevent the weapon from banging and moving against the wearer whenever he is engaged in energetic hands-free activities like melee combat, running, jumping, rappelling, etc. This gives -2 to those skills! It can be avoided if the long arm is secured behind the hip using a retention loop or buckle worn on the belt or LBV. Engaging the retention device takes two Ready maneuvers, one with Fast-Draw (Long Arm) and Quick-Sheathe (Long Arm); disengaging takes one Ready maneuver, or a free action with Fast-Draw (Long Arm). Gives +2 to Retain Weapon (Long Arm) while engaged. \$25, 0.5 lb. LC4.

Pistol Holsters (TL5)

A holster worn on the hip, including a belt, military, undercover, or retention holster (*High-Tech*, pp. 153-154), is convenient to wear and reach, but isn’t the best solution when sitting in a vehicle, due to the safety belt (or the seat itself). Similarly, bulky body armor may get in the way (p. 12), as may a slung long arm (if hung on the strong side, where the hip holster is). The latter is problematic, as it prevents a quick transition from the long arm to the sidearm. All these situations result in -2 to Fast-Draw.

A holster worn on the chest, including a belt, military, or retention holster, doesn’t hinder while seated and allows a fast transition. However, it only allows unconcealed carry. Examples include a holster integrated into a load-bearing vest (*High-Tech*, p. 54) or a holster attached to the front of an armor vest (*High-Tech*, pp. 65-67).

Some holsters allow one-handed readying (compare *One-Hand Drills*, p. 39) from Condition Three (p. 8); the most famous is the M1916 military holster adopted by the U.S. Army for the Colt M1911 pistol (*High-Tech: Pulp Guns 1*, pp. 17-18). Increase cost by 10%.

Pocket Holster (TL5)

A pocket holster holds a handgun in a pants or coat pocket. It helps to conceal the gun and prevents it from snagging in the pocket, reducing the -3 Fast-Draw penalty to -2 (see *Fast-Draw*, p. 42). +1 Holdout. \$50, 0.5 lb. LC4.

A similar effect can be achieved by lining a pocket with leather or waxed canvas, as preferred by gunslingers like Wyatt Earp and Dallas Stoudenmire. This requires a Sewing roll.

Speed Holster (TL8)

A speed holster is a skeletonized holster that only covers a handgun’s trigger and trigger guard. It gives no protection to the gun and exposes it to the elements (p. B485). Designed for Practical Sports Shooting (p. 49), it’s useless as a service holster, but fast to draw from. A locking mechanism gives the owner +2 to his Retain Weapon technique while his weapon is holstered. +1 Fast-Draw (Pistol). -2 Holdout. \$200, 0.5 lb. LC4.

Tactical Holster (TL8)

A “tactical” or “drop-leg” holster is a holster that is worn low, on the upper leg rather than on the hip, and usually fixed to the leg with a strap. It’s popular with special-ops troops and SWAT operators, as it doesn’t interfere with body armor (p. 12), a seat belt, or a climbing or rappelling harness, and let one carry extra ammunition pouches and the like on the belt. Setting up a belt, military, or retention holster for “tactical” wear adds \$50 and 0.5 lb. -2 Holdout. LC4.

Concealed LBV (TL6)

Military load-bearing equipment (*High-Tech*, p. 54) is obvious – the belts, straps, and pouches instantly spell “soldier” even to a casual observer. If a shooter wants to effectively carry more than a few pistol magazines concealed under ordinary clothing, elaborate measures have to be taken. Examples include retention loops for rifle or SMG magazines sewn onto a waistcoat worn under a suit, or hidden magazine pouches sewn into a jacket – the latter ploy being used by U.S. Army Delta Force operators (*Special Ops*, p. 28) in the ill-fated Operation EAGLE CLAW in Iran in 1980.

Treat either as a load-bearing vest, but with -1 Fast-Draw (Ammo). About eight rifle/SMG magazines can be carried this way on the front of a waistcoat, or a dozen in a standard coat. For 5× cost, the setup can give +1 (quality) to Holdout. Making it yourself saves the cost but requires *both* an IQ-based Sewing roll and a normal Sewing roll. Increase clothing weight by 1 lb. LC4.

Long Arm Holster (TL6)

Military flap holsters have also been made for long arms of Bulk -3 or -4. These are intended for cavalry or vehicle crews so they can keep their long arms close at hand. Examples include holsters for the Winchester M1 carbine (*High-Tech*, p. 113), TOZ AKS-74U assault carbine (*High-Tech*, p. 114), and ZML PM 63 machine pistol (p. 64). Generally, only the smallest magazine available fits. -3 Fast-Draw. \$150, 2 lbs. LC4.



Concealed Carry Clothing (TL8)

Clothing optimized for the concealed carry of handguns has always been available in the form of custom-made one-offs; see *Undercover Clothing* (*High-Tech*, p. 64). This was popular in the 19th century, especially in Europe. Since the 1990s, several manufacturers have offered affordable, mass-produced ordinary clothing (Status 0) that is tailored for concealed carry – a pair of jeans, a waistcoat, or a light summer jacket. Each item features concealed pockets for a handgun (Bulk -2 or better) and two magazines, and sometimes for a tactical folding knife (*High-Tech*, p. 198) and a pair of handcuffs (*High-Tech*, p. 217). -2 Fast-Draw and +2 Holdout. \$60, 1 lb. LC4.

Shoulder Rig (TL8)

This is a harness (rather than a sling) to suspend a compact long arm (Bulk -3 or -4) muzzle down under the shoulder of the strong arm, concealing it under a coat or jacket. It allows the weapon to be whipped up and fired while attached to the rig. The weapon is balanced by two or three magazine pouches under the weak arm. Commercial shoulder rigs were introduced in the early 1980s for the H&K MP5K (*High-Tech*, p. 123) and IMI Uzi (*High-Tech*, p. 125). They are popular with bodyguards. +1 Holdout and +2 Retain Weapon. \$120, 1 lb. LC4.

MAGAZINE MODIFICATIONS AND RELOADING AIDS

See *Reloading* (p. 20) for details on how to reload. Bonuses to Fast-Draw (Ammo) stack for devices that can be used simultaneously – at most *one* carrying device (e.g., wrist pouch), *one* drawing assist (e.g., fast-draw magazine loop), and *one* insertion aid (e.g., jet funnel). More items can be found on p. 155 of *High-Tech*.

Buttstock Ammunition Loops (TL6)

These are cloth, leather, or plastic loops on the shoulder stock of a long arm, holding five to 10 individual shotshells or rifle cartridges. This can be useful for a hunter or sniper in the prone position, as it requires little movement to retrieve spare rounds from the buttstock carrier to the magazine. +1 Fast-Draw (Ammo). \$25, 0.2 lb. LC4.

Side Carrier (TL6)

Invented in 1875 and adopted by several militaries for their single-shot rifles, a side carrier allows cartridges to be carried on the side of the receiver. This allows a quicker reload, as the shells are closer to the chamber/magazine more easily retrieved than from a pouch. A side carrier holds four to 10 cartridges, depending on caliber – the TL6 “Metcalf Loading Block” for the Springfield M1873 rifle (*High-Tech*, p. 110) holds eight, while common TL8 designs for 12-gauge shotshells hold either four or six. +1 Fast-Draw (Ammo). \$25, 0.5 lb. LC4.

Shell Bag (TL6)

Intended for shotgunners, this is a bag attached to the belt or slung over the shoulder, with a large flap opening that allows quicker reloading than does fishing for shells in a coat pocket or an ammo pouch. +1 Fast-Draw (Ammo) – but if carrying more than one type of ammo, picking out the *right* cartridges is at -4 to Fast-Draw. \$35, 0.5 lb. for a small one holding 25 shells, \$60, 1 lb. for a large one holding 100 shells. LC4.

Buttstock Magazine Pouch (TL7)

This is a pouch for one or two magazines that slips over the butt of a long arm. It allows spares to be carried *on* the weapon without need for load-bearing gear, or simply adds a convenient way to carry an additional magazine. The first, introduced in 1942, held two 15-rounders for the Winchester M1 carbine (*High-Tech*, p. 113). Today, pouches for a single 30-round magazine are commonly used with the Colt M16A4 (*High-Tech*, p. 117), H&K G36 (*High-Tech*, p. 121), etc. It can't be fitted to a bullpup weapon, since those have the ejection port near the buttstock or are otherwise not set up for it. \$25, 0.2 lb. LC4.

LMG Assault Pack (TL7)

This is a container that clips to a LMG to allow mobile assault with a fully loaded gun (otherwise only a short starter belt should be inserted; see p. 65). Many LMGs include an assault pack by design, but some don't. Aftermarket packs include:

TL7 Canvas Assault Pack: A stiffened pouch holding a 50-round belt, adopted by the Swedish army for use with the FN MAG (**High-Tech**, p. 134). \$20, 2.1 lbs. (5.4 lbs. loaded).

TL8 Plastic Assault Pack: A plastic box holding a 100-round belt, privately acquired by U.S. troops from 1989 for use with the Saco M60 (**High-Tech**, p. 134). \$15, 0.4 lbs. (7 lbs. loaded).

TL8 Nylon Assault Pack: A zippered pouch holding a 50-round belt, adopted by the U.S. Army in 2005 for the FN M240B (**High-Tech**, p. 135). \$20, 1.1 lbs. (4.4 lbs. loaded).

The amount of ammunition carried in the belt is usually sufficient for a single engagement.

– USMC Headquarters,
Small Wars Manual
(1940)

Beveled Magazine Well or Jet Funnel (TL8)

A beveled magazine well is widened and flared so the magazine can be inserted more easily and quickly. This can mean anything from hand-beveling the well with a file to a full-blown “jet funnel” attachment (a lengthened magazine well with an even wider opening for easier insertion). Jet funnels are for “race guns” used in competition shooting, like IPSC. Less obvious beveled magazine wells are mainly found on gunsmithed combat arms. +1 Fast-Draw (Ammo). \$100, neg. LC4.

Fast-Draw Magazine Loop (TL8)

This is a plastic loop attached to the base of a detachable magazine, allowing quicker retrieval from a magazine pouch. Introduced commercially by Magpul in 1999, similar loops have been improvised with cord and tape as early as the 1970s. Magazine loops are widely used today with assault rifles – less so with other weapons. +1 Fast-Draw (Ammo). \$3, neg. LC4.

Quality Magazines (TL8)

For many firearms, magazines are made that are of a different quality from the original. Cheap quality magazines are half cost, but give -1 to Malf. Good quality magazines are 1.5× cost, but give +1 to Malf. Examples of the latter include the steel H&K HRM (2001) and the polymer Magpul PMAG (2007), both for weapons using the M16 magazine, which is badly designed and usually of cheap quality. LC4.

Transparent Magazines (TL8)

Magazines made of translucent plastic allow you to check how much ammunition you still have (see *Reloading*, p. 20). They are standard for some weapons, including the FN P90 (**High-Tech**, p. 126), H&K G36 (**High-Tech**, p. 121), and Steyr AUG (**High-Tech**, p. 118). In the 21st century, they are available as aftermarket accessories from Mexico for the H&K G3 series (**High-Tech**, p. 116) and from Turkey for the H&K HK33 and HK93 series (p. 62). Others can be made. Calculate

cost and weight as if buying plastic extended magazines (**High-Tech**, p. 155). LC4.

Wrist Pouch (TL8)

This is a wristband worn on the strong arm that holds a pistol magazine or a few shotshells in a pouch or loop for a quick reload. The wrist pouch is a specialty item not much used, but it has a niche in certain close-quarters battle operations. +1 Fast-Draw (Ammo). \$15, 0.15 lb. LC4.

SIGHTS AND TARGETING AIDS

More sights and targeting aids can be found on pp. 155-157 of **High-Tech**.

