SPYCRAFT
ROLEPLAYING GAME

BAG FULL OF GUNS:
THIS IS MY GUN

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INTRODUCTION

Welcome to *...This is My Gun*, the third volume in Crafty Games' **Bag Full of Guns** series. This volume continues and expands upon the best-selling *Bag Full of Guns: This is My Rifle...* supplement, adding the newest and nastiest weapons in the U.S. military to the Spycraft arsenal! *...This is My Gun* specifically focuses on non-battle rifle developments including submachine guns, sniper rifles, shotguns, and ammunition, as well as new armor and rifle technologies that have evolved since the earlier release.

Though this volume occasionally refers to the earlier work, it's perfectly functional when used on its own. Players of first edition *Spycraft*, *d20 Modern*, or other d20/OGL based games may also find the rules herein useful with some conversion. To see what other fans are doing with our products, visit the License to Improvise forum at **www.crafty-games.com**, your home for all things *Spycraft*!

OVERVIEW

As the wars in Iraq and Afghanistan enter their 5th and 7th years respectively, the U.S. military has learned some hard lessons about its readiness for combat on the 21st century battlefield, particularly with regard to infantry arms. Harsh environmental conditions, ferocious battles in urban zones, and the brutal and zealous nature of the opposition have forced military leaders to examine their troops' technological readiness in what's shaping up as a future of high-intensity, small-unit engagements. The nature of these new war conditions have shifted the U.S. military's sharpest minds to weapons largely ignored in military application since World War II, such as high-caliber submachine guns and combat shotguns, anti-tank weapons, and rugged rifles designed to kill rather than wound.

NEW QUALITIES

Camouflaged (CMF): The weapon's color blends with 1 type of terrain. The character gains a +1 bonus with all Sneak/Stash Item (Scenery) and Tactics/Ambush checks when using or hiding the weapon in the selected terrain. Available terrain types are aquatic, arctic, desert, forest, jungle, mountain, plains, and swamp.

Minimum Range (MIN): The weapon's ammunition doesn't arm until it travels a set distance from the shooter, reducing its lethality at close range. Attacks with this weapon at targets closer than the range following this quality in parentheses inflict only 1/2 standard damage (rounded down, minimum 1).

Modular (MOD): The weapon is designed for quick modification without tools. Modular weapons have multiple stat lines, each representing a different configuration. Two switch between configurations, a character spends the time listed in parentheses following this quality and makes a Mechanics/Modify check against the weapon's Complexity DC (as if he's adding or removing an upgrade). The Gear and Gear-Only tags are ignored when making this check. A modular weapon sometimes changes weapon category when reconfigured.

Punishing (PUN): The weapon's incredible recoil quickly tires the shooter. Each time a character fires the weapon, he suffers an amount of subdual damage equal to 4 minus his Strength modifier (if positive). Armor and character options may not reduce this damage.

Splash (SPL): The weapon's damage is mildly explosive but not quite blast-worthy, spilling over only into the immediate vicinity. Each characters in a square adjacent to a target hit by this weapon must make a Reflex save (DC 15) or suffer 1/2 the damage inflicted (rounded down).

Two-Round Burst (2RB): The weapon has a limiter that controls burst length to just 2 bullets rather than the standard 3. When a character attacks with this weapon using the Burst trick, the shots used are increased only by 1 and a third hit with the same attack is impossible.

HEAVY MACHINE GUNS

Transformational Defense Industries KRISS XSMG: Developed to meet the U.S. military's need for a dependable and hard-hitting CQB urban combat armament, TDI's KRISS XSMG is well on its way to inheriting the legacy of the venerable Tommy Gun. This next-generation submachine gun combines the recoil of a similarly-sized 9mm SMG with the hitting power of .45 ACP ammunition in a sleek polymer package that's ideal in modern American combat zones.

The secret to the KRISS' effectiveness lies in its unusual design. Its barrel is in-line with (and a little below) the shooting hand, improving accuracy and reducing recoil. Its innovative "Super V" action also directs recoil down towards the handle instead of directly back towards the shooter's shoulder, which translates to the recoil of each round fired directly countering muzzle climb. Thus the weapon delivers more rounds on target with a recoil signature so low that the weapon can be fired one-handed with reasonable accuracy — a feat unheard of with other .45 SMGs.

All this with a bevy of highly attractive features: a two-round burst setting to help operators negotiate the gun's exceptionally high 1,500 round per minute cyclical rate; four Picatinny rails for maximum compatibility with standard U.S. upgrades; a simple polymer construction that make it both easily field-strippable and highly tolerant of harsh conditions; a collapsible stock; and a removable vertical foregrip. The weapon's biggest drawback is its small magazine — thirteen-round Glock 21 clips are standard issue with the weapon, though 28-round box magazines are already in development. Still, the KRISS's great many advantages overcome this drawback, making the weapon a virtual shoe-in to replace the MP5 as the U.S. military's standard issue SMG.

