

WILDCARD 2013

Shooter's Guide:



Pistol Caliber Carbines



CREDITS

G-1 (ADMINISTRATION)

Design: Keith Taylor

G-2 (INTELLIGENCE)

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Guns are one of the simple pleasures in Sergeant Kim's life, so it is not a surprise that the captain usually puts her in charge of inventory whenever we find someone's supply cache (or kill a bunch of someones and take their toys). Today, she and the Jims are doing their thing on a half-collapsed bunker outside Arbil. I'm not real weapons-literate, but I do enjoy watching professionals work, so I wander over to observe the festivities.

Most of the take is run-of-the-mill, a bunch of AK-47s like my Maggie – but, if I may say so, not nearly as well-maintained. There are a few older rifles, too, all scarred wood and rusty steel. Then Little Jim comes squirming out of the rubble with a black plastic case with a Blackwater logo that's far too short to contain anything truly dangerous. Or so I think until Sergeant Kim gets that expression, pops open the box, and hauls out something that looks for all the world like a space pirate's blaster rifle.

"Sarge, it's cool, but what kind of ammo does a laser rifle take?" Apparently, Little Jim has the same thought I do.

The sergeant grins. "Watch this." Most of the squad doesn't bother with the weight of sidearms, but she habitually carries her M9. She pulls a spare magazine out of her vest, slaps it into her new toy, yanks the charging handle, and yells "going hot!" The rest of us, accustomed to this by now, just plug our ears. About sixty yards away, five rapid shots ring off a hand-sized patch of an old oil drum.

Then she gets a thoughtful look in her eye. "Hey, Adela, c'mere!" Our interpreter wanders over to see what all the fuss is about and Sergeant Kim, wearing the cheerful expression of a cat carrying a half-dead squirrel, presents her with the space pirate gun.

Now, allow me to explain. Adela is about five-nothing and seventy-eight pounds soaking wet. Give her a pistol and the best place to be is in front of the target. Give her a rifle and the recoil will make her flinch enough to put the bullet into the next county. So the squad has reluctantly agreed that it's best if she just keeps her head down and leaves the shooting to them.

Until today, it seems. Thirty rounds of 9mm later, Adela's walking away with a new spring to her stride, half of Sergeant Kim's spare M9 magazines in her pockets, and two and a half feet of low-recoil death hidden under her coat. Big Jim just shakes his head and verbalizes all our thoughts:

"I think we just created a monster."

PISTOL-CALIBER CARBINES

Pistol-caliber carbines (PCCs) occupy an odd and sometimes controversial niche. As the name suggests, they're compact rifles that fire ammunition originally developed for handguns. This basic combination of engineering choices makes them similar to submachine guns. However, unlike SMGs, PCCs tend to be designed primarily for sale on the civilian market. Thus, they lack two important advantages of their military-grade cousins. First, most PCCs are incapable of fully automatic fire. Second, they must conform to laws regarding minimum overall length and barrel length, and thus lose the portability and concealability that SMGs enjoy.

At first glance, these compromises make PCCs less than ideal choices as combat weapons. Combined with the significantly lesser power of a handgun cartridge when compared to even the lightest assault rifle calibers, many professionals at arms view PCCs as wastes of time and money. However, PCCs do have several advantages often overlooked by devotees of military armament. The lower power of their ammunition allows them to be built at light weights, and this and their comparatively lower recoil make them ideal for small-statured shooters, including women and youths. While larger than submachine guns, most PCCs are built to within a few inches of the minimum legal requirements, making them relatively easy to conceal and transport when compared to other civilian-legal shoulder arms. Because they are legal for civilians to own without special permits, their possession by shooters without law enforcement or military status raises fewer questions. Their ammunition is often relatively inexpensive, making frequent practice more economical for the shooter on a budget. The fact that this same ammunition is used by handguns also simplifies a shooter's supply requirements while operating in the field.

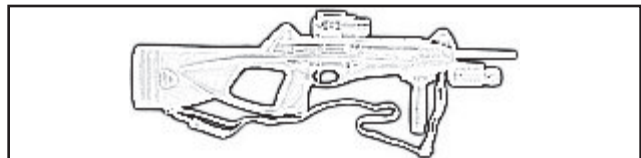
Within the last decade, PCCs have enjoyed a renewed popularity, with several designs being marketed as self-defense tools for ordinary citizens or supplementary weapons for police. However, the PCC concept is over a century old. The first PCCs appeared not long after the advent of metallic cartridge ammunition. These lever-action designs were sold as companion pieces to the popular revolvers of the day, allowing the cowboy, outlaw, or lawman to feed both a longarm and a sidearm from the same supply of ammunition – no small consideration when operating weeks away from the nearest general store. With the debut of higher-powered and longer-range repeating rifles, the

concept fell into disuse at the end of the 19th century. In the years before World War II, several militaries recognized the need for an intermediate weapon with less bulk than a service rifle but greater range than a pistol, and a few PCC designs enjoyed brief, if not universal, popularity before the birth of the assault rifle concept.

This supplement for the Reflex System and Spycraft 2.0 presents a selection of these niche weapons, including complete traits for both game systems. It also provides additional handguns that share ammunition or magazines with one or more pistol-caliber carbines, making them appropriate complements to the PCCs.