Aiming Light (TL7)

This is a powerful light similar to a tactical light, but focused so it has a dark spot in the center of its beam. This can be used as an aiming point not unlike a targeting laser out to *half* the range of the light's beam. The most popular device of this type is the German Hensoldt *ZPP*, introduced in 1979, which mounts on top of the receiver like a scope. Due to their inefficient batteries and outdated bulb technology, aiming lights fell out of favor during the 1990s. 140-yard range. +1 Guns out to 70 yards. -1 Bulk. \$400, 3.8 lbs., 5×S/90 min. LC3.

Laser/Light Module (TL8)

This accessory combines several targeting lasers and tactical lights in one device running on the same batteries. Endurance is given for the white light, which is the most power-consuming; the lasers can be used on their own for about 20 times as long. There are several popular designs, including:

Insight AN/PEQ-6 LAM (1997). The American Laser Aiming Module was designed for the H&K MK 23 MOD 0 (p. 58), but is also used on the Glock series (**High-Tech**, pp. 100-101), H&K USP (**High-Tech**, p. 102), H&K MP5 series (**High-Tech**, p. 123), etc. It includes a 750-yard red targeting laser, 200-yard IR targeting laser, 25-yard tactical light, and 50-yard IR tactical light. \$1,900, 0.3 lb., 2×XS/5 minutes. LC3.

Oerlikon LLM01 (2004). The German *Laser-Licht-Modul* is used by several militaries, including the Austrian army on the Steyr AUG (**High-Tech**, p. 118), British army on the H&K L85A2 (**High-Tech**, p. 118), and German and Spanish armies on the H&K G36 (**High-Tech**, p. 121). It incorporates a 200-yard red targeting laser, 200-yard IR targeting laser, 25-yard tactical light, and 25-yard IR light. \$1,500, 0.5 lb., 2×XS/1 hour. LC3.

Insight AN/PEQ-16 IPIM (2007). The Integrated Pointer/Illuminator Module was designed for the Colt M4A1 (**High-Tech**, p. 119), but is also used on all other U.S. military long arms, including LMGs and light antitank weapons. It includes a 2,200-yard red targeting laser, 2,200-yard IR targeting laser, 25-yard tactical light, and 150-yard IR tactical light. \$2,275, 0.4 lb., 2×XS/1 hour. LC3.

Micro Reflex Sight (TL8)

In addition to reflex sights intended for long arms, micro reflex sights have been introduced in the early 21st century. These are barely larger than ordinary handgun rear sights and don't decrease handling. They give +1 Guns at ranges up to 50 yards. \$250, neg., T/2 years. LC3.

Off-Axis Viewing Device (OAVD) (TL8)

This periscopic device is mounted on a rail on top of a long-arm receiver – typically behind a collimating sight, but it can also be used on its own. The ocular can be swiveled to the left or right, and allows the shooter to view through it while standing to the side of the weapon. The OAVD allows firing around corners, over barricades, etc., exposing only the gun and the hand(s) holding it. Invented in 2005 for the Australian army, it was licensed to the Swedish Aimpoint company in 2008 for worldwide sale. It doesn't allow a proper firing stance with the weapon's stock braced against the body; treat as firing without a stock (p. 12), giving -1 Acc and +1 Rcl (unless Rcl 1), and multiplying ST by 1.2. Due to the awkward grip and sighting, all Guns rolls are at -2. \$350, 0.3 lb. LC2.

STOCKS, TRIPODS, AND BIPODS

Will [a forward pistol grip] make you shoot better? More than likely not; it will, however, give the tactical shooter something to hang onto in adverse conditions.

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

More on stocks, tripods, and bipods can be found on p. 160 of *High-Tech*.

Tripods and Other Mounts (TL5)

According to *Bipods and Tripods* (p. B412), weapons mounted on tripods or similar fittings are considered braced, for +1 Acc. This is the same bonus granted to weapons used from a bipod. However, tripods offer a more stable firing platform than bipods – as do vehicle weapon mounts (p. B467). This is true even if the vehicle is *not* moving. As an optional rule for increased realism, the GM may allow an improved bracing bonus:

Flexible mounts that allow weapon movement, such as tripods, open mounts, bow mounts, arm mounts, etc., give +2 Acc for bracing.

Fixed mounts that hold the weapon rigidly, such as carriages, hardpoints, and turret mounts, give +4 Acc for bracing.

On a *moving* vehicle, the combined bonus for Accuracy, Aim, bracing, and targeting systems still can't exceed the vehicle's SR, unless stabilized (p. B548).

Vertical Foregrip (TL6)

A vertical foregrip is a grip sticking down below the handguard of a gun. It may be fixed or may fold along the underside of the gun when not in use. Some firearms include one as part of the basic design, such as the Armsel Striker (*High-Tech*, p. 106), Auto-Ordnance Model 1921 Thompson (*High-Tech*:

Pulp Guns 1, pp. 28-30), ERMA EMP (*High-Tech: Pulp Guns 1*, p. 30), Saco M60E3 (*High-Tech*, p. 134), and Steyr AUG (*High-Tech*, p. 118).

It's common on weapons with a short fore-end, for which a vertical foregrip allows proper two-handed use *and* prevents the shooter's off hand from slipping in front of the muzzle – a useful safety measure. Examples include the Beretta Mod 93R (*High-Tech*, p. 100), Franchi PA3 (*Gun Fu*, p. 37), H&K MP5K (*High-Tech*, p. 123), H&K MP7A1 (*High-Tech*, p. 126), and Sterling Mk 7A4 (*High-Tech*, p. 125).

Other guns can have a foregrip added below the barrel, either permanently or (at TL8) removable on an accessory rail (*High-Tech*, p. 161). \$30, 0.5 lb. LC4.

Many TL8 foregrips are hollow, allowing (often waterproof) storage of small items – typically two or three spare XS batteries for electronic accessories, or a replacement firing pin or bolt. \$60, 0.3 lb. LC4.

Some TL8 foregrips include integral mountings for a tactical light (*High-Tech*, p. 156) and/or targeting laser (*High-Tech*, p. 156), with the switches wired into the grip. This allows switching the gadget on or off as a free action with the off hand. See *Combination Gadgets* (*High-Tech*, p. 10) to calculate weight and cost.

Other TL8 vertical foregrips include a retractable bipod (*High-Tech*, p. 160) that drops down from the bottom of the grip, introduced in 2005 by Grip Pod Systems. The bipod deploys as a free action when the release button is depressed, foregoing the usual Ready maneuver to unfold it. \$120, 0.5 lb. LC4.

Guns with a vertical foregrip get +2 to Retain Weapon, as it's easier to hold onto the weapon. A foregrip may also represent *one* of the many small features that fit a weapon so perfectly to a user that **GURPS** calls it a Weapon Bond (p. 41). Moreover, while removing or shortening the buttstock of a long arm normally multiplies ST by 1.2 (*Shortening a Long Arm*, pp. 69-70), this is *not* the case for a weapon with a foregrip. The penalties to Acc and Rcl are unaffected, however.

Example: Sawing off the stock of a FN Auto-5 shotgun (*High-Tech*, p. 105) raises ST to $10^{\dagger} \times 1.2 = 12^{\dagger}$. If a foregrip is added, ST remains 10^{\dagger} .

Speedload Shotgun Stock (TL8)

This is a plastic replacement shoulder stock containing two spring-loaded tubes in the sides that hold two shotgun shells each. These can be retrieved and inserted into the magazine. Speedfeed Inc. introduced this accessory in the 1980s for some shotguns, including the Remington Model 870 (*High-Tech*, pp. 105-106) and Remington Model 1100 (p. 60); it could be made for others. Despite the name, it doesn't speed up reloading. \$120, neg. (but the four rounds increase the weight of the weapon). LC4.

If you do not have a gun within your immediate reach when the gunfight starts, who cares about all that other stuff?

– Mark Moritz, “12 Carry Techniques” (1990)

MISCELLANEOUS ACCESSORIES AND MODIFICATIONS

One of the objects of primary concern for camouflaging is the rifle . . . Camouflage netting can be attached to the stock, scope, and sling, then garnish tied in the netting to break up their distinctive outline. The stock and barrel can be painted for special terrain, such as snow and desert areas.

– USMC Headquarters, *FMFM 1-3B Sniping* (1981)

More accessories and modifications can be found on pp. 160-161 of *High-Tech*.

Corrosion-Resistant Finish (TL5)

The steel used in firearms is susceptible to corrosion. Corrosion can reduce the service life considerably, although initially it only reduces the resale value. Unchecked, rust will eventually ruin the gun (-1 to Malf. for heavy corrosion) until it ceases to function completely!

Rust can be prevented by cleaning and lubrication (*High-Tech*, p. 80). Weapons routinely exposed to a humid environment (including those carried concealed close to the body!) should be constructed from stainless steel or be given a corrosion-resistant finish. The former is expensive, can't be refitted, may increase weight, and is really only applicable for handguns. The latter can mean anything from a brightly polished TL5 nickel-plated finish to various non-reflective TL8 corrosion-resistant coatings. Increase cost by 10%. Bright finish gives -2 to Camouflage and Stealth rolls!

Examples of stainless steel guns include the SIG-Sauer P226 SL (2004-), a variant of the P226 (*High-Tech*, p. 102) with black-anodized stainless slide and frame: Wt. 3/0.6, Cost \$1,000. The Remington Model 870 Marine Magnum (1992-) is a version of the Model 870 (*High-Tech*, pp. 105-106) with bright nickel-plating for yachtsmen or seaboard use: Cost \$600.

S&W Model 1076, all stainless steel.

It's a beautiful weapon . . .

– Gordon Cole, *Twin Peaks*

Compensator (TL6)

This is a muzzle attachment designed to reduce the recoil and muzzle rise of a firearm. It vents some of the firing gases upward and/or to the rear, thereby reducing the climbing and recoiling movement of the weapon. This improves the chances of hitting with rapid fire.

A compensator reduces the weapon's ST rating by 1, and grants +1 to effective skill whenever three or more shots are fired (RoF 3+). A weapon fitted with it gives +2 to Hearing and Vision rolls to locate it in the dark, and gives the shooter -2 to resist being dazzled (p. 18). Any shooter unfamiliar (p. B169) with a weapon so fitted is at a *further* -2 to Guns due to the distracting flash and unburned powder propelled into his sightline and back at him during firing! A compensator can be combined with a muzzle weight, but the skill bonus can't

exceed +1. It can't be combined with a flash hider, muzzle port, or sound suppressor. \$350, 0.2 lb. (pistol or SMG), 0.5 lb. (shotgun or medium-powered rifle), 0.7 lb. (high-powered rifle). Halve cost and weight at TL7. LC3.

Flash Hider (TL6)

This muzzle attachment prevents the shooter from being blinded by his own muzzle flash in the dark; see *Light Adaptation* (p. 18). *GURPS* assumes that a weapon has a flash hider as required, unless mentioned otherwise. It can't be combined with a compensator, muzzle port, or sound suppressor. \$25, 0.1 lb. LC3.

Weapon Camouflage (TL6)

Firearms come in shapes that are easy to spot, especially outdoors – unnatural straight lines, black stocks, glinting metal, etc. Trying to hide or stalk with a long arm (Bulk -4 or worse) normally gives a penalty to Camouflage and Stealth rolls: -1 for Bulk -4 or -5, -2 for Bulk -6 or -7, -3 for Bulk -8 or -9, and so on. This can be avoided by camouflaging the weapon. Snipers have done so since WWI by wrapping up their rifles with burlap or other material, similar to a ghillie suit (*High-Tech*, p. 77), but camouflage paint is simpler and more suitable to non-stationary shooting.