SEMI-AUTOMATIC RIFLES

Barrett XM109 Objective Sniper Weapon: As the modern battlefield is rapidly proving, bigger is often better. The Barrett M82A1/M107, the first .50 caliber sniper rifle issued to U.S. combat troops, proved itself time and again in Afghanistan and Iraq, thanks to its excellent range and powerful "one shot, one kill" round. It also convinced the U.S. Powers That Be to explore the use of a weapon not seen since the second World War — the antitank rifle — in the Objective Sniper Weapon (OSW) program. The resulting XM109 "payload rifle" ramped up range and damage stakes with a massive 25mm high explosive dual purpose (HEDP) round, a cousin to rounds fired by AC-130 gunships and M2 Bradley APCs! It's the first weapon of such caliber to be tested and considered for troop usage, the closest parallel being the 20mm Japanese Type 97 anti-tank rifle.

The Barrett XM109 is designed for use against light vehicles, strengthened positions, and similarly protected targets — targets even the lauded .50 BMG round can't destroy. It can routinely penetrate a 40mm-thick target at 500m and hosts a special optical system in simultaneous development called BORS (Barrett Optical Ranging System). This advanced sighting system makes takes complex calculations for wind speed, distance, and other factors out of the shooter's hands, greatly assisting the weapon's incredible lethality.

Like the Barrett 468 assault rifle, the XM109 is intended to be used with an older "sibling," the M107, which accommodates a larger round, shortens the barrel, and decreases the ammunition capacity from 10 to only 5 rounds.

Both weapons showcase Barrett's signature rugged and simple design, which is sometimes called "primitive" in appearance. With boxy casting and heavy construction, the weapons might only be recognized due to their large magazines, built for 25mm ammo.

The XM109 is currently designated a test weapon and isn't officially in field use save for ten prototypes deployed with the U.S. Army and the Marine Corps. The most noticeable issue thus far has been the weapon's unbearable recoil, which can easily break bones in the hands of anyone short of a quarterback.

Knights Armament Co. M110 Semi-Automatic Sniper Rifle System: "M110" is the official military designation for the latest generation of the KAC SR-25 sniper rifle. This weapon's been in testing with the U.S. Army for over 10 years, making it the first privately-developed 7.62 rifle in its class ever adopted by the United States. Though the SR-25 was limited to elite units such as the SEALs, the M110 was first issued to combat troops in Afghanistan in Task Force Fury in April 2007.

Unlike its predecessor, the M110 was developed as a complete system, in a fashion similar to the Colt M4 SOPMOD. The weapon comes with a camouflaged frame, 10× variable power scope, bipod, maintenance kit, scope covers, and a "drag bag" for snipers infiltrating into positions. In nighttime and dusk operations it's also fitted with night vision scope.

Like its predecessor, the M110 comes with a removable suppressor that doesn't reduce the weapon's muzzle velocity but also isn't as effective. Each Notice and Search check made to hear this weapon firing suffers a –3 penalty (instead of the standard –10). This penalty increases to –5 if subsonic ammunition is used.

ASSAULT RIFLES

Barrett REC7 (M468) Assault Rifle: The 40-year old Colt M16/M4 series has a long and somewhat-infamous legacy of operational issues, from questionable reliability to frequent overheating to mediocre lethality and penetration of soft cover. A decade-long competition has raged to replace the M16 and its yielded some quality alternatives such as the SCAR-L and XM-8 *(see Bag Full of Guns: This is My Rifle... for more information on these systems)*, but all of them retain the 5.56 caliber round and thus the issues with lethality.

Since development of the H&K XM-8 assault rifle was suspended, Barrett Firearms has stepped in with an innovative solution: an upper receiver that can be fitted to existing M16 and M4 frames, upgrading the seminal design to a larger and more lethal payload. This new round, the Remington 6.8 SPC (Special Purpose Cartridge), is effectively a halfway mark between the standard 5.56 cartridge and the much heavier 7.62 NATO, and extends the weapon's range and lethality without significantly changing ammunition capacity, weight, or compatibility. As an added bonus, the cost to upgrade existing weapons is less than $1,500 — good news for a country whose military budgets are already stretched to the limit.

Originally known as the M468, the REC7 is a far cry from the feature-laden XM-8, eschewing gadgetry in the single-minded pursuit of increased lethality and maximum compatibility with existing battle rifles and accessories. Its Picatinny rails accommodate current upgrades with only minor adjustments, improving the rate at which it can be deployed and further increasing cost effectiveness. Its chrome-lined barrel, heavy bolt carrier group, and stiff recoil spring address the continual overheating and jamming issues that have plagued the M16 series for decades, and it also benefits from a flip-up iron sight.