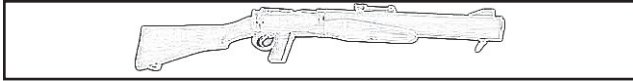
PISTOL-CALIBER CARBINE DESCRIPTIONS

Beretta Cx4 Storm: The Cx4's sleek black polymer frame makes it look more like a science fiction blaster than a real firearm. The PCC member of Beretta's Storm product family is produced in three of the most common autoloader calibers: 9mm, .40 S&W, and .45 ACP. The Storm's ergonomics are similar to those of a handgun, with the magazine well located in the gun's pistol grip rather than forward of it. The charging handle, ejection port, and safety can be set up for either right- or left-handed shooters. Four accessory rails allow the attachment of optics and other options. The Cx4 was designed from the ground up as a companion carbine for the Beretta Px4 Storm family of pistols, and each Cx4 uses the same magazines as the Px4 model in the same caliber. Variants are also available that accept the magazines of several older Beretta handguns.

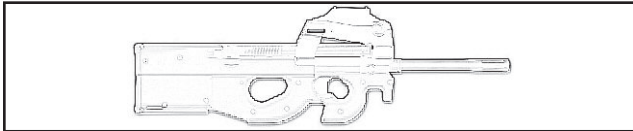


De Lisle Commando Carbine: This specialized carbine was custom-built in small numbers during World War II. Each

De Lisle started life as a SMLE (Short-Magazine Lee-Enfield) rifle. The conversion process involved the addition of the barrel from a Thompson submachine gun, the modification of the magazine well to accept Colt M1911 magazines, and the fabrication and fitting of an integral suppressor. The resulting weapon was an exceptionally quiet bolt-action carbine. Its use was almost exclusively restricted to British special operations personnel during World War II and the immediate post-war years. In the modern era, all known surviving examples are in museums or private collections – and thus unlikely to fall into the hands of player characters.



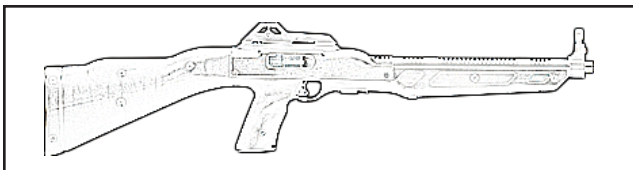
FN PS90: The civilian-legal version of the P90 submachine gun features a longer barrel and lacks the capacity for automatic fire, but is otherwise identical to its parent design. Standard 5.7x28mm ammunition is considered armor-piercing and thus illegal for civilian purchase in many jurisdictions, but the weapon happily accepts it. The primary ammunition load available on the civilian market is hollowpoint. The PS90 is sold with 30-round magazines but accepts the P90's 50-round magazines.



H&K USC: The Universal Self-loading Carbine was Heckler & Koch's answer to demand for a version of the UMP submachine gun on the civilian market. By comparison to its parent design, the USC has a longer barrel and a fixed stock. The USC will not accept UMP magazines.

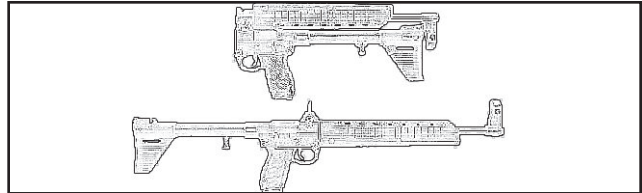


Hi-Point 995/4095: Hi-Point's reputation marks it as a manufacturer of pawn shop specials, weapons with cut-rate prices and debatable reliability. The 995 and 4095 are the company's first inroads into the carbine market. Hi-Point carbines feature polymer frames with styling best described as "unique." While they're popular with casual shooters and low-budget survivalists, few serious hopologists consider them acceptable for combat use.



Kel-Tec SUB-2000: The skeletal-looking SUB-2000 enjoys niche popularity, mainly within the survivalist community. Each of its multiple variants accepts the same magazines as a

commonly-available handgun model – see Table A: Magazine Compatibility (p. 3). However, the real appeal of the SUB-2000 comes from its folding design. The weapon is hinged in front of its action and can be folded back on itself to form a compact 16"x9"x2" package. The SUB-2000 cannot be fired while folded, and an integral locking mechanism can be used to prevent unauthorized users from unfolding the gun.



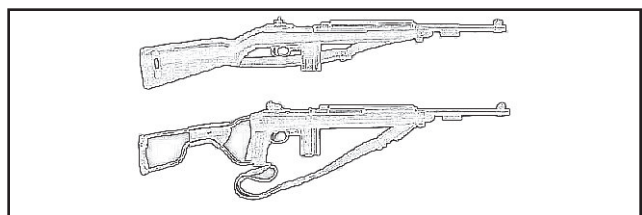
Marlin Camp Carbine: Introduced in the mid-1980s, the Camp Carbine line is built along traditional sporting rifle lines with the addition of a magazine well in front of the trigger guard. Two models were offered: the Camp 9 and Camp 45, respectively chambered for 9mm and .45 ACP. Neither model sold particularly well, leading Marlin to discontinue them at the turn of the millennium. Camp Carbines are regarded as enjoyable for casual plinking, but heavy use can crack the wooden stock from excessive recoil energy.



