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NEAR-FUTURE FIREARMS

BY DAVID S. GALLANT

The following firearms are entirely speculative; they are mostly based on current designs and technology, but in no way reflect any current developments in the firearms world. They represent an imagining of what the cutting edge of firearms technology will become in the next two or three years.

NEW WEAPONS

HECKLER & KOCH -

CALICO MODEL 1007

Early in the year 2006, Heckler & Koch began arranging design partnerships with other arms

manufacturers. Seeking to combine their unique designs with those of other companies, H&K set out to revolutionize the firearms industry. The H&K-Calico Model 1007 was the first of these unique new weapons.

The Model 1007, labeled the "Intruder", bears a slight resemblance to its unconventional predecessor, the Calico Model 950 Pistol. H&K took the design and added some key concepts developed for its G11 Rifle and P7 sidearm, and combined them with features found in most integrally suppressed pistols. The result was the Intruder, the most innovative stealth firearm to date.

The Model 1007 works like a revolver. The weapon hinges at the center and the barrel section bends downward to reveal the chamber drum. The 1007 is chambered for a unique new round, the caseless .25in. It is a subsonic round encased in solid propellant that forms a square shape around the bullet. The was developed using the principles of H&K's caseless

TABLE: NEAR-FUTURE FIREARMS

Firearm	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Size	Purchase DC	Restriction
H&K-Calico Model 1007	2d4	20	Ballistic	20	Single	Med	22	Res (+2)
H&K-Ares FMP1	2d4	20	Ballistic	30	S, A	Med	23	Res (+2)
H&K MP5A7C	2d6	20	Ballistic	50	S, A	Med	23	Mil (+3)
H&K UMP2 9mm*	2d6	20	Ballistic	50	S	Large	24	Mil (+3)
(silenced 9mm Para)	2d6-1	20	Ballistic	40	S	Large	24	Mil (+3)
H&K UMP2 .25in	2d4	20	Ballistic	20	S	Large	24	Mil (+3)
(silenced)	2d4	20	Ballistic	20	S	Large	24	Mil (+3)
H&K UMP2 4.73mm	2d8	20	Ballistic	60	S	Large	24	Mil (+3)
H&K UMP2 10mm	2d6	20	Ballistic	60	S	Large	24	Mil (+3)
(silenced)	2d6-1	20	Ballistic	50	S	Large	24	Mil (+3)
H&K UMP2 .40in S&W	2d6	20	Ballistic	50	S	Large	24	Mil (+3)
(silenced)	2d6-1	20	Ballistic	40	S	Large	24	Mil (+3)
H&K UMP2 .45in ACP	2d6	20	Ballistic	50	S	Large	24	Mil (+3)
(silenced)	2d6-1	20	Ballistic	40	S	Large	24	Mil (+3)
Intratec TEC-9 QC	2d6	20	Ballistic	40	S	Med	15	Lic (+1)
Pancor Dragonmaw	2d6	-	Fire	20	Single	Large	20	Res (+2)
Air Tazer CT SOCOM	1d6	-	Electricity	5ft	Single	Tiny	6	-

* these stats apply to a UMP2 firing 9mm Parabellum, 9mm ParaC, or 9mmEXC ammunition. The silenced stats apply only to 9mm Parabellum

4.73mm round. The chamber drum is completely internal, accessible only by opening the gun where it is hinged. The ambidextrous section lock allows this action, located in reach of the user's thumbs on either side of the weapon.

The barrel is roughly 8" long and features an integrated suppresser that bleeds away propellant gases. Because the .25in caseless round is subsonic, the Intruder is effectively silent. The grip features a built-in lever, similar to the P7 family of handguns. Grasping the handle and applying natural grip pressure to this level cocks the internal firing pin and rotates the chamber drum. To chamber a new round, the user simply relaxes his grip and then squeezes the handle again. The weapon is safe as long as the pin is not cocked.

The only noise made by the weapon is the mechanical action of the pin cocking and the chamber drum rotating, making the Intruder the quietest firearm in the world

Despite its long list of features, the Model 1007 is not without its flaws. The primary complaint about the weapon is the unwieldy shape and lack of iron sights. It appears quite like a phaser from Star Trek, making precise aiming difficult (however, the underside rail allows for easy mounting of an external laser sight). Also, its throwback to revolver technology makes loading the weapon a chore, and speedloaders for the .25in caseless round are as hard to find as the ammunition itself. Lastly, the design still has its flaws. The internal chamber drum has been known to rotate incorrectly, failing to align a round with the barrel. Correcting this malfunction requires the user to open the gun and manually align the chamber with the barrel.