Soldiers commonly painted their guns white in the field during WWII winter operations. The Australian army was perhaps the first to *issue* camouflaged weapons, with the Lysaght Owen Mk I (p. 64) in 1943. Some manufacturers sell camouflaged firearms from the factory at no or little extra cost. During the 1980s, Heckler and Koch offered woodland- and desert-camouflaged versions of the HK33A2 rifle (*High-Tech*, p. 116) and HK23E machine gun (*High-Tech*, p. 136). Remington currently sells hunting models of the Model 700 rifle (*High-Tech*, p. 116), Model 870 shotgun, and Model 1100 shotgun (p. 60) in camouflage patterns. More usually, shooters just do it themselves, using Camouflage skill and a few cans of removable weapon paint. \$10, neg. LC4.

Muzzle Port (TL7)

This adds ports or holes in the top of the gun's barrel, venting some of the firing gas to the top just like a compensator. A ported barrel works like a compensator (above), but also reduces muzzle velocity (-1 Dmg). A muzzle port can't be combined with a compensator, flash hider, or sound suppressor; it *can* be combined with a muzzle weight, but the skill bonus can't exceed +1. \$100, neg. LC3.

Muzzle Weight (TL7)

This is a small weight attached below the barrel of a firearm to reduce the weapon's tendency to flip upward during firing. This improves the chances of hitting with rapid fire, and also changes the balance of the gun. Properly tuned to gun and shooter, it *can* represent one of the small things that *GURPS* calls a Weapon Bond (p. 41). Muzzle weights were designed for and are mainly used on competition handguns.

A muzzle weight grants +1 to effective skill whenever three or more shots are fired (RoF 3+), but also worsens Bulk by -1 – a pistol with Bulk -2 has Bulk -3 with a muzzle weight fitted. A muzzle weight can be combined with a compensator or muzzle port, but the skill bonus can't exceed +1. \$100, 0.1-0.5 lb. LC3.

Pocket Weather Sensor (TL8)

This cell phone-sized device is capable of collecting all the weather data that a sharpshooter needs – wind speed and direction, barometric pressure, air temperature, etc. – and also indicates altitude. It gives +1 to Precision Aiming (pp. 26-27). Each readout requires one Ready maneuver. \$350, 0.2 lb., XS/400 hrs. LC4.

Rangefinder Binoculars (TL8)

These combine military-grade binoculars (*High-Tech*, p. 47) with an integral IR laser rangefinder. The device includes 7× magnification, laser-protected lenses (Protected Vision), reduced lens shine, a digital compass (*High-Tech*, p. 52), and an IR laser rangefinder that requires one Ready maneuver to calculate accurate distance to 5,250 yards (see *Rangefinding*,

p. 27). It's rubber-armored, waterproof, and will float (treat as rugged). \$11,000, 3.7 lbs., XS/3,000 measurements. LC4.

Sniper Program (TL8)

This is a Complexity 0 computer program (*High-Tech*, p. 22) that assists a sharpshooter with Precision Aiming (pp. 26-27), doing all the calculations for him. The program is designed to run on a commercial tiny computer (*High-Tech*, p. 20), and via this can access weather and altitude data. Much of the other data has to be manually inserted by the sniper, including range, type of weapon and ammunition, etc. The program supports shots out to 3,300 yards, and its output is formatted to tell the sharpshooter how to adjust his scope. It gives +4 to Precision Aiming. \$30. LC4.

The tiny computer can be clipped in a protective case (\$50, 0.4 lb.) to an accessory rail on the side of the rifle's handguard.

CHOOSING YOUR AMMO

Provided that they reach the necessary penetration depth, those bullets with the largest expanded diameter are the most effective.

– Martin Fackler, “*The Ideal Police Bullet*” (1990)

The right ammunition is *at least* as important as your choice of weapon. The many options available at TL5-8 are detailed in *Ammunition and Warheads* (*High-Tech*, pp. 161-178). Below are hints and suggestions to help you choose between them.

Ammunition Options

Match quality ammunition will normally be issued because of its greater accuracy and reduced sensitivity to the wind . . . In ammunition other than match, accuracy and point of impact may vary noticeably.

– USMC Headquarters, *FMFM 1-3B Sniping* (1981)

See *High-Tech*, p. 165, for all but barrier-blind ammo.

Barrier-Blind (-BB) (TL8)

Bonded bullets that are “blind to barriers” are designed to be less affected by low-DR cover such as building glass panes, car doors, and windshields (see *Cover In and Behind Vehicles*, pp. 30-31), but also magazines carried in vests (see *Tin Star Armor*, p. 7). They have become popular after the turn of the 21st century, especially for use in patrol carbines and sniper rifles.

BB is an option only available for solid or HP rifle rounds with a minimum Dmg of 3d. Replace 2d of the damage with a +7 bonus. Multiply cost by 1.5.

Example: A 5.56×45mm HP round does 4d+2(0.5) pi+ from a H&K HK416D145RS (pp. 63-64). A HP-BB round would do 2d+9(0.5) pi+.

Extra-Powerful (+P)

At TL8, many law-enforcement and civilian self-defense shooters use extra-powerful ammunition in handguns and SMGs, to eke out the best performance possible from these relatively low-powered weapons. Military shooters seldom use it, except in special-ops applications where pistols or SMGs are

employed as primary weapons. Before TL8, +P ammo is rarely used, as many arms are not built to fire it safely.

Match-Grade

Expensive match-grade ammo – often handloaded (*High-Tech*, p. 174) – is the hallmark of the police or military sharpshooter. Other than that, it isn't commonly used by combat shooters. The main reason is that gunfighters require *thousands* of rounds for training and combat, which are bought in large lots, whereas match-grade ammo is made in small batches. However, special-ops units are increasingly using match rounds even in assault carbines (e.g., the MK 262 MOD 0 round in 5.56×45mm NATO), as these are also effective over longer range (see *My Carbine Rocks*, p. 61).

Subsonic

Subsonic ammunition is used in weapons with detachable sound suppressors to further reduce the firing signature – but *not* in those with integral suppressors, such as the Izhmekh PB (*High-Tech*, p. 100), Enfield Sten Mk IIS (*High-Tech*, p. 125), H&K MP5SD series (*High-Tech*, p. 123), or Sterling L34A1 (*High-Tech*, p. 125). These reduce muzzle velocity to subsonic levels by way of their perforated barrels; using subsonic ammo in such a gun does *not* noticeably reduce sound, but it further lowers muzzle energy, typically to unacceptable levels. Multiply Dmg and Range by 0.8 for such weapons.

Example: Firing subsonic ammo from an H&K MP5N (*High-Tech*, p. 123) doesn't change stats (Dmg remains 3d-1 pi), but from an H&K MP5SD6 it reduces Dmg from 2d pi to 2d-1 pi.

Projectile Options

This platoon leader found also that after the ground floor was captured, a few AP shots (from an M1 Garand or BAR) upward through the floors would usually bring remaining enemy down with hands in the air.

– U.S. Army Headquarters, *Combat Lessons No.6* (1945)

See *High-Tech*, pp. 166-173 for details and statistics.

Armor-Piercing (AP)

Armor-piercing ammunition – of *any* of the types – is often fired from MGs. It's less commonly used in other small arms, but various AP and API rounds are widely employed with the ZiD PPSH-41 SMG (*High-Tech*, p. 124) and Izhmash AK-47 rifle (*High-Tech*, p. 114). During the 1970s and 1980s, some American police forces issued Teflon-coated (p. 7) APHC and AP rounds to help TL7 handguns penetrate cars (pp. 30-31), but these faded from the scene after their misappropriation by criminals and terrorists. More recently, TL8 saw AP and APHC rounds being introduced for some pistols, PDWs, and assault rifles to improve performance against body armor, and APHEX rounds used by sharpshooters in anti-materiel rifles.

Armor-piercing ammunition is rarely found outside of military applications. It's often outlawed for civilians (LC2 or less), though this is not the case in many U.S. states.

Buckshot

The most common *combat* shotload is 00 buckshot with .33-caliber pellets. Smaller and more numerous pellets give increased hit chances; e.g., the #4 buckshot load, which normally delivers 27 .24-caliber pellets with Dmg 1d(0.5) pi- from 12G 2.75" shells, was popular with American police and military during the 1960s and 1970s. However, smaller pellets are often incapable of inflicting serious wounds or penetrating many types of cover (pp. 29-31) – even light walls. While this is an *advantage* for the home defense shooter who worries about loved ones or neighbors, most tactical shooters have returned to the familiar “double-ought.”

At TL8, improved propellants allow an additional layer of pellets to be crammed into shells, increasing the number of 00 buckshots pellets: from 9 to 12, from 12 to 15, or from 15 to 18. Multiply ST by 1.1 and CPS by 1.2.

Frangible

Frangible ammunition has been available for a long time, but was only used for practice until the 1980s. Since then, it has gained acceptance in specialty niches such as door breaching (p. 24), and is now occasionally used as a primary load in both handguns and long arms, especially by special units tasked with operations in urban environments.

Hollow-Point (HP)

Hollow-point ammunition, including any of the variants (soft point, pre-fragmented, home-made dum-dum, etc.) with similar effects, is the premier choice for use against unprotected humans, and in service with most police agencies the world around.

It fares poorly against body armor, and against car bodies and windshields (pp. 30-31). On the other hand, HP typically means that overpenetration and ricocheting are less of an issue – an advantage in urban combat.

For legal reasons, HP hasn't been available to military users since 1899. Some jurisdictions, like New Jersey (1979) and the United Kingdom (1968), have made it illegal in handguns for defensive purposes (LC2), but allow its use in target shooting and hunting (LC3). Others, like Belgium, have outlawed it entirely for civilian use (LC2).

Solid

“Ball” or “full metal jacket” (FMJ) is the standard ammunition for military small arms, and the most common projectile

type everywhere. It's a good all-around choice, but may not be *optimal* for every threat. Against unarmored targets, hollow-point bullets (above) are more effective, while against body armor and vehicles, armor-piercing projectiles (above) are required.

Solid Shotgun Slug

Slugs allow a shotgun to reach out to distances at which a shotload is no longer effective. They are popular backup loads for police officers or hunters in situations where they need the extra range, or need to punch through cover or armor. A shotgun requires rifle sights to take advantage of the +1 Acc bonus given to slugs. Most modern combat shotguns feature such sights as standard, but dedicated fowling guns don't.

*Never forget that tracers
work both ways . . .*

Projectile Upgrades

See *High-Tech*, p. 175, for more on tracers.

Tracer

Tracer projectiles are mainly used in MGs to help in aiming and for their incendiary effects. They were popular in military SMGs during the 1940s and 1950s, too. Police forces from the 1920s to 1950s sometimes used tracers for handgun training.

Military team leaders often carry one or more magazines loaded entirely with tracers. This allows them to initiate and direct their unit's fire through example (see *Tactics in Action*, pp. 21-25), simply by firing at a selected target. Sharpshooters may carry a supply of tracers to mark targets for friendly forces. Firing *only* tracers instead of one every three or four rounds can also help to conceal the true number of a force; in the dark, it will appear that more rounds were fired. Make an Observation-2 or Soldier roll to avoid being fooled by this.

Tracers can tell you that your ammunition supply is nearing its end; many modern shooters load a few tracers at or near the bottom of a magazine to indicate that it's time to reload (p. 20).

Tracers come in a variety of colors. Traditionally, U.S. and other Western militaries have used red – and nowadays, infrared (“dim tracer”) is increasingly common for use with night-vision equipment (pp. 19-20). Cold War Soviet tracers were green. However, modern German, Russian, Chinese, and most other tracers are red, as well.

Tracers can even change color during flight; many militaries employ dark-ignition tracers, which burn traceless for a certain distance (typically 50 or 100 yards) to conceal the location of the shooter. Dark-ignition tracers are preferred for night combat, as they don't blind the shooter (see *After the Firefight*, pp. 34-35), especially if using night vision equipment (see *Shooting in Darkness*, pp. 18-20). The Germans employed a tracer during WWII that changed from green to red at 550 yards, allowing the gunner to gauge the distance to a target.

Never forget that tracers work both ways and may reveal where you are and possibly even that you're running out of ammo. This can be prevented by using dark-ignition or dim tracers.