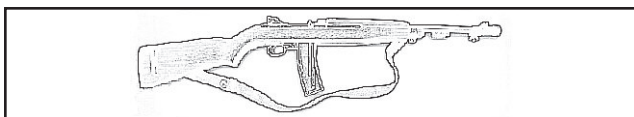
M1 Carbine: The M1 carbine is not technically chambered for a pistol caliber, but its ballistic characteristics and original role lead some to argue that it's a PCC rather than a full-fledged combat rifle. The M1 was built to accept a unique .30 caliber cartridge with significantly less power than the standard .30-06 rifle round of the time, but with considerably more energy than the heaviest contemporary pistol round. Designed shortly before American entry into World War II, this rifle was deployed in the millions for that conflict. Manufacturers included companies not known for weapons production, including International Business Machines (yes, that IBM) and jukebox maker Rock-Ola.

Depending on the user, the M1 carbine was either a more powerful and longer-ranged substitute for an officer's sidearm or – especially for the M1A1 – a paratrooper's lighter and more portable substitute for a full-length battle rifle. Limited numbers of M1 carbines remained in American military inventory through the Vietnam conflict. During service in Korea and Vietnam, the weapon acquired a reputation for being insufficiently powerful for combat use, though the deservedness of this image is debatable. Today, thousands of M1s are available on the civilian market, and the design is popular with both shooters and collectors.

M1A1 Carbine: The paratrooper version of the M1 features a folding stock but is otherwise identical to its parent design.

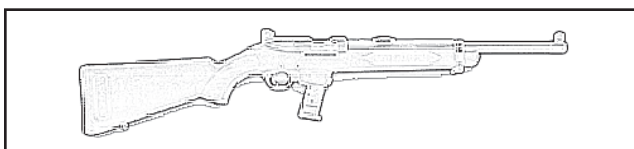


M2 Carbine: The fully automatic version of the M1 appeared too late to see significant service in World War II, but was used in Korea and Vietnam. The 30-round magazines developed for this variant are usable in any member of the M1 carbine family. Several hundred thousand M2s were manufactured, but few ever entered the civilian market. Those that remain in working order are either in service in Third World militaries or gathering dust in police armories.



Ruger Police Carbine: As the name suggests, Ruger first marketed its Police Carbine for the American law enforcement market. However, the marketing strategy was dependent on police adoption of both the carbine and its companion handguns, and the company debuted the weapon at a time when many agencies were moving away from heavy all-steel sidearms like Ruger's products. Neither law enforcement nor civilian sales were spectacular, and Ruger ceased production in 2007.

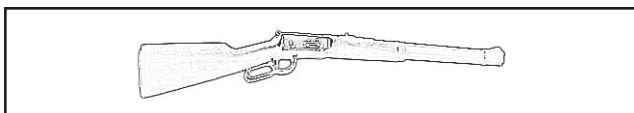
Two basic Police Carbine models were produced, the 9mm PC-9 and the .40 caliber PC-4. In physical appearance, they are similar to the competing Marlin Camp Carbine design, with polymer sporting-style stocks. Each design accepts the same magazines as any Ruger P-series pistol in its caliber.



Ruger 77/44: The Ruger Model 77 is a bolt-action hunting rifle available in a wide array of calibers. The 77/44 variant uses a detachable rotary magazine rather than an internal magazine and is chambered for .44 Magnum. It is no longer in production, but lightly-used examples are frequently available. Like most bolt-action carbines, the 77/44 is more likely to be encountered in rural areas, serving as a "ranch gun" or "truck gun," than as a combat weapon.

Winchester Repeating Rifles: These lever-action rifles were among the first successful pistol-caliber carbines, popular more than a century before the PCC designation came into vogue. The Repeating Rifle line includes several different models, ranging from the iconic Model 1873 – "The Gun that Won the West" – to the final Model 1894. Originally, the 1873, 1892, and 1894 models were produced in handgun calibers of the day, while other designs accepted more powerful rifle cartridges.

Original 19th-century Repeating Rifles are too valuable for any but the truly desperate to take into combat today. Winchester closed its doors in 2006, but several companies, including Marlin, Navy Arms, EMF, Rossi, and Uberti, still manufacture replicas in a variety of calibers both classic and modern. All traits given in this document are for these contemporary reproductions.



Magazine Compatibility

Many of the PCCs described in this supplement will accept the same magazines used by a companion handgun. The following table summarizes this cross-compatibility. Where multiple handguns are listed with an "or," the PCC accepts only one model's magazines - select which one at the time of purchase.

TABLE A: MAGAZINE CAPACITY

PCC	Handgun
Beretta Cx4 Storm (9mm)	Beretta 92/93 or Px4 or 8000 Cougar
Beretta Cx4 Storm (.40 S&W)	Beretta 96 or Px4 or 8040 Cougar
Beretta Cx4 Storm (.45 ACP)	Beretta Px4 or 8045 Cougar
De Lisle Commando Carbine	Colt M1911
Kel-Tec SUB-2000 (9mm)	Beretta 92/93 or Glock 17/19 or S&W 59 or SiG P226
Kel-Tec SUB-2000 (.40 S&W)	Beretta 96 or Glock 22 or S&W 4006 or SiG P226
Marlin Camp 45	Colt M1911
Marlin Camp 9	S&W 59
Ruger PC-4	Ruger P944
Ruger PC-9	any Ruger P-series handgun in 9mm

COMPANION HANDGUN

DESCRIPTIONS

By virtue of magazine or ammunition commonality, each of the following handguns is suitable as a "companion sidearm" for one or more of the pistol-caliber carbines presented in this supplement.