Reports indicate the weapon has already been issued to the 5th Special Forces Group (aka "Green Berets"), with further deployment on the horizon. Though the weapon is decidedly "lower-tech" than its predecessors, its improved cost and combat effectiveness make it one to watch in the future.

The REC7 may be fitted with any attachments compatible with the Colt M4 or M16 assault rifles, including underbarrel grenade launchers and shotguns.

Heckler & Koch HK416 Assault Carbine: After the US army suspended the XM-8 program in early 2006, seminal arms manufacturer H&K looked back to one of its greatest successes, a redesign of the British Army's failed SA80 battle rifle. This spawned the HK416, which like Barrett's REC7 seeks to address problems that have plagued the Colt M16/M4 series.

The HK416 also replaces the upper receiver and magazine, introducing a closed gas system and short-stroke piston based on the HK G36 series. This greatly reduces the heat and residue buildups that have become a trademark of current U.S. battle rifles. The HK416 also upgrades the weapon's bolt and carrier system, improving its reliability when exposed to dust or mud, and allowing continued fire even after brief submergence in water. New iron sights, similar to those found on the HK MP5 submachine gun, allow adjustment for range. A proprietary rail system accepts Picatinny rail-ready accessories, letting the weapon use existing sights, attachments, and other materiel already deployed by U.S. forces,

and like many next-generation rifle systems, the HK416 comes 2 versions — a short barreled carbine with barrels in 10.5 and 14.5 inches, and SBR (standard battle rifle) with barrel lengths in 16.5 and 20 inches.

Perhaps the weapon's greatest strength — and in many critics' eyes, its biggest weakness — is the fact that it's chambered for the standard 5.56×45 NATO round already in use by coalition forces. Though this grants the weapon access to existing ammunition stockpiles, it does little to address lethality and penetration issues of great importance to many warfighters in Afghanistan and Iraq.

The HK416 is easily mistaken for a Colt M4 as most weapons fielded by Delta Force and the Asymmetric Warfare Group are based on repurposed M4 carbines. The main visual differences are the "ridged" Picatinny rail running along the top of the weapon, a different foresight, the hexagonal barrel shroud that mounts accessories, and new steel magazines based on the British L85 design.

This weapon may be fitted with any attachments compatible with the Colt M4 or M16 assault rifle, including underbarrel grenade launchers and shotguns.

BOLT-ACTION RIFLES

Barrett M99 "Big Shot": The Barrett Model 99 "Big Shot" rifle, or M99 for short, is a single-shot bolt-action weapon produced and manufactured by the Barrett Firearms Company, manufacturers of the iconic Barrett M82A1 .50 caliber semi-automatic sniper rifle. First introduced in 1999 for situations where rate of fire is less important than pinpoint accuracy, the M99 has performed exceptionally and become a mainstay in long range shooting competitions In 2001 it set the current world record in the 1,000-yard range with the smallest recorded group of 5 shots across only 4.09 inches (104 mm).

The heart of the weapon is a one-piece Alcoa 7000 series aircraft aluminum alloy extrusion, and like nearly all small arms in the American arsenal it also has a heat-treated steel MIL-STD-1913 (Picatinny) rail attached along the extrusion's top. The weapon's match-tolerance heavy barrel is hydraulically pressed and locked into the extrusion, providing a rock-solid optical mount. The extrusion also works in tandem with high-grade gun barrel steel, surrounding the cartridge for unparalleled safety.

The .416 version of the M99 was first introduced in 2006, adding its namesake cartridge to answer requests from the Crane Naval Surface Warfare Center in late 2004. The lighter, narrower bullet results in a significantly higher muzzle velocity and superior ballistic performance to the .50 BMG, and claims have been leveled that it might even outperform the .50 BMG out to as far as 1,000 yards (its power definitively deteriorates below the BMG's after that). The projectile remains supersonic out to 2,286 meters (2,500 yards). The .416's case is of proprietary dimension and not simply a necked-down .50 BMG as usually assumed, and unlike Barrett's .50 BMG rifles the .416 isn't prohibited for private sector sale in the state of California.

Both versions of the M99 can be disassembled into 5 major components without tools by unlocking 3 assembly pins and 1 bipod assembly pin, making them much easier to transport, break down, and conceal than their hulking older brother, the M82A1.

SEMI-AUTOMATIC SHOTGUNS

Military Police Systems, Inc. Auto Assault 12 Machine Shotgun: The fully automatic shotgun has been widely fantasized and often attempted but so far every attempt has failed: the Pancor Jackhammer, the H&K CAWS, the Atchison Assault-12 — all suffer unbearable recoil, complicated actions, and delicate shell feeds that make them more trouble than they're worth. The Auto Assault 12 (AA12), which improves upon the original Atchison Assault-12 concept, is the format's first promising step in over a decade.

This fully-automatic "machine shotgun" can fire over 5 rounds a second from stick or transparent drum magazines. Its action is simple and perfectly designed for hostile environments, utilizing stainless steel parts that require literally no lubrication or cleaning even in dusty, wet, and muddy areas. Best of all, the weapon's weight and recoil allow for accurate fully automatic fire by shooters of only moderate strength.