TACTICAL LOADOUTS

You will either have too much ammunition (assuming you don't need it) or you won't have enough ammunition (assuming that you will). If you have been involved in the past, it is a sure bet that you carry much more spare ammunition now than you ever did before.

– Patrick Rogers, “Tactical Shooter” (1999)

Characters should keep track of weapons and ammunition, and note how and where they carry it all. Just how much guns and ammo is realistic, though? Use these historical examples as guidelines. Don't forget to calculate encumbrance (p. B17)!

BASIC LOADS

... uniformed officers in field assignments shall carry as a minimum for their primary semiautomatic pistol two fully loaded reserve magazines in the magazine pouch.

– LAPD Manual (2010)

The following entries show the guns and ammunition issued to specific armed professionals. In a combat zone, shooters often carry *twice* as much ammo if they can get it!

U.S. Army Cavalry Trooper (1876-1892): Colt M1873 (*High-Tech*, p. 95) or S&W M1875 revolver (*High-Tech*, p. 95) with five rounds in the underloaded revolver and 20 in belt pouch, and Springfield M1873 carbine (*High-Tech*, p. 110) with 20 rounds in belt pouch; the carbine pouch was often replaced by a “prairie belt” with loops holding 45 carbine cartridges. A front-line addition was a bandoleer holding 50 carbine rounds.

Texas Ranger (1881-1897): Colt .45 SAA Cavalry revolver (*High-Tech*, p. 95) with five rounds in the underloaded revolver and 45 in belt loops (many swapped the issue gun for the same model in .44-40 Winchester) and Winchester Model 1873 carbine (*High-Tech*, p. 110) in .44-40 Winchester with 12 rounds in carbine and 45 in belt loops.

British Army Soldier (1890-1903): Lee-Enfield Mk I rifle (*High-Tech*, p. 112) with eight rounds in rifle and 102 in two belt pouches (HP was issued in 1897-1899). Officers had a Webley Mk I revolver (*High-Tech*, p. 96) with six HP rounds in revolver and 20 in belt pouch.

Shanghai Municipal Police Constable (1925-1943): Colt .45 Government pistol (*High-Tech: Pulp Guns 1*, pp. 17-18) or Colt .380 Pocket pistol (*High-Tech: Pulp Guns 1*, p. 15) with 12 rounds in two underloaded 7-round magazines. Constables would often carry unregistered spare rounds.

U.S. Marine (1927-1940): Springfield M1903 rifle (*High-Tech: Pulp Guns 2*, p. 8) with 105 rounds in 21 5-round clips; Colt M1918 BAR (*High-Tech: Pulp Guns 2*, p. 11) with 220 rounds (AP and tracers mixed 4:1) in 11 20-round magazines (his assistant carried 160 more rounds in eight magazines); Winchester M1897 Trench shotgun (*High-Tech: Pulp Guns 1*, p. 23) with 5 buckshot rounds in magazine and 24 loose rounds; or Auto-Ordnance M1921AC or M1928AC Thompson SMG (*High-Tech: Pulp Guns 1*, pp. 28-30) with 200 rounds in two 50-round drums and five 20-round magazines. At least two MK II grenades (*High-Tech*, p. 191). Officers and BAR gunners

added a Colt M1911A1 pistol (*High-Tech: Pulp Guns 1*, pp. 17-18) with 21 rounds in three 7-round magazines.

German Fallschirmjäger (1943-1945): Mauser Kar98k rifle (*High-Tech: Pulp Guns 2*, p. 6) with 125 rounds (120 solid, 5 AP) in 25 5-round clips; Rheinmetall FG42 automatic rifle (*High-Tech*, p. 115) with 180 rounds in nine 20-round magazines; or ERMA MP40 SMG (*High-Tech*, p. 124) with 224 rounds in seven 32-round magazines. Machine gunners instead carried a Rheinmetall MG42 (*High-Tech*, p. 134) with 50 rounds (solid and tracers mixed 3:1) in a belt drum (two assistants carried 1,100 more rounds, including one 50-round belt of AP and AP-T). At least two EihGr39 grenades (*High-Tech*, p. 191) and a StihGr24 grenade (*High-Tech: Pulp Guns 2*, p. 30). Officers and machine gunners added a Walther P38 pistol (*High-Tech*, p. 100) with 16 rounds in two 8-round magazines.

U.S. Army Airborne Soldier (1944-1957): Springfield M1 Garand rifle (*High-Tech*, p. 113) with 104 rounds (64 solid, 40 AP) in 13 8-round clips; Colt M1918A2 BAR (*High-Tech*, p. 113) with 260 rounds (AP and tracers mixed 4:1) in 13 20-round magazines (two assistants carried 480 more rounds in 24 magazines); Winchester M1A1 carbine (*High-Tech*, p. 113) with 75 rounds in five 15-round magazines; or Auto-Ordnance M1A1 Thompson SMG (*High-Tech*, p. 122) with 210 rounds in seven 30-round magazines. At least two MK II grenades. Officers added a Colt M1911A1 pistol with 21 rounds in three 7-round magazines. A typical front-line addition was two bandoleers, each with a further 48 rifle rounds in six clips.

British Army SAS Trooper (1978-1989): FN-Browning High Power L9A1 pistol (*High-Tech*, p. 99) with 59 rounds in one 20-round magazine and three 13-round magazines (one in wrist pouch); H&K L92A1 SMG (the MP5A3 on p. 123 of *High-Tech*) with 180 rounds in six 30-round magazines; and two Schermuly stun grenades (*High-Tech*, p. 193).

U.S. Army Airborne Soldier (1994-): Colt M4 carbine (*High-Tech*, p. 119) with 210 rounds (including some tracers) in seven 30-round magazines. At least two M67 grenades (*High-Tech*, p. 193) and an M83 grenade (*High-Tech*, p. 192). Grenadiers add a Colt M203 underbarrel launcher (*High-Tech*, p. 142) with 18-24 40x46mmSR grenades (14-20 HEDP, four illumination or smoke). SAW gunners have a FN M249 LMG (*High-Tech*, p. 136) with 600 rounds (solid and tracers mixed 4:1) in three 200-round belt cans or six 100-round belt pouches (three teammates carry 600 more rounds). Snipers have a Remington M24 rifle (*High-Tech*, p. 116) with 120 rounds (100 match, 20 tracers). Officers and snipers add a Beretta M9 pistol (*High-Tech*, p. 100) with 45 rounds in three 15-round magazines.

FBI Special Agent (2003-): Glock 22 or 23 pistol (*High-Tech*, p. 101) with 45+1 or 39+1 HP+P rounds in three 15-round or 13-round magazines. Long arm in car is either a RRA LAR-15 carbine (p. 63) with 180 HP-BB rounds in six 30-round magazines; H&K MP5/10A2 SMG (*High-Tech*, p. 123), limited to semiautomatic or 2-round bursts, with 180 HP rounds in six 30-round magazines; or Scattergun TR-870 Model 90102 shotgun (p. 59) with four buckshot rounds in magazine, four rounds in side carrier, and 20 loose rounds (10 buckshot, 10 slugs).

LAPD Officer (2005-): Glock 22 pistol with 45+1 HP+P rounds in three 15-round magazines (officers are encouraged to carry more); optional department-authorized, personally owned Glock 27 backup pistol (*High-Tech*, p. 101) with 9+1 rounds in one magazine. Long arm in cruiser is a Remington Model 870P shotgun (*High-Tech*, pp. 105-106) with four buckshot rounds in magazine and six rounds in side carrier; specially trained officers are issued a semiautomatic-only Colt M16A1 urban patrol rifle (*High-Tech*, p. 117) with 60 HP-BB rounds in three 20-round magazines.



LOADED FOR BEAR

Suspects are on the north side, walking around like nothing. They've got AK-47s. Two of them. They're dressed in all black. Heavy body armor.

– LAPD radio traffic transcript (1997)

What can you expect the opposition to carry? The following examples detail the guns and ammo used by historical criminals and terrorists. They should allow a realistic assessment of what the good guys may be up against.

Jesse James (1882): Around the time the outlaw Jesse James was shot in the back in St. Joseph, Missouri, he normally carried both a Colt M1873 Cavalry revolver (*High-Tech*, p. 95) and a S&W M1875 Schofield revolver (*High-Tech*, p. 95) with two belts full of ammunition, up to 100 rounds of .45 S&W. He also owned a Winchester Model 1873 carbine (*High-Tech*, p. 110) in .44-40 Winchester.

Fred "Killer" Burke (1929): Burke was involved with the St. Valentine's Day Massacre; the arsenal found at his Stevensville, Michigan hideout included a Colt .45 Government pistol (*High-Tech: Pulp Guns 1*, pp. 17-18); Winchester Model 97 shotgun (*High-Tech: Pulp Guns 1*, pp. 22-23) with the barrel and stock sawed-off; Savage Model 99A rifle (*High-Tech: Pulp Guns 2*, p. 6); Winchester Model 07 rifle (*High-Tech: Pulp Guns 2*, pp. 9-10); one each Auto-Ordnance Model 1921A and Model 1921AC Thompson SMG (*High-Tech: Pulp Guns 1*, pp. 28-30) with five 100-round drums, six 50-round drums, and three 20-round magazines; and six MK V CN tear gas grenades (*High-Tech: Pulp Guns 2*, p. 31). He had some 5,000 rounds in the house.

Bonnie and Clyde (1934): When murderous robbers Clyde Barrow and Bonnie Parker were ambushed by a police posse

near Sailes, Louisiana, their Ford V-8 held a Colt M1917 revolver (*High-Tech: Pulp Guns 1*, p. 9); seven Colt M1911 pistols (*High-Tech: Pulp Guns 1*, pp. 17-18); a Colt .32 Pocket pistol (*High-Tech: Pulp Guns 1*, p. 15); a Colt .380 Pocket pistol (*High-Tech: Pulp Guns 1*, p. 15); one 16-gauge and one 20-gauge Remington Model 11 shotgun (*High-Tech: Pulp Guns 1*, p. 23) with sawed-off barrels and stocks; and three Colt M1918 BARs (*High-Tech: Pulp Guns 2*, p. 11) with 100 20-round magazines (most with AP ammo). They had more than 3,000 rounds in the car.

Rote Armee Fraktion (RAF) (1977): During the ambush and subsequent abduction of industrialist Hanns Martin Schleyer in Cologne, Germany, terrorists Peter-Jürgen Boock, Sieglinde Hofmann, Willi-Peter Stoll, and Stefan Wisniewski of the West German RAF used a Colt .45 Commander pistol (*High-Tech*, p. 98) with two 7-round magazines holding HP rounds; a High Standard K-1200 Riot #8111 shotgun (p. 59) with two slugs and five buckshot rounds; one each H&K HK43 and HK93A2 rifle (p. 62) with sawed-off barrels and two "jungle-taped" 20-round magazines of HP rounds each; and a ZML PM 63 machine pistol (p. 64) with two 25-round magazines. The terrorists fired 119 rounds in about 90 seconds.

Miami Massacre (1986): When bank robbers William Matix and Michael Platt were taken down by the FBI in Miami, they tried to escape using a S&W Model 586 revolver (p. 55) with six HP+P rounds; a Dan Wesson Model 14 revolver (use stats of Colt .357 Python on p. 96 of *High-Tech*) with six HP rounds; a S&W Model 3000P shotgun (folding-stock copy of Remington Model 870P on p. 106 of *High-Tech*) with six birdshot rounds; and a Ruger K-Mini-14F rifle (stainless-steel, folding-stock version of Ruger Mini-14 on p. 117 of *High-Tech*) with four 30-round magazines. The perpetrators fired 46 rounds in about 4 minutes.