Beretta Px4 Storm: Beretta's entry in the 21st-century polymer handgun market combines the best internal workings of the earlier 8000 series with the control layout of the more popular Model 92. Various trigger configurations are available, as are models both with and without manual safeties. The Px4 has seen limited acceptance in both the civilian and law enforcement markets but has yet to be adopted by any major military force.

Beretta 8000 Cougar: The 8000 series was introduced in the 1990s to meet a growing demand for compact autoloaders in common defensive calibers. The design's most noteworthy feature, which it shares with the later Px4 family, is its action: as it cycles, the barrel rotates around its long axis rather than moving vertically. This channels more recoil energy straight back at the shooter, which helps reduce muzzle climb.

M1 Enforcer: The Enforcer variant of the M1 carbine was strictly a commercial market adaptation, never adopted

for military use. This weapon is a handgun only by legal classification. The Enforcer takes the original design, trades the shoulder stock for a pistol grip, and reduces the barrel from 18 inches to 10. The resulting bastardization sacrifices considerable muzzle energy, is at best difficult to aim, is virtually impossible to use one-handed, and produces a muzzle blast the size of a small child. On the plus side, it uses the same magazines as a normal M1 or M2, and 30 rounds of .30 Carbine in an 18-inch-long gun can be devastating in a close-range fight.

Ruger Blackhawk: This popular single-action revolver has been produced in a bewildering array of variants and calibers since its introduction in the mid-1950s. The Blackhawk is an archetypal example of modern single-action wheelguns. Heavy and rugged, it has a deserved reputation for reliability.

Ruger P Series: Ruger's family of service pistols evolved from a design intended to replace the Colt 1911 as the U.S. Army's standard sidearm. Although the original P85 lost to the Beretta 92, the P series has gone on to commercial success. All P series handguns have a similar appearance and reputation: big, heavy, and virtually indestructible. Models currently in production include the 9mm P89 (an improvement on the original P85), the .45 caliber P90, the .40 caliber P944, and the polymer-framed 9mm P95.

Smith & Wesson Model 59: The Model 59 was one of S&W's first forays into autoloaders and the company's first high-capacity design. It was replaced a decade after its introduction by the Model 469 (identical for game purposes), which was, in turn, discontinued in the late 1980s. However, examples of both models are still common on the secondhand market.

Smith & Wesson Model 4006: When Smith & Wesson debuted the .40 S&W cartridge in 1990, the Model 4006 released alongside it as the first handgun chambered for the round. Although later eclipsed by competing .40 caliber designs, the Model 4006 saw early popularity in the American law enforcement community and is still in production.

REFLEX SYSTEM RULES

The following tables provide Reflex System traits for all weapons in this document (with the exception of the M1 carbine, which appears in the Reflex System core rules). The tables are formatted for Stage II rules use. For Stage I play, discard the Recoil trait and the second Penetration value. For Stage III play, ignore the given Damage and Penetration values in favor of the appropriate ballistics table.

STAGE III QUIRKS

Quirks are a Stage III option intended to provide some level of differentiation between weapons with otherwise nigh-identical game traits. The majority of weapons do not have quirks, but the following list provides flavor and minor mechanical effects for a select few.

PCC Quirks

FN PS90

Bullpup: Reloading the P90 takes 2 ticks more than normal.

Weird: The PS90's ergonomics are just plain odd for shooters accustomed to more conventional longarms. If a character isn't experienced with the PS90, he suffers a -1 penalty to all attacks, and readying or reloading the weapon takes 2 ticks more than normal. These penalties are removed after a "familiarization fire"

session of at least 100 rounds, or if the PS90 becomes part of the character's personal equipment.

Hi-Point 995 and 4095

Unreliable 2: For the purposes of triggering breakdowns, the weapon's Wear is considered to be 2 higher than its actual value. This does not apply to a "like new" (Wear 0) item.

Kel-Tec SUB-2000

Folding: Unfolding or folding the SUB-2000 is a 3-tick action. While the weapon is folded, its Bulk becomes 1.

Marlin Camp 9 and Camp 45

Fragile 1: For the purposes of accruing Wear, a Camp Carbine's level of use is considered to be 1 level higher than actual use or conditions would indicate.

Ruger 77/44

Reliable 1: For the purposes of triggering breakdowns, the 77/44's Wear is considered to be 1 lower than its actual value.

Winchester Repeating Rifles

Image: Like all lever-action rifles, this is an archaic design that offers few quantifiable advantages over more modern weapons. However, choosing to carry it is a statement in and of itself, an evocation of Old West imagery and the associated values. Use of a lever-action carbine as a primary weapon grants a +2 bonus to all uses of the character's Luck reputation aspect – if and only if the observer shares the same cultural image of cowboys. This bonus becomes a penalty if the character demonstrates gross incompetence with the weapon. Adopting the gun as a character's primary weapon may also, at the GM's discretion, be worth a survival point.