Current proposals call for two Auto Assault 12s loaded with Frag-12 and other utilitarian ammunitions to be issued to squads fighting in MOUT (military operations in urban terrain) theatres, as a replacement for the standard M203 grenade launcher. The theory is that the AA12 would become a "Swiss army knife" weapon for units engaged in urban combat: 300 rounds per minute could fill a room with buckshot in under a second, a boon for building entry and room-to-room fighting, and the Frag-12 ammo could operate as a short range grenade launcher for clearing out sniper nests. Tests are also underway to see if the weapon can effectively detonate improvised explosive devices (IEDs) or penetrate the light stucco walls of many houses guerrilla fighters use for cover. Other potential applications include light armament for transports and even drone helicopters, thanks to the weapon's low recoil and general ruggedness.

Should these proposals be approved, the Marines would tentatively be the first unit to receive the weapon in the field, though if the early test results are to be believed the AA12 will be a significant force multiplier for U.S. forces for many years to come.

HEAVY MACHINE GUNS

XM307/312 Advanced Crew Served Weapon (ACSW): This impressive weapon program has its roots in the OICW/OCSW system, which also spawned the unsuccessful XM29 Rifle *(see Bag Full of Guns: This is My Rifle... for more on the project)*. It began as a planned replacement for the venerable Browning M2HB machine gun and the Mk. 19 grenade launcher but the result was the ACSW, an innovative and flexible system doomed to failure almost from the start.

The ACSW program produced two support weapons with state-of-the-art technology in line with the future of U.S. military small arms development — a 25mm autocannon designated the XM307 and a heavy machine gun dubbed the XM312. The system is modular so soldiers can easily reconfigure the weapon to best fit the mission's needs in just minutes, and like many of its contemporaries it has a sleek, futuristic body, complete with an integral tripod and airburst fire control system. Design simplifications throughout the weapon reduced the system's weight to just 52 lbs., enabling it to be fielded both offensively and defensively with ease.

The XM312 heavy machine gun uses the same .50 caliber ammunition found in the M2HB, albeit at a substantially lower rate of fire (a feature that would later contribute to the project's demise), while the XM307 autocannon fires the same 25mm programmable fuse grenades first pioneered in the OICW. These rounds have better accuracy than a standard 40mm grenade and their airbursting capability is useful against entrenched positions. The smaller round size also allows teams to carry more ammunition.

Despite all these advantages, the ACSW suffers several drawbacks. Its rate of fire is only half that of the M2HB, making it a poor option when engaging airborne targets and very large groups. Likewise, the XM307's 25mm programmable fuse ammunition remains unique to the U.S. arsenal, making it harder to incorporate into existing forces. While the ACSW has proven to be an interesting proof-of-concept weapon, the appearance of comparable systems in widely used calibers has significantly hampered its chances of more than limited field application.

OTHER NEW ARMAMENTS OF THE U.S. MILITARY

The Iraq and Afghanistan wars have prompted a great push forward for U.S. military small arms development, kick-starting many projects that had previously stalled in committee. Many of these weapons are variations or advances upon technology presented in the *Spycraft 2.0 Rulebook*, including the following.

Milkor M32 MGL: This weapon was officially adopted by the U.S. Army in late 2006 and operates like the Milkor MGL Mk.1 grenade launcher with the CMF quality.

M107 Long Range Sniper Rifle: This is the military designation for the newest Barrett M82A1 "Light 50" model. It operates identically to that weapon, though Barrett chambered a new version in .416 in 2007 *(see page 3)*.

AMMUNITION

Airburst Programmable HE: This ammunition may only be used with weapons featuring the Airburst Fire Control System. It consists of grenades fitted with small receivers that collect signal data from the fire control system, setting the rounds to detonate after a specified number of "tumbles." A character using airburst programmable ammunition may spend 1 additional half action to set a loaded shot for airburst, after which he may target a 5-ft. square within the weapon's maximum range. With a hit, the DC of any Reflex save made to avoid the attack's damage increases by 5.

Frag-12 12 Gauge Shotgun Ammunition: This shotgun-fired explosive ammunition, the product of over 12 years of development by Experimental Cartridge Company and Action Manufacturing, is quickly changing the U.S. military's application of shotguns on the modern battlefield. Each 3-in. long, 12-ga. shell carries a 19mm warhead that arms 3m after leaving the barrel, with stabilizer fins at the end to greatly improve the shotgun's range, but it's the ammunition's deadliness that's garnered so much attention. Each High Explosive (HE) round's shaped charge payload is powerful enough to penetrate 1/4-in. steel plate and has a kill zone of roughly 3m. The more powerful High Explosive Armor Piercing (HEAP) model sacrifices splash for over twice the armor penetration, making it a significant threat to light armored vehicles. A prototype High Explosive Fragmenting Antipersonnel (HEFA) round is also in development.