North Hollywood Shootout (1997): During their botched bank robbery in Los Angeles, Emil Matasareanu and Larry Phillips used a Beretta Mod 92F pistol (*High-Tech*, p. 100) with 15-round magazines; a Bushmaster XM15-E2S Dissipator carbine (copy of Colt CAR-15 R6001 on p. 119 of *High-Tech*) converted to full-auto, with 100-round twin-drum magazines; two NORINCO Type 56S rifles (Chinese semiautomatic copy of Izhmash AKM on p. 114 of *High-Tech*) converted to full-auto and fitted with folding stock (one also had a vertical foregrip), with 75-round and 100-round drums; a NORINCO Type 56S-1 rifle (Chinese semiautomatic copy of Izhmash AKMS on p. 114 of *High-Tech*) converted to full-auto, with 75-round and 100-round drums; and an H&K HK91A3 rifle (semiautomatic version of H&K G3A4 on p. 116 of *High-Tech*) converted to full-auto, with extended 30-round magazines. They fired an estimated 1,100 rounds, many of them with AP bullets (from over 4,000 transported in their car) over a period of 37 minutes.

Mumbai Attack (2008): Infiltrating from Pakistan to Mumbai, India, the 10 Islamic terrorists each brought a cheap Pakistani cottage-industry copy of the TOZ TT-33 pistol (*High-Tech*, p. 99) with three 8-round magazines; an Izhmash AKMS assault rifle (*High-Tech*, p. 114) – some Russian, some East German copies – with eight 30-round magazines, "jungle-taped" in pairs; and eight POF HG 84P2A1 hand grenades (p. 67). They fired thousands of rounds in the 58 hours it took to apprehend them.

APPENDIX

RESEARCH MATERIAL

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

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

– Collateral

This section lists a wealth of sources if you want to delve further into the subject matter. Much of the material allows you to better visualize the methods discussed in *Tactical Shooting*.

BOOKS AND MANUALS

The selected books provide useful reading and usually include illustrations of *how to do it*.

Applegate, Rex. *Kill or Get Killed* (Paladin, 1976). The first edition was written in 1943 and mainly summarized what (then) OSS Lieutenant Applegate had learned from Fairbairn and Sykes about Point-Shooting (as well as unarmed and knife combat). The fifth and final edition from 1976 doesn't add substantial detail on firearms techniques, but includes a lot of other interesting material, such as TL6-7 gun selection advice. The USMC adopted it in 1991 as an instructional textbook *FMFRP 12-80*.

Applegate, Rex and Janich, Michael. *Bullseyes Don't Shoot Back* (Paladin, 1998). An updated discussion of Point-Shooting in response to the rise of the Modern Pistol and Practical Sports Shooting styles.

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

– John Plaster, *SOG* (2000)

Cassidy, William. *Quick or Dead* (Paladin, 1993). Essentially unmodified new edition of the 1978 classic on Point-Shooting. It has almost everything you need to know about the style, including an academically researched history and many illustrations and hints for how to do it.

Cunningham, Eugene. *Triggernometry – A Gallery of Gunfighters* (University of Oklahoma Press, 1996). Reprint of the original from 1934. It introduces the exploits of many famous Old West gunmen, narrated by those who knew them or knew people who knew them. This doesn't necessarily make

it historically accurate, but much of it rings true. It includes descriptions of commonly used shooting tricks and techniques, as well as TL5-6 gear.

Fairbairn, William and Sykes, Eric. *Shooting to Live* (Paladin, 1987). Reprint of the primary textbook on Point-Shooting, written by Shanghai police officers Fairbairn and Sykes in 1939 and originally published in 1942. It has well-thought-out descriptions and illustrations on how to do it, as well as pointers on TL6 gun selection.

FitzGerald, J. Henry. *Shooting* (Wolfe, 1993). Reprint of the original from 1930. FitzGerald was a Colt-employed gunsmith, shooting instructor, and certified ballistics expert. His book covers everything having to do with TL6 handguns, including target shooting, Point-Shooting instruction for police officers, and how to disarm an assailant – it even contains a photo of what would be later known as the “Weaver stance”!

Griffith, Paddy. *Forward into Battle – Fighting Tactics from Waterloo to the Near Future* (Crowood, 1990). Detailed analysis of TL5-8 infantry tactics from 1808 to 1990, with special emphasis on the Age of Napoleon, the American Civil War, WWI, WWII, and Vietnam.

Grossman, Dave. *On Killing – The Psychological Cost of Learning to Kill in War and Society* (Back Bay, 1996). Lieutenant Colonel Grossman, Ranger and psychology professor, provides an analysis of how, when, and why people kill. Not without controversy, but the standard work on the topic.

Lamb, Kyle. *Green Eyes & Black Rifles – Warrior's Guide to the Combat Carbine* (Viking Tactics, 2008). A manual on how to shoot TL7-8 assault carbines (the Colt M4 series in particular) by former Special Forces Sergeant Major Lamb, with useful tips for the uninitiated as well as the experienced shooter.

McGivern, Ed. *Fast and Fancy Revolver Shooting* (Skyhorse, 2007). Reprint of the classic from 1938. McGivern was a famous trick shooter who pioneered the use of timers and other devices to document “impossible” feats with TL5-6 revolvers. He also covers contemporary police training.

Plaster, John. *The Ultimate Sniper: An Advanced Training Manual for Military and Police Snipers* (Paladin, 2006). Retired Special Forces Major Plaster describes everything needed to know about the Sharpshooter style, although he's primarily concerned with TL7-8 weapons and applications.

Rosa, Joseph. *Age of the Gunfighter: Men and Weapons at the Frontier 1840-1900* (University of Oklahoma, 1999). Descriptions of real gunmen, with lots of background information and superb color photos of the TL5-6 guns they employed.

FILMS AND TELEVISION

Few **GURPS** players are tactical shooters; for them, the most accessible resources are films and TV. While much of this medium is larger-than-life even when that isn't immediately apparent, there are some examples that are *reasonably* realistic. The following selection is useful for the visualization of how relevant styles, advantages, perks, skills, techniques, and guns look in action. The descriptions may contain spoilers!

Appaloosa (Ed Harris, 2008). Lawmen Virgil Cole and Everett Hitch are Point-Shooting stylists. Virgil demonstrates Fast-Draw, Quick-Shot, and Thumbing with a Colt .45 SAA Cavalry (**High-Tech**, p. 95). Both perform tactical reloads, topping up their revolvers immediately after shooting. While it isn't believable that Everett would carry a bulky 8-gauge shotgun at all times, its effects are realistic. He shows the polite (and safe) way to carry a double-barrel in civilized company – opening up the action to show it's empty.

Band of Brothers (Tom Hanks and Erik Jendresen, 2001). The men of Easy Company, 506th PIR – all Assaulter stylists – demonstrate realistic application of skills and perks like Guns, Soldier, Tactics, and Battle Drills, and the use of the M1 Garand (**High-Tech**, p. 113) and Auto-Ordnance M1A1 Thompson (**High-Tech**, p. 122). The series vividly shows the effects of being under fire and features the correct sounds of ricochets and bullets whizzing by.

Black Hawk Down (Ridley Scott, 2001). An excellent depiction of the problems of modern combat in built-up areas, emphasizing cover (and the lack thereof), cover penetration, tactical movement using Close-Quarters Battle, etc. It literally demonstrates the deafening loudness of gunshots. The Delta Force operators show the efficiency of fast semiautomatic shots, while the Somali militiamen display the uselessness of “spray and pray.”

Blade Runner (Ridley Scott, 1982). Retired LAPD Detective Rick Deckard demonstrates Fast-Draw and the Isosceles stance with a heavy blaster pistol (**Ultra-Tech**, p. 123).

Blood Diamond (Edward Zwick, 2006). Rhodesian soldier of fortune Danny Archer shows the Assaulter style with Combat Reflexes. He displays Fast-Draw and Quick-Shot with a 9×19mm H&K USP Compact (**High-Tech**, p. 102), as well as the Modified Weaver stance and a fast Mozambique drill. With an Izhmash AK-47 (**High-Tech**, p. 114), he demonstrates the effectiveness of semiautomatic fire using double-taps.

The Bourne Identity (Doug Liman, 2002). Although otherwise unrealistic, ex-CIA black ops agent “Jason Bourne” shows believable perks like Cross-Trained (Pistol), Off-Hand Weapon Training (Pistol), and SOP (Back to the Wall, Check the Crowd, and On Alert), as well as the Weaver stance.

Stanford, Andy. *Fight at Night* (Paladin, 1999). Although already dated in the fast-moving world of TL8 night-vision aids, this book provides much information on shooting in darkness.

Suarez, Gabriel. *The Tactical Advantage* (Paladin, 1998). Written for armed citizens and police officers, LASD Deputy Suarez describes and illustrates how to do house searches and how to address many other tactical problems of the Modern Pistol and Assaulter styles.

Bring Me the Head of Alfredo García (Sam Peckinpah, 1974). U.S. Army veteran Bennie is a Point-Shooting stylist carrying a Colt .45 Commander (**High-Tech**, p. 98) in Condition Two. He shows how to ready it during a Fast-Draw. Headhunter Johnny Quill employs a stockless Auto-Ordnance M1928A1 Thompson (**High-Tech**, p. 122) with a two-point sling.

Bullit (Peter Yates, 1968). A notable scene shows a killer using a sawed-off take-down Winchester Model 97 (**High-Tech: Pulp Guns 1**, pp. 22-23), and, sensibly, ear plugs. He also picks up his spent shells. The final gunfight is about as realistic as it gets – deafening, brief, and unglamorous.

Casablanca (Michael Curtiz, 1942). Former gunrunner Rick Blaine is a Point-Shooting stylist, showing Close-Hip Shooting with a Colt .380 Pocket Automatic (**High-Tech: Pulp Guns 1**, p. 15).

Collateral (Michael Mann, 2004). Jazz enthusiast Vincent is a Modern Pistol stylist favoring the Modified Weaver stance. He uses a .45-caliber H&K USP (**High-Tech**, p. 102) and a suppressed Ruger Standard MK2 (**High-Tech**, p. 100), and demonstrates Acute Hearing, Bloodlust, Combat Reflexes, Cross-Trained, Grip Mastery, and Trademark Move. Among his skills and techniques are Fast-Draw (Ammo and Pistol), Close-Quarters Battle, Quick-Shot, and Targeted Attack (Pistol/Skull). Vincent shows a perfect Disarming (Karate), Fast-Draw, and Close-Hip Shooting sequence, followed the next turn by a fast Mozambique drill on a different opponent. Cabdriver Max Durocher demonstrates how long it takes an unfamiliar user to ready a pistol with the safety applied.

Female Agents (Jean-Paul Salomé, 2008). French SOE agents model the Point-Shooting style, mainly using the FN-Browning Mle 1900 (**High-Tech: Pulp Guns 1**, pp. 14-15) and Beretta Mod 34 (**High-Tech: Pulp Guns 1**, p. 19), fitted with suppressors.

Generation Kill (Ed Burns and David Simon, 2008). The Recon Marines are Assaulter stylists with accessorized Colt M4A1 carbines (**High-Tech**, p. 119). They demonstrate Battle Drills, the effectiveness of controlled semiautomatic fire, and how to employ IR targeting lasers with night-vision goggles. Sergeant “Pappy” Patrick is a Sharpshooter stylist with a Remington M40A1 (**High-Tech**, p. 116), and shows how sniper and spotter work together.

The Getaway (Sam Peckinpah, 1972). Bank robber “Doc” McCoy is a Point-Shooting stylist displaying Off-Hand Weapon Training (Pistol). He shows excellent firearms handling, including paper-wrapping a High Standard K-1200 Riot shotgun (p. 59) to avoid attention. He demonstrates the application of Condition Two with his Colt .45 Government (**High-Tech**, p. 98).