As of yet, no country has picked up the Model 1007. A few prototypes have been sold to the British MI-6 for field trials, and it is rumored a small number have found their way onto the black market.

d20 Modern Rules: This is a silenced weapon. A Listen check (DC 25) is required to notice the sound of the weapon firing.

This weapon is unreliable. On an attack roll of 1, the internal chamber drum fails to align with the barrel as described above.

Caliber:	.25in. caseless
Length:	11 in.
Weight:	3 lbs
Magazine:	8 cyl.

HECKLER & KOCH - ARES FMP1

The second in the Heckler & Koch series of partnership weapons was the H&K-Ares FMP1. The goal of the weapon was to take the innovations of the Model 1007 and apply them to a compact, concealable submachine gun. To achieve this, they applied their .25in caseless round design to the Ares Folding SMG. The result was a small submachinegun capable of folding to the size of a telephone handset, ideal for concealed carry and inconspicuous deployment.

The FMP1 is less radical in design compared to the H&K-Calico Model 1007. It changes little of the original Folding SMG design except for removing the extraction system, allowing the weapon to be smaller and lighter than its predecessor. Firing the .25in caseless round makes it underpowered compared to most submachineguns. It can fold in half just like the Folding SMG; even with a loaded mag (it is completely safe while folded). The FMP1 features a two-stage trigger that allows for both semiautomatic and fully automatic fire.

Though the FMP1 has only been sold officially to American and European counterterrorism groups, a surprising number have popped up among terrorist groups in Africa and Southwest Asia. Some have even been found in the possession of American criminals.

d20 Modern Rules: When folded, this weapon becomes a Small-size object.

Caliber:	.25in. caseless
Length:	1 ft. (6 in. folded)
Weight:	4.5 lbs
Magazine:	25 box

HECKLER & KOCH MP5A7C

As Heckler & Koch attempted to craft caseless ammunition compatible with the standard 9mm Parabellum, they went through many prototypes and variations. In order to prove the viability of a caseless 9mm to investors, they developed a special model MP5 chambered for one of their prototype rounds. Even though this particular version of the ammo design was not 9mm Para compatible, the MP5A7C successfully proved that a 9mm round could indeed be made caseless.

The H&K MP5A7C is like a standard MP5 in almost every way, with three distinctions. First, the A7C has no ejection port. Second, the weapon is chambered for the 9mmEXC round, which resembles the brick-like 4.73mm and .25in caseless ammunition. Third, the weapon has a unique mag specially made for the 9mmEXC round. Standard MP5 mags will not lock with the MP5A7C. This is a necessary safety feature: while the A7C can conceivably fire standard 9mm rounds, it cannot eject the casings, requiring the disassembly of the weapon to remove.

The MP5A7C meets all the high standards of quality that the MP5 line is known for. A small number of these weapons were purchased by select American SWAT units for testing. Though the A7C was just an experimental proof-of-concept weapon, not intended for mass production, many of the testing Units have expressed interest in ordering more. It is uncertain at this point whether Heckler & Koch will follow the MP5A7C line or promote their new 9mm ParaC ammunition.

d20 Modern Rules: Due to its high quality of manufacture, this weapon is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant you the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

With its stock folded and magazine removed, this weapon grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.

Caliber:	9mmEXC
Length:	2ft. 3in. (1ft. 7 in. folded)
Weight:	5.8 lbs
Magazine:	30 box

HECKLER & KOCH UMP2

As submachineguns became more and more the favoured weapons of Special Forces, law enforcement, and counterterrorism groups, the need to dominate the SMG market began to press upon Heckler & Koch. While their lines of MPs were top sellers, other weapons like the FN P90 began to start gaining market share. H&K therefore began design on the submachine to top all other submachineguns – the result was the UMP2.

Standing for “Universal Machine Pistol 2,” the UMP2 bears slight resemblance to its predecessors, the UMP, MP2000, and MP5. It diverts from the standard MP design by adopting a bullpup arrangement, with the trigger just beneath the end of the barrel. Clips are inserted into the magazine well built into the stock. The unit is somewhat boxier, owing to the design elements it borrows from the

G11 assault rifle (whose bolt design was incorporated into this weapon). The UMP2, when firing caseless ammunition, can fire a three-round burst so fast they sound like a single shot. It features reduced recoil when firing a three-round burst, allowing for much more accurate burst fire. In tradeoff, the weapon has no fully automatic fire capability. Suppressor attachments are also available, but must be purchased separately by ammunition type (no universal suppressor exists). The UMP2 also features a slide lock for truly silent operation.