Suppression: Although rapid fire with a lever-action gun is wastefully inaccurate, a skilled operator can put a good amount of lead in the air. This is beneficial in situations in which volume of fire is more important than accuracy. When performing suppressive fire, a lever-action weapon functions as a semi-automatic firearm.

Handgun Quirks

M1 Enforcer

Weird: The M1 Enforcer's ergonomics match those of neither a handgun nor a shoulder arm. Consequently, it's a little awkward for new users. If a character isn't experienced with the Enforcer, he suffers a -1 penalty to all attacks, and readying or reloading the weapon takes 2 ticks more than normal. These penalties are removed after a "familiarization fire" session of at least 100 rounds, or if the Enforcer becomes part of the character's personal equipment.

Ruger Blackhawk

Reliable 1: For the purposes of triggering breakdowns, the Blackhawk's Wear is considered to be 1 lower than its actual value.

Ruger P-Series Pistols (all)

Durable 1: For the purposes of accruing Wear, any Ruger P-series pistol's level of use is considered to be 1 level lower than actual use or conditions would indicate.

TABLE B: PISTOL-CALIBER CARBINES

Firearm	Caliber	Cap	Dam	Pen	Rng	ROF	Spd	Rec	Bulk	Wt	BV	SP
Semi-Automatic PCCs												
Beretta Cx4 Storm	9mm Para	*	5	x3/x4	CQB/T	S	2/3/5	5	2	2.6 kg	GG300	\$600
Beretta Cx4 Storm	.40 S&W	*	5	x3/x4	CQB/T	S	2/3/5	7	2	2.6 kg	GG300	\$600
Beretta Cx4 Storm	.45 ACP	*	5	x3/x4	CQB/T	S	2/3/5	9	2	2.6 kg	GG300	\$600
FN PS90	5.7mm FN	30	5	x2/x3	CQB/T	S	2/3/5	2	2	2.9 kg	GG750	\$1,500
H&K USC	.45 ACP	10	5	x3/x4	CQB/T	S	3/4/6	8	3	2.7 kg	GG650	\$1,300
Hi-Point 995	9mm Para	10	5	x3/x4	CQB/T	S	2/3/5	5	2	3.2 kg	GG75	\$225
Hi-Point 4095	.40 S&W	10	5	x3/x4	CQB/T	S	2/3/5	7	2	3.2 kg	GG85	\$250
Kel-Tec SUB-2000	9mm Para	**	5	x3/x4	CQB/T	S	2/3/5	6	2	1.8 kg	GG300	\$400
Kel-Tec SUB-2000	.40 S&W	**	5	x3/x4	CQB/T	S	2/3/5	9	2	1.8 kg	GG300	\$400
Marlin Camp 9	9mm Para	14	5	x3/x4	CQB/T	S	3/4/6	5	3	3.1 kg	GG175	\$400
Marlin Camp 45	.45 ACP	7	5	x3/x4	CQB/T	S	3/4/6	8	3	3.1 kg	GG225	\$500
Ruger PC-4	.40 S&W	11	5	x3/x4	CQB/T	S	3/4/6	5	3	2.9 kg	GG200	\$400
Ruger PC-9	9mm Para	15	5	x3/x4	CQB/T	S	3/4/6	7	3	2.9 kg	GG200	\$400
Bolt-Action PCCs												
De Lisle Cdo. Carbine	.45 ACP	7	5	x3/Nil	GF/T	S	4/5/7	7	3	3.7 kg	GG2,500	\$20,000
Ruger 77/44	.44 Magnum	4	6	x2/x3	CQB/M	S	3/4/6	13	3	2.6 kg	GG300	\$600
Lever-Action PCCs												
Winchester Rep. Rifle	.357 Magnum	10(in)	5	x3/x4	CQB/M	S	3/6/8	7	3	2.9 kg	GG650	\$800
Winchester Rep. Rifle	.44-40	10(in)	5	x3/x4	CQB/T	S	3/6/8	7	3	2.9 kg	GG450	\$600
Winchester Rep. Rifle	.45 Colt	10(in)	5	x3/Nil	CQB/T	S	3/6/8	7	3	2.9 kg	GG450	\$600
Winchester Rep. Rifle	.44 Magnum	10(in)	6	x2/x3	CQB/M	S	3/6/8	13	3	2.9 kg	GG650	\$800
Service Rifles												
M1A1 carbine	.30 Carbine	15	4	x3/x4	CQB/M	S	3/4/6	6	3	2.4 kg	GG150	\$600
M2 carbine	.30 Carbine	15 or 30	4	x3/x4	CQB/M	S/B5	3/4/6	6	3	2.4 kg	GG300	\$6,000

* Dependent on magazine compatibility. 9mm: Beretta 92/93 (15 or 20 rounds), Px4 (17 or 20 rounds), or 8000 Cougar (15 rounds). .40 S&W: Beretta 96 (11 rounds), Px4 (14 or 17 rounds), or Cougar 8040 (11 rounds). .45 ACP: Beretta Px4 (10 rounds) or Cougar 8045 (8 rounds).