Heat (Michael Mann, 1995). The heist crew led by Neil McCauley shows Combat Reflexes and Targeted Attack (Pistol/Skull). All three are highly skilled Assaulter stylists using traits like Guns, Tactics, and Battle Drills. They demonstrate exemplary application of the Modified Weaver stance, double-taps, slow Mozambique drills, suppression fire, a combined Counterattack/Bounding Retreat, kneeling behind cover while reloading, and fast reloads – which at three seconds are just normal “adventurer” reloads in *GURPS!* The film features much realistic detail, including improvised one-point slings (p. 71) for Colt CAR-15A2 R733 carbines (*High-Tech*, p. 119) and an IMI Galil ARM rifle (*High-Tech*, p. 117) carried under suits, custom-made concealed LBVs, and extremely loud gun fire. LAPD Lieutenant Vincent Hanna carries his Colt .45 Officer’s (*High-Tech*, p. 98) in Condition One. Detective Lou Casals shows how to breach a door with frangible slugs.

The Kingdom (Peter Berg, 2007). FBI agents and their Saudi counterparts model the Assaulter style. The film shows many “dos” and “don’ts” of urban combat, including small-unit room-clearing tactics and the dangers of over-penetrating rifle rounds and wall-bursting hand grenades. Faris al-Ghazi shows a transition to his Beretta Mod 92F (*High-Tech*, p. 100).

L.A. Confidential (Curtis Hanson, 1997). LAPD detectives “Bud” White and Ed Exley use Point-Shooting with Colt .38 Detective Special revolvers (*High-Tech: Pulp Guns 1*, p. 13) and Ithaca Model 37 M&P shotguns (*High-Tech*, p. 105). Although they show no special tricks, their gun handling is exemplary.

Miami Vice (Anthony Yerkovich, 1984-1989). Noteworthy in this largely unrealistic series is the episode “Calderone’s Return,” in which hit man Ludovico Armstrong demonstrates a perfect Fast-Draw and fast Mozambique drill with Quick-Shot and Targeted Attack, using the Isosceles stance and a Colt .45 Government. He also employs ear plugs.

Miami Vice (Michael Mann, 2006). A memorable scene shows what a Barrett Model 82A1 anti-materiel rifle (*High-Tech*, p. 118) will do to a car . . . and its occupants.

Navy SEALs (Lewis Teague, 1990). Lieutenant Dale Hawkins shows how to breach a door with a Remington Model 870P Cruiser (*High-Tech*, pp. 105-106). A three-man stack demonstrates a Peeling drill to the right. Most of the platoon, all Assaulter stylists, employ the H&K MP5SD3 (*High-Tech*, p. 123) with stock retracted – but supported using a three-point sling. Hawkins demonstrates a neat close-combat move, striking an opponent with the muzzle of his MP5SD3 before shooting him. The effect of their Barrett Model 82A1 is pure fantasy, though.

No Country for Old Men (Ethan and Joel Coen, 2007). U.S. Army veteran Llewelyn Moss demonstrates an Immediate

Action drill with a Colt .45 Government after a dip in the water and how to saw off a Winchester Model 97. He also shows other attention to detail, like picking up a spent case after a shot. Hit man Anton Chigurh displays a custom-made baffle sound suppressor for his sawed-off Remington Model 1100 (p. 60); its sound is unrealistic, however. Note how he checks the thickness of an interior wall before firing through an identical one.

Open Range (Kevin Costner, 2003). Gunhand “Charley Waite” is a Point-Shooting stylist demonstrating Combat Reflexes, Off-Hand Weapon Training, Fast-Draw, Fanning, and Thumbing with his Colt .45 SAA Cavalry. “Boss” Spearman shows how to breach a door with a sawed-off 12-gauge double-barrel. The film perpetuates the big-bore blowback myth.

Predator (John McTiernan, 1987). Ex-Special Forces Major “Dutch” Schaefer’s rescue team demonstrates that a Counterattack drill may even work against aliens.

Proof of Life (Taylor Hackford, 2000). Former Australian SAS trooper turned kidnap-and-ransom negotiator Terry Thorne and his team are Assaulter stylists demonstrating excellent small-unit tactics. The rescue scenes show the effectiveness of an LMG like the FN MINIMI (*High-Tech*, p. 136) in an overwatch position, and how to effect a two-man entry. The film demonstrates how the safety on a Colt .45 Commander in Condition One can confuse someone without Guns skill.

Public Enemies (Michael Mann, 2009). Bank robber John Dillinger has Motorized Training (SMG), Off-Hand Weapon Training (Pistol), and SOP (On Alert). He carries a stockless Auto-Ordnance Model 1921AC Thompson (*High-Tech: Pulp Guns 1*, pp. 28-30) with a shoulder rig under a long coat. The film showcases gunsmithed weapons including “Baby Face” Nelson’s Colt-Lebman .38 Super Auto machine pistol (*High-Tech: Pulp Guns 1*, p. 18) with foregrip, 14-round extended magazine, and compensator; “Red” Hamilton’s sawed-off Remington Model 11 (*High-Tech: Pulp Guns 1*, p. 23); and Homer Van Meter’s sawed-off Colt M1918 BAR (*High-Tech: Pulp Guns 2*, p. 11) and Winchester Model 07 (*High-Tech: Pulp Guns 2*, pp. 9-10) with foregrip, 10-round extended magazine, and compensator.

Ronin (John Frankenheimer, 1998). CIA veteran Sam is an Assaulter stylist with Combat Reflexes and Danger Sense. He demonstrates the Modified Weaver stance and double-taps with a Colt .45 Government, as well as the overwhelming firepower of an H&K HK69A1 (*High-Tech*, p. 142) and FN MINIMI-Para Mk 2 (*High-Tech*, p. 137). French tour guide Vincent is a Modern Pistol stylist demonstrating Motorized Training and Quick-Shot with a Beretta Mod 92F (*High-Tech*, p. 100). English SAS wannabe Spence suffers from classic adrenaline afflictions. The film perpetuates the Teflon Bullet myth.

Look, son. Being a good shot and being quick with a pistol, that don't do no harm, but it don't mean much next to being cool-headed. A man who'll keep his head, not get rattled under fire, like as not, he'll kill you.

– “Little Bill” Daggett, Unforgiven

Shooter (Antoine Fuqua, 2007). While the film is improbable in many ways, USMC Gunnery Sergeant Bob Lee Swagger shows realistic components of the Sharpshooter style – including Deadeye, Off-Hand Weapon Training (Rifle), Precision Aiming (Rifle), SOP (Cleaning Bug), Sure-Footed (Naval), and Targeted Attack (Rifle/Skull). He demonstrates the effectiveness of ghillie suits and how to apply weapon camouflage. The film shows how sniper and spotter work together.

The Shootist (Don Siegel, 1976). Gunslinger “J.B.” Books is a Point-Shooting stylist showing Fast-Draw and Thumbing with a Remington Double-Derringer (*High-Tech*, p. 91) and Colt .45 SAA Cavalry (*High-Tech*, p. 95). The film includes much deliberation about what it takes to be a successful shooter. It proves that saloon tables aren’t bulletproof!

The Sopranos (David Chase, 1999-2007). The episode “Guy Walks Into a Psychiatrist’s Office . . .” shows Mafia hit man Gigi Cestone damaging his hearing by firing a Glock 19 (*High-Tech*, p. 101) inside a car.

Street Kings (David Ayer, 2008). LAPD Detective Tom Ludlow is a Modern Pistol stylist showcasing the SOP (Cleaning Bug) perk as well as the Harries stance, double-taps, a slow Mozambique drill from behind, and proper light discipline, blinding an opponent with a tactical light. The film shows how easily .44 Magnum bullets blast through drywall.

Supernatural (Eric Kripke, 2005-2010). Monster hunters Dean and Sam Winchester demonstrate the Harries stance on things like skinwalkers and rawheads, but display poor light discipline.

S.W.A.T. (Clark Johnson, 2003). The LAPD SWAT officers are Assaulter and Sharpshooter stylists showing room-clearing tactics in action, including how to use a Benelli M3 Super 90 (*High-Tech*, p. 106) with door-breaching muzzle device.

Taken (Pierre Morel, 2008). Ex-CIA agent Bryan Mills is a Modern Pistol stylist displaying the Modified Weaver stance as well as Cross-Trained and Off-Hand Weapon Training. He carries an H&K MP5K (*High-Tech*, p. 123), then uses the Close-Hip Shooting technique with a SIG-Sauer P226 (*High-Tech*, p. 102).

Tears of the Sun (Antoine Fuqua, 2003). The U.S. Navy SEALs are Assaulter and Sharpshooter stylists, displaying Combat Reflexes, Battle Drills, Fast-Draw, and Close-Quarters Battle with the H&K MK 23 MOD 0 (p. 58), SIG-Sauer P226, Colt M4A1, Springfield M14 (*High-Tech*, p. 115), FN M249E3 (MINIMI-Para Mk 2), and Saco MK 43 MOD 0 (treat as the M60E3 from p. 134 of *High-Tech*). They show Counterattack and Peeling drills in action.

The Terminator (James Cameron, 1984). Resistance fighter Sergeant Kyle Reese shows how to saw off the butt of an Ithaca Model 37 M&P and how to sling it under the shoulder using a

string, as well as how to make pipe bombs. The T-800 demonstrates a shoulder rig for the IMI Uzi (*High-Tech*, p. 125).

Terminator 2: Judgment Day (James Cameron, 1991). Former waitress Sarah Connor shows the Assaulter style with Modern Pistol elements, using the Isosceles stance and carrying a Colt .45 Government in Condition One. She demonstrates Combat Reflexes, Pacifism (Cannot Kill), Motorized Training (Pistol and Rifle), and One-Hand Drills (Shotgun).

Thief (Michael Mann, 1981). Burglar Frank is a Modern Pistol stylist with a fine (accurate) Colt .45 Government pistol, customized by pistolsmith Jim Hoag with a longer barrel and new sights (and likely with a Weaver Bond). He demonstrates Fast-Draw, Condition One carry, and a one-man tactical entry complete with Weaver stance, “slicing the pie,” double-taps, and a tactical reload. Note how he unintentionally reveals himself by sticking out his pistol’s muzzle during a door entry.

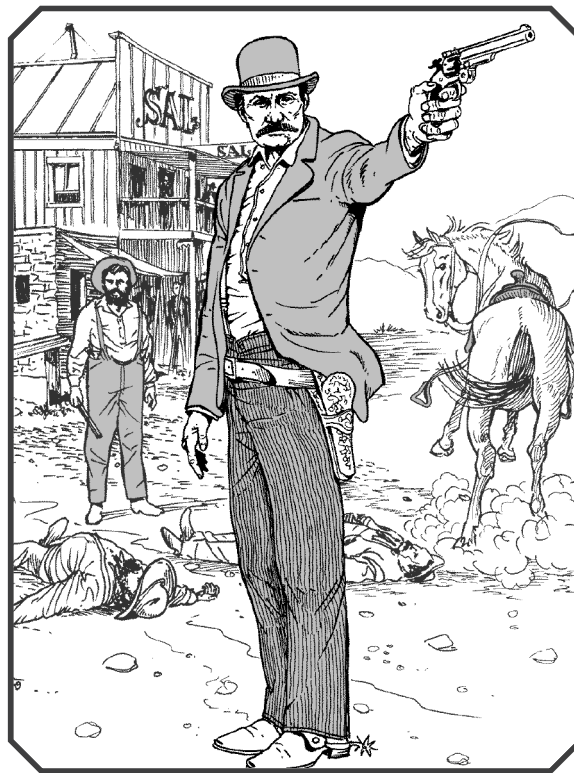
Unforgiven (Clint Eastwood, 1992). Aged gunman William Munny is a Point-Shooting stylist with a S&W No.3 Schofield (*High-Tech*, p. 95) and a sawed-off, double-barreled 10-gauge. He demonstrates Combat Reflexes and Thumbing. The film particularly deals with the special mindset required to prevail in a gunfight.

Valkyrie (Brian Singer, 2008). German army Oberst Claus Graf von Stauffenberg displays One-Hand Drills with his Walther PPK (*High-Tech*, p. 99).