The UMP2 comes chambered for 9mm ParaC and is easily converted for all varieties of caseless ammunition with the included conversion kit. An additional conversion kit may be purchased to replace the bolt and receiver, allowing the UMP2 to fire standard cased ammunition. Doing so removed the unique mechanisms which give the UMP2 its superior three-round burst mode, but allows for it to be compatible with the wide variety of ammunition already available.

Other features of the UMP2 include an integrated flashlight and laser sight (the laser made is replaced with an IR laser for night-vision visibility). The standard UMP2 comes with the weapon, two 9mm ParaC clips, plus additional barrels and two clips each for .25in, 9mmEXC, and 4.73mm caseless ammo. The conversion kit comes with the alternate bolt and receiver, additional barrels, and two clips each for 9mm Parabellum, 10mm, .40in S&W, and .45in ACP rounds.

The UMP2 is already available as of August 2007. It has begun to see sales among law enforcement agencies and Special Forces units in the United States and Canada.

d20 Modern rules: Converting the weapon to different calibers of caseless ammunition requires a Repair check (DC 10) and five minutes. Converting the weapon to cased ammunition requires the purchase

of the conversion kit (purchase DC 15), a Repair check (DC 15), and fifteen minutes. Once converted to a caliber of cased ammo, converting to different calibers of cased ammunition requires a Repair check (DC 10) and five minutes.

This weapon features a three-round burst setting. When the Burst Fire feat is used with this weapon, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant you the ability to make burst fire attacks without the Burst Fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted. When the weapon is chambered for caseless ammunition, the penalty on the attack roll is reduced to –2 instead of –4 (when chambered for cased ammunition, the Burst Fire penalty remains –4).

When fitted with a suppressor, this is a suppressed weapon. Although the weapon’s firing is audible, determining the location of this weapon by sound alone requires a Listen check (DC 15). When fitted with a suppressor and firing cold-loaded or subsonic ammunition, this weapon operates as if silenced; a Listen check (DC 15) is required to notice the sound of the weapon firing. If the slide latch is employed, the DC for the Listen check to hear the weapon firing becomes 20, but the weapon’s rate of fire becomes single shot. (Note: caseless ammunition cannot be cold-loaded. Therefore, the only caseless ammunition able to operate as silenced is the .25in subsonic round).

Caliber:	9mm ParaC, 9mmEXC, 9mm Parabellum, .25in, 4.73mm, 10mm, .40in S&W, .45in ACP
Length:	2 ft. 5 in. (3 ft. with suppressor)
Weight:	6 lbs (7 lbs with suppressor)
Magazine:	30 box (all 9mm, 10mm, .40in S&W), 25 box (.45in ACP), 20 box (4.73mm), 50 box (.25 in)

INTRATEC TEC-9 QC

Some firearms development starts not in the R&D department, but among the criminal element. In 2007, a Russian underworld gunsmith named Melinski Andropov experimented with improving the TEC-9 with H&K's new 9mm ParaC ammo. Since the caseless ammunition required no ejection port, Andropov set about modifying the TEC-9's port to accept an additional 9mm clip.

To prevent rounds from both clips entering the chamber simultaneously, Andropov developed a rolling chamber similar to that of the H&K G11 which rotated to allow only one round from one clip at a time. The rolling action is powered by the propellant gases generated from firing the weapon.

Once Andropov had perfected his two-clip design, he noted that there was room enough to add two more clips to the weapon. His rolling chamber accommodated them without need for further modification. The resultant Frankenstein weapon was dubbed the "Crossfire" and became a popular TEC-9 modification in the following months. As the availability of the 9mm ParaC ammunition increased, the TEC-9 Crossfire became prominent among the European underworld despite its bulky shape and awkward weight.

It wasn't long before confiscated Crossfires made their way to the engineers at Intratec. They were impressed by the ingenuity of the design and developed an official version of the four-clip weapon. This became the TEC-9 QC.

The QC is essentially a slightly-enlarged TEC-9 built from the start to accept up to four clips of 9mm ParaC, which are arranged in an X-pattern in front of the chamber (the original Crossfire was arranged in a cross pattern). It is still a very bulky and ill-weighted weapon, and very hard to control on sustained automatic fire. Only civilian semiautomatic versions of the TEC-9 QC have been made available for sale, and they are just as easy to convert to fully automatic

fire.

d20 Modern Rules: This weapon is unreliable.

This weapon is ill-weighted and bulky, conferring a -1 penalty to attack rolls. The Crossfire version of this weapon is even worse, with a clip blocking the weapon sights, conferring a -2 penalty to attack rolls.

This pistol can be converted to an automatic rate of fire with a Repair check (DC 15) and hour. A converted weapon does not have a semiautomatic rate of fire.