** Dependent on magazine compatibility. 9mm: Beretta 92/93 (15 or 20 rounds), Glock 17/19 (15 or 17 rounds), S&W 59 (14 rounds), or SiG P226 (15 rounds). .40 S&W: Beretta 96 (11 rounds), Glock 22 (17 rounds), S&W 4006 (11 rounds), or SiG P226 (12 rounds).

TABLE C: HANDGUNS

Firearm	Caliber	Cap	Dam	Pen	Rng	ROF	Spd	Rec	Bulk	Wt	BV	SP
Autoloaders												
Beretta Px4 Storm	9mm Para	17	4	x3/x4	GF/CQB	S	1/2/4	7	1	0.8 kg	GG125	\$500
Beretta Px4 Storm	.40 S&W	14	5	x3/x4	GF/CQB	S	1/2/4	9	1	0.8 kg	GG130	\$525
Beretta Px4 Storm	.45 ACP	10	5	x4/Nil	GF/CQB	S	1/2/4	11	1	0.8 kg	GG140	\$550
Beretta 8000 Cougar	9mm Para	15	4	x3/x4	GF/CQB	S	1/2/4	6	1	0.9 kg	GG140	\$550
Beretta 8040 Cougar	.40 S&W	11	5	x3/x4	GF/CQB	S	1/2/4	9	1	0.9 kg	GG140	\$550
Beretta 8045 Cougar	.45 ACP	8	5	x4/Nil	GF/CQB	S	1/2/4	10	1	0.9 kg	GG140	\$550
M1 Enforcer	.30 Carbine	15 or 30	4	x3/x4	P/T	S	1/3/5	6	1	1.8 kg	GG125	\$500
Ruger P89	9mm Para	15	4	x3/x4	GF/CQB	S	1/2/4	6	1	0.9 kg	GG100	\$400
Ruger P90	.45 ACP	8	5	x4/Nil	GF/CQB	S	1/2/4	10	1	1 kg	GG110	\$450
Ruger P944	.40 S&W	11	5	x3/x4	GF/CQB	S	1/2/4	8	1	1 kg	GG110	\$450
Ruger P95	9mm Para	15	4	x3/x4	GF/CQB	S	1/2/4	7	1	0.8 kg	GG110	\$450
S&W Model 59	9mm Para	14	4	x3/x4	GF/CQB	S	1/2/4	7	1	0.8 kg	GG110	\$450
S&W Model 4006	.40 S&W	11	5	x3/x4	GF/CQB	S	1/2/4	8	1	1.1 kg	GG125	\$500
Revolvers												
Ruger Blackhawk	.30 Carbine	6	4	x3/x4	GF/T	S	2/3/5	6	1	1.2 kg	GG100	\$400
Ruger Blackhawk	.357 Magnum	6	5	x3/x4	GF/CQB	S	2/3/5	8	1	1.4 kg	GG125	\$500
Ruger Blackhawk	.45 Colt	6	5	x4/Nil	GF/CQB	S	2/3/5	9	1	1.1 kg	GG125	\$500
Ruger Blackhawk	.44 Magnum	6	6	x3/x4	GF/T	S	2/3/5	13	1	1.3 kg	GG150	\$600

SPYCRAFT 2.0 RULES

The following tables provide Spycraft 2.0 traits for all weapons in this document (with the exception of the De Lisle Commando Carbine, which appears in Spycraft 2.0 as the Lee-Enfield DeLisle Carbine).

New Weapon Qualities

Folding (FLD): The weapon can be folded into a compact form factor for ease of concealment and stowage. It cannot be used while folded (except as an improvised blunt weapon). While folded, it is considered one size category smaller than normal.

Folding or unfolding it requires one half action. If a character is proficient with the weapon and has the Quick Draw feat, the gun can be folded or unfolded with one of the free actions this feat grants.

New Weapon Category: Lever-Action Rifles

The firearm sub-category of lever-action rifles is new for Spycraft 2.0. Attacks with lever-action rifles use the Rifle proficiency and the attacker's Dexterity modifier, and untrained attacks suffer a -4 penalty. All lever-action rifles have a damage save bonus of +14, can be fired only in single-shot mode, and can accept only optics and sling accessories.

TABLE D: BOLT-ACTION RIFLES

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Caliber II												
Ruger 77/44												
.44 Magnum	2d6+2	1/19-20	4M10	9	60 ft.	S/2h	5.8 lbs.	0	17/+0	1998	\$600	MAC (-2), TKD, UNR

TABLE E: LEVER-ACTION RIFLES

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Caliber II												
Winchester Repeating Rifle												
.357 Magnum	3d4+1	1/19-20	10S80	7	50 ft.	S/2h	6.4 lbs.	0	18/+0	1980	\$800	MAC (-2)
.44-40	1d12+2	1/19-20	10S70	7	40 ft.	S/2h	6.4 lbs.	0	18/+0	1873	\$600	MAC (-2), TKD
.45 Colt	1d12	1/19-20	10S80	4	40 ft.	S/2h	6.4 lbs.	0	18/+0	1980	\$600	MAC (-2), TKD
Caliber III												
Winchester Repeating Rifle												
.44 Magnum	2d6+2	1/19-20	10S70	8	60 ft.	S/2h	6.4 lbs.	3	18/+0	1980	\$800	MAC (-2), TKD