When paired with the Auto Assault 12 machine shotgun, this ammunition can clear a room or street with startling ease. Using Frag-12 ammunition, the weapon's range increment increases by 20 ft., as shown on Table 2: Ammunition *(see page 10)*.

Taser XREP 12 Gauge Shotgun Ammunition: The E**X**tended **R**ange **E**lectronic **P**rojectile is a self-contained, wireless shell that delivers the same 20-second Neuro-Muscular Incapacitation (NMI) bio-effect as the Taser X26 ranged stun gun with an effective range of up to 100 ft. The result is a devastating "non-lethal" firearms option that may change the face of crowd control.

The XREP's 12 gauge shell is transparent, ensuring proper identification prior to loading. As it's fired, a rip cord between the shell and the projectile goes "live," charging the shell, and three torsion spring fins deploy, providing superior accuracy and flight stabilization. On impact, four forward-facing barbed electrodes attach to the target's body and the impact's energy releases the XREP's main chassis, deploying an additional six Cholla electrodes to penetrate clothing and deliver the ammo's powerful electrical shock.

A typical reaction is to grab at the impact site, which completes a circuit between the Nose Electrodes and the target's body. If the subject even grabs the tether, a live hand-trap wire makes a connection and the NMI effect is delivered through the hand, preventing the subject from releasing his grip.

Unfortunately, the shell's low charge adversely affects semi-automatic and automatic shotguns, increasing the chance of improper ejection. Thus XREP ammunition may only be fired in Single-Shot mode.

WEAPON UPGRADES

Airburst Fire Control System: This bulky upgrade contains a laser range finder, ballistic computer, and transmitter that are used to control airburst programmable ammunition *(see above)*. When firing a weapon with this upgrade at a target within line of sight, the shooter may spend 1 half action to use the laser range finder. This decreases attack penalties inflicted by the *inaccurate* (INA) quality with the next attack made using the weapon to 1/2 standard (rounded up).

Camouflaged Frame: The weapon gains the *camouflaged* (CMF) quality.

ARMOR

Dragon Skin Armor: Developed by Pinnacle Armor Inc., Dragon Skin is described by its creators as a leap forward in body armor technology, combining the age-old "scale mail" design with state-of-the-art protective materials. The resulting vest shows impressive test results and has triggered great debate in the military as to whether it will ever see broad deployment.

The armor is composed of overlapping ceramic discs in an aramid textile cover, which is very similar to brigantine. Each disc is a bit larger than a silver dollar (about 2 in. across) and made from a proprietary ceramic alloy lighter than titanium. This flexible multi-element construction allows for unprecedented mobility when compared to standard ballistic armor, which uses rigid plates. The Dragon Skin design tends to distribute weight more evenly than other armor in use today, which is very important since it's also a bit heavier than ballistic armor with rigid inserts.

Dragon Skin has scored extremely high in independent testing. The standard vest provides level III protection and is impenetrable to common calibers ranging from 9mm through 5.56mm and 7.62mm. These results have led several groups to switch over to Dragon Skin, including the U.S. Secret Service, private military contractors, and some domestic SWAT units.

Classified tests performed by the U.S. military offer conflicting results, but since the arbitrator is under contract with the company producing Interceptor armor the validity of these tests remains in question. Many retired and active members of armed services continue to vouch for Dragon Skin, however.

Interceptor Body Armor (IBA): The U.S. military's current pick for modular, multiple-threat body armor was designed to replace the Personnel Armor System Ground Troops (PASGT) and the Interim Small Arms Protective Overvest (ISAPO) vests. It consists of an Outer Tactical Vest (OTV), Small Arms Protective Insert/Enhanced SAPI (SAPI) / (ESAPI), Deltoid and Axillary Protector (DAP), and an Enhanced Side Ballistic Insert (ESBI), and features a removable collar, throat protector, and groin protector that may be affixed to the vest to increase its area and level of protection. The vest exterior is covered with MOLLE-compatible webbing that can accommodate load carriage using a variety of standard pouches and pockets.

Operation Iraqi Freedom increased the extensive use of improvised explosive devices (IED) by insurgents, which led to the need for increased protection of the upper and under arm areas. The Deltoid and Auxiliary Protectors (DAP), and the Enhanced Side Ballistic Insert (ESBI), were developed to protect these sensitive areas from injury but the enhanced protection comes with a price, as it can limit movement and block air from circulating under the body armor — a serious concern during urban warfare in scorching hot environments.

The Interceptor vest has proved its worth in Afghanistan and Iraq, where it's saved the lives of many U.S. soldiers, but in 2005 the U.S. Marine Corps recalled a total of 15,619 Interceptor combat vests after reports questioned its protective capabilities. An ensuing forensic study slammed the Interceptor OTV body armor system, claiming "as many as 42% of the Marine casualties who died from isolated torso injuries could have been prevented with improved protection in the areas surrounding the plated areas of the vest." This report presented an opening for other systems, such as Dragon Skin *(see above)*.