Caliber:	9mm ParaC
Length:	11 in.
Weight:	6 lbs
Magazine:	20 box (4 boxes, total 80 rounds)

PANCOR DRAGONMAW

Melinski Andropov had a particular fascination with shotguns firing Dragon rounds. This type of shell, he found, was easy for him to make and intimidating when fired. He disliked the fact that most shotguns weren't designed to fire Dragon rounds without needing extensive repairs afterwards. Being the intrepid gunsmith he is, Melinski acquired several Pancor Jackhammers and set about making a truly vicious fire-spewing weapon.

Andropov cut down the Jackhammer's frame and barrel to reduce weight. He removed the standard barrel and replaced it with one specifically treated with Teflon and other flame-retardant materials. Consequently he created a shotgun capable of withstanding the stress of repeated Dragon round firing without degrading the weapon. Unfortunately, this compromised the Jackhammer's ability to work as a traditional shotgun. Andropov also found that sustained Automatic fire, even for a short burst, heated the weapon to such a point that it became unwieldy and melted some of the internal components. Thus, he removed the automatic fire mode from all his produced models. The resultant weapon was called

the Dragonmaw

Melinski is incredibly proud of his Dragonmaw, and has made several out of converted Jackhammers for members of the Russian underworld. There are rumours that he has sold the design to Pancor, who mass-produce the weapon and sell it on the black market (this is, of course, just a rumor).

d20 Modern rules: This weapon fires Dragon shotgun shells. Instead of normal shot, a Dragon shell produces a gout of flame similar to a small-scale flame-thrower. When fired, it shoots a five-foot wide, 20ft long line of flame that deals 2d6 points of fire damage to anything in its path (Reflex save DC 15 for half). No attack roll is necessary. Creatures or objects caught in the blast may catch fire. Unlike typical shotguns, the Dragonmaw does not require special maintenance after firing Dragon rounds.

Attempting to fire standard shotgun shells with the Dragonmaw may have catastrophic consequences; at the least, making the weapon completely inoperable – at the most, a lethal backfire.

Caliber:	12ga Dragon
Length:	2 ft. 4 in.
Weight:	10 lbs.
Magazine:	10 box

WEAPON ACCESSORIES

AIR TAZER CT SOCOM UNIT

As the "war on terror" stretched out into 2006, the American military found itself pressed more and more into unconventional combat involving civilians and guerilla tactics. Desiring to minimize collateral casualties and increase the acquisition of terrorist prisoners, the US Army strived for a nonlethal weapon with which to arm its soldiers. The Air Tazer Corporation answered with its Air Tazer CT SOCOM module.

The ATCT SOCOM is a small box 1.5in long, with rail mounts made to fit the H&K 0.45 Mk 23 Mod 0 USSOCOM pistol. The unit contains a compact Air Tazer System. When the trigger button is depressed, two pins attached to wires shoot out into the target. On contact, they deliver a brief electrical charge to disrupt the target's nervous system. The trigger button is located on the bottom of the unit, difficult to depress with the gun hand but accessible if the user has a two-handed grip.

Because the ATCT is so compact, it was a very limited power capacity. A single successful hit drains the battery. The ATCT unit must be removed from the weapon in order to change the battery, as the access port for the batteries is on the same side as the rail mounts.

Currently, the Air Tazer CT unit is only available for the H&K military 0.45 Mk 23 Mod 0 USSOCOM and civilian SOCOM model pistols. Units compatible with other firearms are due to be available soon.

d20 Modern rules: the ATCT uses springs to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading the springs on an ATCT is a full-round action that provokes attacks of opportunity.

AMMUNITION

HECKLER & KOCH - PARABELLUM 9MM PARAC AMMUNITION

With all their innovative new weapons in 2006, Heckler & Koch was plagued by the fact that caseless ammunition was nonstandard. Until caseless ammo became more common, their new weapons would never enjoy large sales. Late in 2006, after much experimentation in partnership with Parabellum, H&K made the breakthrough they were waiting for: a caseless round completely compatible with the majority of handguns and submachineguns in the world. They called it the 9mm ParaC.

The successor to the 9mmEXC round, the 9mm ParaC is different from H&K's previous caseless rounds in that it is cylindrical in shape. It is compatible with any weapon chambered for 9mm Parabellum rounds, and fits in any 9mm magazine. Operation in a standard firearm is identical except for the lack of casing ejection. H&K plans to mass-market the 9mm ParaC as soon as possible - it is appearing in gun & ammo stores as early as December 2006, just in time for the holidays.

Ammunition	Purchase DC
.25in caseless (50)	6
9mmEXC (50)	7
9mm ParaC (50)	6
4.73mm (20)	8

New ammunition prices circa 2007

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