TABLE F: SEMI-AUTOMATIC RIFLES

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Caliber I												
Hi-Point 995												
9mm P	1d10+1	1-3/20	10M9	4	35 ft.	T/2h	7 lbs.	0	21/+2	1996	\$225	CMP, DST, UNR
Caliber II												
Beretta Cx4 Storm												
9mm P	1d10+1	1-2/20	*	4	40 ft.	T/2h	5.8 lbs.	2	21/+1	2003	\$600	CMP, DST
.40 S&W	1d12	1-2/20	*	5	40 ft.	T/2h	5.8 lbs.	1	21/+1	2003	\$600	CMP, DST, TKD
.45 ACP	1d12	1-2/19-20	*	5	40 ft.	T/2h	5.8 lbs.	0	21/+1	2004	\$600	CMP, DST, TKD
FN PS90												
5.7mm FN	1d10+1 (AP4)	1-2/20	30M3	4	45 ft.	T/2h	6.6 lbs.	0	25/+2	2005	\$1,500	CMP, DST, NUL (2R), QKY
H&K USC												
.45 ACP	1d12	1/19-20	10M8	5	40 ft.	T/2h	6 lbs.	0	21/+1	2000	\$1,300	CMP, TKD
Hi-Point 4095												
.40 S&W	1d12	1-3/20	10M8	4	35 ft.	T/2h	7 lbs.	3	21/+2	2000	\$250	CMP, DST, TKD, UNR
Kel-Tec SUB-2000												
9mm P	1d10+1	1-3/20	**	6	35 ft.	T/2h	4 lbs.	2	26/+2	1997	\$400	CMP, DST, FLD
.40 S&W	1d12	1-3/20	**	7	35 ft.	T/2h	4 lbs.	1	26/+2	2000	\$400	CMP, DST, FLD, TKD
Marlin Camp 9												
9mm P	1d10+1	1-2/20	14M6	4	40 ft.	T/2h	6.8 lbs.	3	20/+0	1985	\$400	FRG
Marlin Camp 45												
.45 ACP	1d12	1-2/19-20	7M10	4	40 ft.	T/2h	6.8 lbs.	1	20/+0	1986	\$500	FRG, TKD
M1 Carbine												
.30 Carbine	2d8	1-2/20	15M4	12	75 ft.	T/2h	5.4 lbs.	1	20/+0	1942	\$600	-
M1A1 Carbine												
.30 Carbine	2d8	1-2/20	15M4	12	75 ft.	T/2h	5.4 lbs.	1	20/+0	1942	\$600	CLS
Ruger PC-4												
.40 S&W	1d12	1-2/20	11M8	4	40 ft.	T/2h	6.4 lbs.	1	23/+0	1996	\$400	CMP, TKD



TABLE F: SEMI-AUTOMATIC RIFLES CONT.

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Caliber II												
Ruger PC-9												
9mm P	1d10+1	1-2/20	15M6	4	40 ft.	T/2h	6.4 lbs.	2	23/+0	1996	\$400	CMP

* Dependent on magazine compatibility. 9mm: Beretta 92/93 (20M5), Px4 (20M5), or 8000 Cougar (15M6). .40 S&W: Beretta 96 (11M8), Px4 (17M5), or Cougar 8040 (11M8). .45 ACP: Beretta Px4 (10M8) or Cougar 8045 (8M10).

** Dependent on magazine compatibility. 9mm: Beretta 92/93 (20M5), Glock 17/19 (17M5), S&W 59 (14M6), or SiG P226 (15M6). .40 S&W: Beretta 96 (11M8), Glock 22 (17M5), S&W 4006 (11M8), or SiG P226 (12M7).

TABLE G: ASSAULT RIFLES

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Caliber II												
M2 Carbine												
.30 Carbine	2d8	1-3/20	30M5	12	75 ft.	T/2h	5.4 lbs.	0	25/+1	1945	\$6,000	DST, NUL (none)

TABLE H: SERVICE PISTOLS

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Caliber I												
M1 Enforcer												
.30 Carbine	1d12+1	1-2/20	15M3	8	20 ft.	D/1h	4.2 lbs.	0	20/+1	1964	\$500	BLK, IMP, QKY
Ruger P89												
9mm P	1d10+1	1-2/20	15M4	13	25 ft.	D/1h	2 lbs.	0	19/+1	1989	\$400	BLK, RGD
S&W Model 59												
9mm P	1d10+1	1-2/20	14M4	14	25 ft.	D/1h	1.8 lbs.	0	20/+1	1970	\$450	-
Caliber II												
Beretta Px4 Storm												
9mm P	1d10+1	1-2/20	17M3	15	25 ft.	D/1h	1.7 lbs.	3	21/+1	2003	\$500	CMP
.40 S&W	1d12	1-2/20	14M4	16	25 ft.	D/1h	1.7 lbs.	2	21/+1	2003	\$525	CMP, TKD
.45 ACP	1d12	1-2/19-20	10M5	16	25 ft.	D/1h	1.8 lbs.	1	21/+1	2006	\$550	CMP, TKD
Ruger P90												
.45 ACP	1d12	1-2/19-20	8M6	13	25 ft.	D/1h	2.1 lbs.	1	19/+1	1990	\$450	BLK, RGD, TKD
Ruger P944												
.40 S&W	1d12	1-2/20	11M5	13	25 ft.	D/1h	2.1 lbs.	3	19/+1	1994	\$450	BLK, RGD, TKD
Ruger P95												
9mm P	1d10+1	1-2/20	15M4	15	25 ft.	D/1h	1.7 lbs.	3	20/+1	1995	\$450	BLK, CMP, RGD
S&W Model 4006												
.40 S&W	1d12	1-2/20	11M5	12	25 ft.	D/1h	2.3 lbs.	3	20/+1	1990	\$500	TKD