The Marine Corps is currently phasing the OTV out in favor of the Modular Tactical Vest (MTV), which doubles as a load-bearing vest and features many improvements including a quick-release mechanism for emergency situations that demand immediate medical access. The MTV also provides greater protection from shrapnel in the lower back and kidney area and protects the side torso from bullets thanks to integrated armor plate carriers.

The Army has also started replacing the OTV, though it's chosen the Improved Outer Tactical Vest (IOTV). This gear is more than three pounds lighter while offering equal protection over an increased area, and includes an internal waistband with a snug fit that shifts much of the weight from the shoulders to the waist, significantly decreasing the vest's profile and increasing the wearer's mobility.

All Interceptor Body Armor comes with the *camouflage pattern* upgrade at no additional cost. Further, the load-bearing modifications of the IOTV and MTV allow the wearer to calculate his carrying capacity as if his Strength is 4 points higher.

GADGETS

Boomerang Acoustic Shooter Detection System (ASDS): This low-cost small arms detection system provides enemy shooter locations in under a second via visual and auditory alerts. It was conceived in a rush in 2004 when the U.S. Army asked producer BBN to help soldiers in Iraq who found themselves under routine sniper fire. BBN delivered 50 early versions of Boomerang in a mere 66 days. In 2007, the company released a new version that's only 20 pounds — one-third its original weight — and far more accurate as well. Over 700 fixed and mobile configurations are currently in use across Iraq and Afghanistan.

Boomerang relies upon passive acoustic detection and computer-based signal processing. Its mast-mounted, compact array of microphones calculates supersonic bullet trajectories passing the mast. The azimuth of incoming small-arms fire is indicated with a lighted clock direction, which is also announced with a recorded voice and displayed on an LED screen along with range and elevation, often within a second of incoming fire.

The system is even effective on vehicles moving up to 60 mph through dense urban environments, and can easily be integrated with weapons stations such as the CROWS (Common Remotely Operated Weapons Station). It's also quite durable: false alarms are uncommon from non-ballistic events such as road bumps, door slams, wind noise, tactical radio transmissions, vehicle traffic, firecrackers, and urban activity, and the device is engineered not to alert when outgoing shots are fired from Boomerang's position.

Within hearing range, the Boomerang ASDS grants all characters a bonus equal to the system's Power Rating with Notice/Awareness and Search/Perception checks made to locate a character firing a weapon.

Land Warrior System: Land Warrior is the United States Army's first generation integrated fighting system, designed to give soldiers increased tactical awareness, lethality, and survivability. Similar systems are in development by numerous armies, including the British (FIST, Future Integrated Soldier Technology), Germans (IdZ, *Infanterist der Zukunft/Infantryman* of the Future), French (FÉLIN, *Fantassin à Équipement et Liaisons Intégrés*/Integrated Equipment and Communications Infantryman), Australia (LAND 125 Soldier Combat System), and Israel (IAS, Integrated Advanced Soldier). The Land Warrior Program began in 1994 and has historically struggled with weight, power and price issues. The Pentagon terminated the program in December 2007, though existing Land Warrior systems have been preserved for use in the Future Force Warrior system.

Land Warrior is a modular system that's tailored for each soldier's task and mission. The two main configurations are the Soldier and the Leader. The Soldier version includes a radio with short range inter-squad voice and data communications (1 km range within line of sight), while the Leader option includes a multi-band inter- and intra-team SINCGARS compatible radio, a keyboard, and a handheld flat panel display.

The system is comprised of many components, including the Weapon Subsystem (WSS), which is built around the M4 carbine and includes a Daylight Video Scope (DVS) with zoom magnification of 1.5× to 6×, as well as an AN/PAS-13B thermal weapon sight. A multifunction laser measures the azimuth and range to targets and designates them with a red dot. The WSS also identifies the system's GPS location, supporting indirect fire and combat identification.

Programmable control buttons on the Land Warrior's Weapon User Interface (WUI) allow the wearer to carry out procedures without lowering his weapon, such as using his radio, switching screens, and taking pictures. A quick disconnect weapon cable connects the weapon electronics to the hub, allowing the wearer to easily disengage the system when needed.

The FUSION Hub combines four systems into one small, lightweight component. First is the Soldier Control Unit (SCU), which interfaces with the onboard computer. The Computer/Master Hub Subsystem (CSS) controls all system functions, including mission planning and execution, data message transmission, and subsystem management. Navigation integrates GPS to provide position location data and a time reference for all actions, and the Audio/Visual Interface System constantly streams computer and weapon-mounted sensor data to the wearer. In tandem with FUSION, the Land Warrior's CommsNet Radio Subsystem (CNRS) transmits and receives voice and data through the Tactical Internet.