The Way of the Gun (Christopher McQuarrie, 2000). Criminals “Mr. Parker” and “Mr. Longabaugh” use the Assaulter style with Modern Pistol elements. Both demonstrate Combat Reflexes, Battle Drills, and One-Hand Drills (Pistol); Longabaugh also has Danger Sense. Using a Colt .45 Government in Condition One and a semiautomatic IMI Galil ARM rifle (*High-Tech*, p. 117), Longabaugh shows Fast-Draw (Ammo and Pistol), Close-Quarters Battle (Pistol and Rifle), Fast-Firing (Pistol and Rifle), Off-Hand Weapon Training (Pistol), and the wall-penetrating abilities of the 7.62×51mm NATO round. Parker employs a Remington Model 870P and shell bag, and does an impressive transition to his Colt .45. They demonstrate the Modified Weaver stance, tactical reloads, two-man room-clearing tactics, and even how sniper

and spotter interact. By contrast, the bodyguards show the Isosceles stance with 9×19mm H&K USP pistols. The bagmen favor Point-Shooting with revolvers.


Wyatt Earp (Lawrence Kasdan, 1994). Although historically inaccurate, the film shows some realistic shooting. Marshal Ed Masterson gets his waistcoat set aflame by a close-contact shot. “Curly Bill” Brocius demonstrates Gun Shtick (Twirl) with a Colt .45 SAA Cavalry on Marshal Frank White.



INDEX

- 2+1 drill, 15-16.
.50-caliber legalities, 5.
Accessories, adding, 68.
Acute Hearing advantage, 36.
Acute Vision advantage, 36.
Advantages, 36; *perks*, 37-41.
Aimed shooting, 14.
Aiming, 14; *lights (accessory)*, 74; *precision*, 26-27; *table*, 26; *technique*, 45.
Akimbo shooting, 32.
All-Out Attack maneuver, using, 13, 14, 17, 21, 22, 24.
ALS pocket smoke grenades, 68.
Ambidexterity advantage, 36.
Ambushing, 21.
Ammunition, *choosing*, 77-78; *Fast-Draw*, 42; *loops*, 73; *mixing*, 31; *myths*, 5-7; *options*, 77; *realistic travel*, 32; *see also Magazines*.
Angular search, 23-24.
ARES Shrike 5.56 AMG, 66.
ARGES HG 84, 67, 68.
Armor, *exploiting gaps*, 12; *improvised*, 7; *myth*, 7; *shooting in*, 12.
Armorer's Gift perk, 37.
Armorer-piercing (AP) ammunition, 78.
Armoury skill, 41.
Army soldiers, loadouts, 79.
ASP pistol, 56, 57.
Assault packs, 73-74.
Assaulter style, 47-48.
Attacks, *see Battle Drills*, *Shooting Techniques*.
Backup guns (BUG), 4.
Bags, 73.
Barrett REC7, 64.
Barricade Tactics perks, 37.
Barrier-blind (-BB) ammunition, 77.
Barrow, Clyde, 80.
Battle drills, 22-23; *perk*, 37.
Behind-the-Back Shot technique, 43.
Beretta Mod 1951, 56, 57.
Beretta Mod 70, 56, 57.
Binoculars, 77.
Bipods, 75.
Black market, 53.
Black powder guns, 16.
Blinding, from shooting, 18, 35.
Bounding tactic, 21.
Breath Control skill, 41.
Browning Stinger, 65, 66.
BSA Welrod Mk II, 54, 57.
Buckshot, 78.
Bulk, hindering shooting, 12.
Bullets, *see Ammunition*.
Bullpup configuration, 68-69.
Burke, Fred "Killer," 80.
Burns, shooting, 35.
Buttstock, *ammunition loops*, 73; *magazine pouches*, 73.
Caliber conversion, 68.
Camouflage, *skill*, 41; *weapon*, 76.
Cans, 4; *see also Suppressors*.
Carbines, 61; *see also Rifles*.
Cavalry Training technique, 43.
Center of mass (COM), 4; *see also Hit Locations*.
Characters, *loadouts*, 79-80; *recommended actions*, 7-8; *recommended traits*, 7-8; *see also Advantages, Perks, Skills, Styles, Techniques*.
CheyTac M200 Intervention, 63.
Close combat, *see Melee Combat*.
Close-contact shots, 25-26.
Close-Hip Shooting technique, 43; *see also Shooting (Hip)*.
Close-Quarters Battle technique, 43.
Clothing, concealed carry, 73.
Combat Driving technique, 43.
Combat Piloting technique, 43.
Combat Reflexes advantage, 36.
Combat Riding technique, 43.
Compensators, 76.
Concealed Carry Permit perk, 38.
Concealing guns, 32, 72-73, 76.
Concealment, *see Cover*.
Connoisseur skill, 41.
Cool under fire, 34; *perk*, 38.
Corrosion-resistant finish, 76.
Counterattack drill, 22.
Countersniping, 27-28.
Cover, *built-up areas and*, 29-30; *outdoors*, 29; *shooting around*, 28; *vehicles and*, 30-31; *using*, 28-29.
Criminals, loadouts for famous, 80.
Cross Entry, 25.
Cross-Trained perk, 38.
Cruiser configuration, 24.
Danger Sense advantage, 36.
Darkness, *penalties*, 18; *shooting in*, 18-20; *technique*, 45.
Dazzle, 18.
Deadeye perk, 38.
Deadliness, mitigating, 7-8.
Diagrams, 22-25.
Dodging, *against firearms*, 17; *shooting and*, 17.
Doors, *breaching*, 24, 33; *entering through*, 24-25.
Double-Loading technique, 44.
Double-tap, 4, 15.
Drawing first, determining, 10.
Drills, *see Battle Drills*.
Drugs & Armor drill, 15-16.
Dual-Weapon Attack technique, 18, 44.
Duty disadvantage, 53.
Early Adopter perk, 38.
Extra-powerful (+P) ammunition, 77.
Eyestrain, 32.
F.R. Ordnance MC-51, 62, 63.
Face, hit location, 16.
Failure-to-Stop (FTS) drill, 15-16.
Fallschirmjägers, German, 79.
Fanning firearms, 14; *technique*, 44.
Fast-draw, *magazine loops*, 74; *skill*, 10, 42.
Fastest Gun in the West perk, 38.
Fast-firing firearms, 14; *technique*, 44.
FBI, *loadout*, 79; *preferred guns*, 58, 59, 63, 64; *shooting method*, 19; *skill levels*, 42; *tactics*, 12, 19; *training*, 47, 50; *see also SWAT*.
Fearlessness advantage, 36.
Fire and Maneuver advance, 21.
Firearms, *see Handguns, Long Arms, Shooting*.
First-shot pop, 71.
Flash hidiers, 76.
Foregrips (accessory), 75.
Forming up, 37.
Franchi SPAS 15, 59, 60.
Frangible ammunition, 78.
Fright Checks, 33, 34.
Full metal jacket (FMJ) ammunition, 78.
Gabions, 30.
Gangsta shooting, 32-33.
Gesture skill, 21.
Grabbing a gun, 25, 41.
Green Eyes perk, 38.
Grenades, 67-68; *launchers*, 66-67.
Grip Mastery perk, 39.
Gun Shtick (Twirl) perk, 39.
Gunfighter survival, 7-8.
Gunner/TL skill, 42.
Guns, *see Handguns, Long Arms, Shooting*.
Guns/TL skill, 42; *levels*, 42.
Gunsmithing, 68-70.
GURPS, 4, 6, 7, 9, 11-13, 15, 18, 31, 33, 34, 54, 69, 75, 76, 82, 83; **Action**, 3; **Age of**
Napoleon, 4, 10; **Autoduel**, 3; **Basic Set**, 3, 29, 32, 42; **Cops**, 3, 5, 47, 48, 50, 57, 58, 59, 63; **Covert Ops**, 3; **Cyberpunk**, 3; **Gun Fu**, 3, 6, 24, 38, 39, 43, 46, 75; **High-Tech**, 3, 6-10, 12-15, 17-21, 24-28, 30, 31, 33, 35, 38-40, 42, 47, 48, 50-80, 82, 83; **High-Tech: Pulp Guns 1**, 32, 47, 50, 54, 55, 58, 64, 69, 71, 72, 75, 79, 80, 82, 83; **High-Tech: Pulp Guns 2**, 47, 51, 60, 65, 69, 72, 79, 80, 83; **Horror**, 3; **Infinite Worlds**, 3; **Martial Arts**, 3, 11-13, 15-17, 26, 46, 47; **Martial Arts: Fairbairn Close Combat Systems**, 3, 5, 26, 38, 47, 49, 50, 54, 67; **Mysteries**, 3, 35; **Old West**, 3, 4, 10, 12, 39, 50; **Reign of Steel**, 3; **SEALS in Vietnam**, 3, 5, 20, 21, 28, 47, 48, 50, 56, 59, 60, 65-67, 70, 72; **Special Ops**, 3, 5, 38, 47, 49, 52, 54-56, 58, 59, 62-64, 66, 72; **Steampunk**, 3; **SWAT**, 3, 5, 23, 24, 25, 33, 47, 52, 55, 58, 62, 64, 67, 70; **Technomancer**, 3; **Traveller**, 3; **WWII**, 3, 5, 47, 52, 65; **WWII: Dogfaces**, 50, 65, 67; **WWII: Frozen Hell**, 61; **WWII: Red Tide**, 52, 62; **WWII: Return to Honor**, 38, 50, 54; **WWII: Weird War II**, 3.
H&K HK416D10RS, 63-64.
H&K HK93A2, 62, 63.
H&K MK 23 MOD 0, 57, 58.
H&K P7, 56, 57.
Hammer shooting method, 15.
Handguns, 54-58; *accessories*, 70-77; *adding accessories*, 68; *choosing*, 53; *converting*, 69; *customized for owner*, 69; *Fast-Draw*, 42; *grabbing*, 25; *hammerless*, 32; *hip shooting*, 11; *myths*, 5-6; *obtaining*, 53; *ranges*, 9-10; *readiness conditions*, 8; *realistic concealed carry*, 32; *reducing weight*, 70; *shooting stances*, 11-12; *shooting two*, 32; *shortening*, 69; *tables*, 57; *tilted*, 32-33; *transitioning to*, 14; *see also Long Arms, Pistols, Shooting*.
Harries stance, 4, 19.
Hearing, shooting and, 34-35.
Heckler & Koch, *see specific H&K weapons*.