TABLE I: BACKUP PISTOLS

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Caliber I												
Beretta 8000 Cougar												
9mm P	1d10+1	1-2/20	15M3	13	20 ft.	D/1h	2 lbs.	0	20/+1	1995	\$550	-
Caliber II												
Beretta 8040 Cougar												
.40 S&W	1d12	1-2/20	11M3	14	20 ft.	D/1h	2 lbs.	3	20/+1	1994	\$550	TKD
Beretta 8045 Cougar												
.45 ACP	1d12	1-2/19-20	8M5	14	20 ft.	D/1h	2 lbs.	2	20/+1	1995	\$550	TKD

TABLE J: SERVICE REVOLVERS

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Caliber II												
Ruger Blackhawk												
.30 Carbine	1d12+1	1/20	6S36	13	30 ft.	D/1h	2.6 lbs.	3	15/+0	1967	\$400	MAC (-1)
.357 Magnum	3d4+1	1/19-20	6S36	16	30 ft.	D/1h	3 lbs.	1	15/+0	1955	\$500	MAC (-1)
.45 Colt	1d12	1/19-20	6S36	11	30 ft.	D/1h	2.5 lbs.	1	15/+0	1971	\$500	MAC (-1), TKD
.44 Magnum	2d6+2	1/19-20	6S30	17	30 ft.	D/1h	3 lbs.	0	15/+0	1956	\$600	MAC (-1), TKD

OPTIONAL RULE: PCC DAMAGE UPGRADES

All of the weapons in the preceding tables use the standard per-caliber damage values equivalent to those presented in Spycraft 2.0. However, handgun damage is calculated using the muzzle energy of a typical pistol or revolver barrel. The longer barrels of pistol-caliber carbines produce higher muzzle velocities, which, in turn, lead to higher muzzle energies and greater damage. GCs and players who want to take advantage of these real-world ballistics may use Table K's optional damage and recoil values and pick calibers for the listed weapons.

NEW RANGED COMBAT FEATS

Shootin' Iron Basics

You know your way around 19th-century firearm designs.

Benefit: You are considered proficient with all firearms with the MAC quality, even if you lack the appropriate proficiency. When you hold a readied firearm with the MAC quality, the initiative penalty imposed by this quality decreases by 1, to a minimum of -1. Additionally, every time you take a reload action with a single-fed firearm, you load 1 extra shot. Finally, you may make burst attacks with lever-action firearms.

Shootin' Iron Mastery

Wyatt Earp!

Prerequisites: Shootin' Iron Basics.

Benefit: When you hold a readied firearm with the MAC quality, the initiative penalty imposed by this quality decreases by 1 (for a total reduction of 2), to a minimum of 0. Additionally, every time you take a reload action with a single-fed firearm, you load 1 extra shot (for a total of 2). Finally, when you make a one-handed attack with a pump-action or lever-action firearm, you may choose either to make a 1-minute Impress/Influence check as a full action on your next initiative count, or to gain a +3 bonus on all Threaten actions until the end of your next initiative count.



Table K: Optional Damage Upgrades

Weapon	Caliber	Damage	Recoil	Pick Caliber/Upgrades
Bolt-Action Rifles				
Ruger 77/44	.44 Magnum	3d6+1	25	III/3
Lever-Action Rifles				
Winchester Repeating Rifle	.357 Magnum	2d8+1	12	II/0
Winchester Repeating Rifle	.44-40	2d8	10	II/0
Winchester Repeating Rifle	.45 Colt	3d4	6	II/0
Winchester Repeating Rifle	.44 Magnum	3d6+1	23	III/2
Semi-Automatic Rifles				
Beretta Cx4 Storm	9mm P	3d4+1	8	II/1
Beretta Cx4 Storm	.40 S&W	2d8	11	II/0
Beretta Cx4 Storm	.45 ACP	2d8	11	III/3
H&K USC	.45 ACP	2d8	11	III/2
Hi-Point 995	9mm P	3d4+1	7	II/3
Hi-Point 4095	.40 S&W	2d8	9	II/1
Kel-Tec SUB-2000	9mm P	3d4+1	12	II/1
Kel-Tec SUB-2000	.40 S&W	2d8	16	II/0
Marlin Camp 9	9mm P	3d4+1	7	II/2
Marlin Camp 45	.45 ACP	2d8	10	II/0
Ruger PC-4	.40 S&W	2d8	10	II/0
Ruger PC-9	9mm P	3d4+1	8	II/1

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