Personal Clothing and Individual Equipment (PCIE) consists of a backpack frame based on state-of-the-art racing technology, which bends with natural body movements. The cables necessary for computer and radio connections are integrated into this frame, which is also compatible with Interceptor Body Armor and its various upgrades.

A Power Source Subsystem (PSS) pulls from dual disposable or rechargeable batteries weighing 2.5 lbs. each. The system provides between 8 and 24 operating hours for the sensors and computer, with an additional 4 to 12 hours from disposable batteries, or 8 to 10 from the rechargeable units.

Land Warrior grants auditory gunfire detection system in the Boomerang Wearable Acoustic Area Protection System (WAAPS), which uses muzzle blast and projectile shockwave to detect the origin of hostile fire. Azimuth, elevation, and range to the shooter are all detailed, whether the target is firing small arms, mortars, RPGs, or even artillery.

Finally, an umbilical connection can be used to communicate voice, data, and power information through a Stryker-equipped vehicle, providing instant updates with other Land Warrior-enabled soldiers and those in other Strykers.

The Land Warrior system counts as a single Gadget pick and may be housed in modular armor or any Full armor pick. It provides the following benefits.

- The Optics package grants 1 weapon of the wearer's choice three Miniaturized Gear Mechanisms (a consumer-grade video camera, a laser designator, and a standard laser sight), all housed in a 4× thermal sight.
- The FUSION Hub System counts as a Caliber I Miniaturized Gear Mechanism (commercial-grade GPS) housed in the character's armor.
- The Boomerang WAAPS grants the user a bonus equal to the system's Power Rating with Notice/Awareness and Search/Perception checks made to locate a character firing a weapon.

Commander's Digital Assistant (CDA): An early spin-off of Land Warrior is the Commander's Digital Assistant (CDA), which offers company and higher-level leaders with a complete tactical picture, including squad and team point locations. The CDA is loaded with U.S. Army Standard Battle Command software, built-in GPS, and satellite communications, includes a computer processor and disk with embedded L-band communications, and is capable of digital satellite and tactical communications messaging. It weighs 4.5 to 6 lbs. depending on the configuration, and can run for 5 hours uninterrupted.

The CDA also counts as a single Gadget pick and includes a Caliber I Miniaturized Gear Mechanism (commercial-grade GPS) and a Caliber II Miniaturized Gear Mechanism (satellite radio), both housed in a PDA.

Table 1: Weapons

Weapon	Damage	E/T	Ammo	Recoil	Range	SZ/Hand	Qualities	Wgt	Upg	Comp	Year	SV*
Heavy Submachine Guns												
Caliber III												
TDI KRISS XSMG												
.45 ACP	1d12	1–3/19–20	13M10 or 28M5	6	30 ft.	T/1h	2RB, CLS, DEP, NUL (3R, 1U), TKD, UPG (vertical foregrip)	4.2 lbs.	1	22/+1	2007	R$2,500
Semi-Automatic Rifles												
Caliber IV												
KAC M110 Semi Automatic Sniper System												
7.62×51mm NATO	4d4+2	1–2/19–20	10M6 or 20M3	12	200 ft.	S/2h	ACC, CMF, INS, UPG (10× telescopic sight, bipod)	15 lbs.	1	22/+1	2006	R$2,800
Caliber V												
Barrett M107 Long Range Sniper Rifle												
.416 Barrett	4d6 (AP 10)s	1–2/18–20	10M4	22	375 ft.	M/2h	ACC, BLK, SLA, TKD, UPG (bipod)	33 lbs.	—	25/+1	2007	R$9,500
Barrett XM109 Objective Sniper Weapon												
25×59mm HEDP	2d12 (AP 25)	1–2/18–20	5M4	30	500 ft.	M/2h	ACC, BLK, BLS (2.5 ft.), PUN, SLA, TKD, UPG (10× telescopic sight, bipod)	33 lbs.	—	25/+1	2005	R$10,000
Assault Rifles												
Caliber III												
Heckler & Koch HK416 Carbine												
5.56×45mm NATO	4d4	1–3/20	20M8 or 30M5	14	100 ft.	S/2H	CLS, DEP, NUL (3R, 1U)	7.3 lbs.	1	22/+1	2007	R$2,250
Heckler & Koch HK416 Standard Battle Rifle												
5.56×45mm NATO	4d4	1–3/20	20M8 or 30M5	12	125 ft.	S/2H	CLS, DEP, NUL (3R, 1U)	8.5 lbs.	1	22/+1	2007	R$2,500
Caliber IV												
Barrett REC7												
6.8mm Remington SPC	2d10	1–3/19–20	5M10, 10M10, or 28M5	14	150 ft.	S/2H	DEP, NUL (3R, 1U), TBR	8.1 lbs.	3	25/+1	2007	R$2,600
Bolt-Action Rifles												
Caliber IV												
Barrett M99 "Big Shot"												
.416 Barrett	4d6 (AP 10)	1/18–20	1S40	29	400 ft.	M/2h	ACC, BLK, SLA, TKD UPG (integral bipod, removable muzzle brake)	25 lbs.	1	25/+1	2006	R$4,000
.50 BMG	2d12+2 (AP 10)	1/18–20	1S30	33	375 ft.	M/2h	ACC, BLK, SLA, TKD UPG (integral bipod, removable muzzle brake)	25 lbs.	—	25/+1	1999	R$3,800
Semi-Automatic Shotguns												
Caliber III												
MPS Auto Assault 12 Machine Shotgun												
12 gauge slug	2d12	1–3/19–20	8M7, 20D3, or 32D2	14	30 ft.	S/2h	CMF, DEP, IMP, NFM (S/B/F), RGD, TKD	11.5 lbs.	1	22/+1	2006	R$5,000
12 gauge shot	5d4	1–3/20	8M7, 20D3, or 32D2	14	30 ft.	S/2h	CMF, DEP, IMP, NFM (S/B/F), RGD, TKD	11.5 lbs.	1	22/+1	2006	R$5,000
Heavy Machine Guns												
Caliber V												
Advanced Crew Served Weapon												
25mm airburst	as ammo	1–3/as ammo	100B1	6	300 ft.	M/2h	DEP, MOD (10 min.), NFM (S/B) UPG (airburst fire control system, integral tripod)	52 lbs.	—	25/+1	2004	R$10,000
.50 BMG	2d12+2 (AP 10)	1–3/18–20	100B1	6	300 ft.	M/2h	DEP, MOD (10 min.), NFM (S/B/F) TKD, UPG (integral tripod)	52 lbs.	—	25/+1	2004	R$10,000