- High Standard K-1200 Riot #8111, 59, 60.
- High Standard Model 10B #8291, 59, 60.
- Hip shooting, *handguns*, 11; *long arms*, 12-13; *realistic*, 32; *see also Shooting*.
- History, tactical shooting, 4-5.
- Hit locations, 4, 15, 16.
- Hollow-point (HP) ammunition, 78.
- Holsters, 72, 73; *rule option*, 12.
- Immediate Action, 17; *technique*, 44.
- Intuitive Armorer perk, 39.
- IR targeting, 19-20.
- Isosceles stance, 4, 12, 48.
- ISTEC ISL201, 67.
- James, Jesse, 80.
- Jet funnel, 74.
- Jungle magazines, 33.
- KAC M4A1K, 62, 63.
- KAC SR-25, 62-63.
- Killing intent, 34.
- Kimber TLE II, 57, 58.
- Kodak T13 Beano, 67, 68.
- Laser modules, 74.
- Law enforcement teams, *see Police*.
- Leapfrogging tactic, 21.
- Legal Enforcement Powers advantage, 38, 53.
- Light adaptation, of vision, 18.
- Light machine guns (LMGs), 65-66; *assault packs*, 73; *see also Long Arms*.
- Light modules, 74.
- Lightning Fingers perk, 39.
- Lights, *accessory*, 74; *using tactical*, 19; *see also Darkness*.
- Load-bearing vests, 72-73.
- Loadouts, 79-80.
- Locks, shooting, 33.
- Long arms, *accessories*, 70-77; *adding accessories*, 68; *choosing*, 53; *converting to bullpups*, 68-69; *customized for owner*, 69; *Fast-Draw*, 42; *grabbing*, 25, 41; *hip shooting*, 12-13; *holster*, 73; *one-handed shooting*, 13; *myths*, 5-7; *obtaining*, 53; *ranges*, 10-11; *readiness conditions of*, 8; *reducing weight*, 70; *shooting stances*, 12-13; *shortening*, 69-70; *shoulder shooting*, 12; *slings*, 71-72; *stockless*, 12, 33; *transitioning from*, 14; *see also Handguns, Shooting, Shotguns*.
- Loops, 73, 74.
- Luck advantage, 36.
- Lysaght Owen Mk I, 64, 65.
- Machine guns, *see Light Machine Guns (LMGs), Submachine Guns*.
- Magazines, *as protection*, 7; *concealing*, 72-73; *grips*, 33; *jungle*, 33; *loops*, 74; *modifications*, 33, 73-74; *pouches*, 73; *quality*, 74; *taping together*, 33; *transparent*, 74; *underloaded*, 20; *wells*, 74; *see also Ammunition*.
- Malfunctioning firearms, 17, 19.
- Marines, U.S., 79.
- Martial arts styles, suitable for shootists, 26.
- Masked Shooting technique, 13, 44.
- Match-grade ammunition, 77.
- Melee combat, *guns as melee weapons*, 26; *shooting and*, 25-26.
- Miami Massacre, 80.
- Military, *acquiring weapons*, 53; *ammunition*, 77, 78; *important traits*, 39, 51; *loadouts*, 79; *popular weapon options*, 35, 54, 65, 72, 73, 74; *preferred weapons*, 6, 55, 56, 59, 61, 63-67; *tactics*, 8, 12, 16, 21, 22, 25, 32; *training*, 34, 46, 47; *see also Battle Drills, GURPS Special Ops, Styles, SWAT*.
- Minute of angle, 32.
- Modern Pistol style, 48.
- Molot APS, 55-57.
- Motorized Training perk, 39.
- Mounted Shooting technique, 44.
- Mounts, gun, 75.
- Move and Attack maneuver, 17.
- Moving, shooting and, 17.
- Mozambique drill, 4, 15-16.
- Mumbai Attack, 80.
- Muzzle, *ports*, 76; *weights*, 76.
- Myths and legends, 5-7.
- New York reloads, 4, 14.
- Night combat, 18-20.
- Night vision, *advantage*, 36; *equipment*, 19-20, 74.
- Noise, from shooting, 34-35.
- Non-combat bonuses, 9.
- NORINCO QSW67, 56, 57.
- North Hollywood Shootout, 80.
- Observers, 27.
- Off-axis viewing devices (OAVD), 75.
- Off-Hand Weapon Training perk, 39.
- One-Hand Drills perk, 39.
- One-handed shooting, 11, 13.
- Parker, Bonnie, 80.
- Peeling, 4; *drill*, 22-23.
- Pelvis, hit location, 15.
- Perks, 37-41.
- Pipe bombs, 67.
- Pistols, *Fast-Draw*, 42; *holsters*, 72; *non-repeating*, 54-55, 57; *readiness conditions*, 8; *semiautomatic*, 55-58; *see also Handguns*.
- Pocket shooting, 11.
- Point-blank shots, 6.
- Point-Shooting style, 49-51.
- Police, *acquiring weapons*, 53; *ammunition*, 77, 78; *important traits*, 51; *loadouts*, 79, 80; *preferred guns*, 6, 16, 54-62, 63, 64, 67; *skill levels*, 42; *tactics*, 8, 12, 19, 40, 45; *training*, 32, 45-50; *see also Battle Drills, GURPS Cops, GURPS SWAT, Styles, SWAT*.
- Post-traumatic stress disorder (PTSD), 34.
- Pouches, 73, 74.
- Practical Sports Shooting style, 49.
- Precision Aiming, 26-27; *technique*, 45.
- Projectiles, *options*, 77-78; *see also Ammunition, Magazines*.
- Psychological training, 33-34.
- 
- Quick Reload perk, 39.
- Quick-Sheath perk, 40.
- Quick-Shot technique, 45.
- Quick-Swap perk, 40.
- Range, 9-11; *effective*, 9; *handgun*, 9-10; *long arm*, 10-11.
- Range masters, 46.
- Ranged Rapid Strike maneuver, 18.
- Rangefinder binoculars, 77.
- Rangefinding, 27.
- Rangers, Texas, 79.
- Rapid Strike maneuver, ranged, 18.
- Reaction speeds, 32.
- Readiness conditions, 8.
- Realism, harsh, 32.
- Reloading, 20; *aids*, 73-74; *New York*, 4, 14; *tactical*, 4, 20; *perk*, 39.
- Remington Model 1100 Tac-2, 60.
- Retain Weapon technique, 45.
- Retention devices, 72.
- Revolvers, 55, 57; *see also Handguns*.
- Rifleman style, 51.
- Rifles, 60; *see also Long Arms*.
- Rigs, shoulder, 73.
- Robust (Sense) perk, 40.
- Rock 'n' roll method, 16.
- Rote Armee Fraktion (RAF), 80.
- RRA LAR-15, 63.
- S&W Model 4006, 56-58.
- S&W Model 40 Centennial, 55, 57.
- S&W Model 686 Distinguished Combat Magnum, 55, 57.
- Scabbards, 72-73.
- Scattergun TR-870 Model 90102, 59, 60.
- Semiautomatic gun, *converting to full automatic*, 69; *see also Handguns, Pistols*.
- Serbu Super-Shorty, 60.
- Sharpshooter style, 51-52.
- Shell bags, 73.
- Shell shock, 34.
- Shields, shooting and, 33.
- Shoot and Scoot tactic, 21.
- Shoot till down method, 16.
- Shooting, *aiming*, 14, 26-27; *around cover*, 28; *as dirty*, 35; *as smelly*, 35; *as stressful*, 35; *as untidy*, 35; *bad methods*, 32-33; *blinding from*, 35; *close-contact*, 25-26; *consequences of*, 34-35; *darkness and*, 18-20; *dodging and*, 17; *doors*, 24; *ear damage from*, 34-35; *first*, 10; *for effect*, 15-16; *follow-up*, 14; *from vehicles*, 31; *high-speed*, 14; *hip*, 11-13, 25, 32, 43; *history*, 4-5; *in armor*, 12; *instinctive*, 13; *locks*, 33; *melee combat and*, 25-26; *methods*, 15-16; *mixed ammunition and*, 31; *moving and*, 17; *multiple times*, 18; *myths*, 5-7; *noise from*, 34-35; *non-combat bonuses*, 9; *one-handed*, 11, 13; *pain from*, 35; *pocket*, 11; *range and*, 9-11; *realism options*, 32; *several opponents*, 17-18; *shield use and*, 33; *sighted*, 13, 14; *situational modifiers*, 11; *snap*, 13; *stances*, 11-13; *stockless long arms*, 12, 33; *two guns*, 32; *two-handed*, 11-12; *unsighted*, 13; *untrained*, 47; *see also Battle Drills, Styles, Techniques*.
- Shortening, *handguns*, 69; *long arms*, 69-70.
- Shotgunner style, 52.
- Shotguns, 58-60; *ammunition*, 78; *breaching*, 24; *choked*, 6; *point-blank shots*, 6; *myths*, 5, 6; *readiness conditions*, 8; *slugs*, 78; *speedload stocks*, 75; *stocks*, 75; *suppressors*, 71; *unchocked*, 6; *see also Long Arms*.
- Shoulder, *rigs*, 73; *shooting*, 12.
- Side carriers, 73.
- Sidearms, *see Handguns*.
- Sights, 74-75; *adjusting*, 41; *micro reflex*, 74; *using*, 13-14.
- Situational awareness, 11.
- Skills, 41-42; *degradation*, 32; *Guns levels*, 42.
- Skip Shot perks, 40.

Skull, hit location, 16.
 Slicing the pie, 23-24.
 Slings, 71-72.
 Slugs, solid, 78; *see also* *Ammunition*.
 Smith & Wesson, *see also* *specific S&W weapons*.
 Smoke grenades, 68.
 Sniper program, 77.
 Sniping, 26-28.
 SOG M79, 66, 67.
 SOG RPD, 66.
 Solid ammunition, 78.
 Sound suppressors, 70-71.
 Special-ops teams, *see* *Battle Drills, FBI, GURPS SWAT, GURPS Special Ops, Mozambique Drill, Police, Skills (Guns Levels), SWAT, Styles, Training*.
 Speedload shotgun stocks, 75.
 Sports shooting style, 49.
 Spotters, 27.
 Spraying fire, 18.
 Springfield TRP Bureau, 57, 58.
 Stairwells, clearing, 25.
 Stainless steel, 76.
 Stances, 4, 11-13.
 Standard Operating Procedure perk, 40.
 Standoffs, resolving, 10.
 Stockless shooting, 33.
 Stocks, 75.
 Stress, *caused by shooting*, 34, 35; *handling*, 33-34.
 Style Familiarity perk, 37.
 Style Perks, 37-41.
 Styles, firearms training, 47-52.
 Submachine guns, 64-65; *see also* *Long Arms*.
 Subsonic ammunition, 77.
 Supplier perk, 40.
 Suppression fire, 18.
 Suppressors, 4, 70-71.
 Sure-Footed perk, 40.
 Survival tips, 7-8.
 SVI Infinity IMM, 57, 58.
 SWAT, *popular weapon options*, 33, 35, 72; *preferred guns*, 48, 56, 58; *skill levels*, 42; *tactics*, 24, 25, 45; *training*, 46, 47; *see also* *Battle Drills, GURPS SWAT, Police, Styles*.
 Swivels, sling, 71.
 Tables, *aiming*, 26; *cover*, 29-31; *grenade launchers*, 67; *grenades*, 68; *handguns*, 57; *machine guns*, 66; *rifles*, 63; *shotguns*, 60; *skill levels*, 42; *submachine guns*, 65.
 TacOps Clandestine-12, 60.
 Tactical reloads, 4, 20.
 Tactics, *skill*, 42; *examples*, 20-25.
 Tap-Rack-Bang perk, 41.
 Targeted Attack technique, 45.
 Targeting aids, 74-75; *see also* *Aiming, Sights*.
 TDI Kriss Super V SMG, 65.
 Techniques, 43-45.
 Terms, 4.
 Threat, *cocking*, 33; *recognition*, 33-34.
 Thumbing, 14; *technique*, 45.
 Tilted guns, 32-33.
 TOZ AKS-74UB, 62, 63.
 TOZ GSN-19, 66-67.
 TOZ MSP, 54-55, 57.
 TOZ SVT-40, 62, 63.
 Tracer Eyes perk, 41.
 Tracers, 78.
 Trademark Move perk, 41.
 Training, 46-47.
 Transitioning, 4, 14.
 Traumatic events, *see* *Stress*.
 Tripods, 75.
 Turning corners, 23-24.
 Two-handed thumbing, 14; *technique*, 45.
 Un sighted shooting, 13.
 Untrained shooters, 47.
 Unusual Background advantage, 37, 38, 53.
 Urban combat, 23-25.
 Vehicles, *as cover*, 30-31; *shooting from*, 31.
 Vest holsters, 12.
 Vision, *adapting to light*, 18; *shooting and*, 18, 32, 35.
 VKT-Lahti Pstktiv/39, 61-63.
 Walking the burst, 16.
 Weapon Bond perk, 41, 69.
 Weather sensor, 77.
 Weaver stance, 4, 11-12, 48.
 Weight reduction, 70.
 Wet Suppressors, 71.
 Work by Touch technique, 45.
 ZML PM 63, 64, 65.

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