Table 2: Ammunition

Ammunition	Available For	Damage	Qualities	E/T	Wgt*	Comp	Cost**	SV†
Shotgun Ammunition (Shells)								
Frag-12 High Explosive (HE)	Any 12 gauge shotgun	2d10	SPL, MIN (10 ft.), +20 ft. range	+1/19–20	0.2 lbs.	30/+2	3	R$500
Frag-12 High Explosive Armor Piercing (HE-AP)	Any 12 gauge shotgun	2d12 (AP 10)	MIN (10 ft.), +20 ft. range	+1/19–20	0.2 lbs.	30/+2	4	R$1,000
Taser XREP (Extended Range Electronic Projectile)	Any 12 gauge shotgun	3d6 electrical	Single shot only	+1/20	0.2 lbs.	30/+2	3	R$500
Grenade Launcher Ammunition								
25mm airburst programmable HE	Grenade launchers	4d6 explosive	BLS (5 ft.)	as weapon/20	0.2 lbs.	30/+2	3	R$75

* This is the weight of 1 shell.
** This cost is in weapon upgrades per ammunition stockpile. This ammunition may not be acquired with Common Items.
† This is the street value of 1 ammunition stockpile.

Table 3: Weapon Upgrades

Upgrade	Available For	Location	Cost	SV	Time	Comp	Weight
Airburst Fire Control System	Any standalone or underbarrel grenade launcher	Rail	3	R$5000	1 hr.	35/+2	2 lbs.
Camouflage frame	Any SMG, rifle, or shotgun	—	1	$100	30 min.	15/+0*	—

* This upgrade requires no skill check to install or use.

Table 4: Armor

Armor	Type	DR*	Resist	DP	ACP	Spd	Notice/Search DC	Upg	Wgt	Comp	Year	SV
Caliber II												
Interceptor armor, vest only	M	2/4	—	−3	−1	—	14	—	7.7 lbs.	20/+1	1998	$1,585
Caliber III												
Interceptor armor, vest + inserts	M	3/5	FA4	−3	−2	−5 ft.	12	—	16 lbs.	20/+1	2002	$2,785
Caliber IV												
Dragon Skin vest	P	3/6	—	−3	−1	—	10	—	11 lbs.	25/+1	2006	$3,000
Interceptor armor, vest + inserts + guards	F	4/7	EX4, FA4	−4	−3	−10 ft.	obvious	—	25 lbs.	25/+1	2005	$3,785

Table 5: Gadgets

Mechanisms	PR	Cap	Range	SZ/Hand	Battery	Save	Weight	Comp	Year	Street Value
Caliber II										
Boomerang ASDS	4	—	—	—	—	+6	20 lbs.	35/+2	2007	$10,000
Caliber IV										
Commander's Digital Assistant	2	—	—	D/1h	5 hr.	+8	5 lbs.	35/+2	2007	R$4,000
Caliber V										
Land Warrior System	2	—	—	—	12 hr.	+8	10.5 lbs.	35/+2	1994	$30,000

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