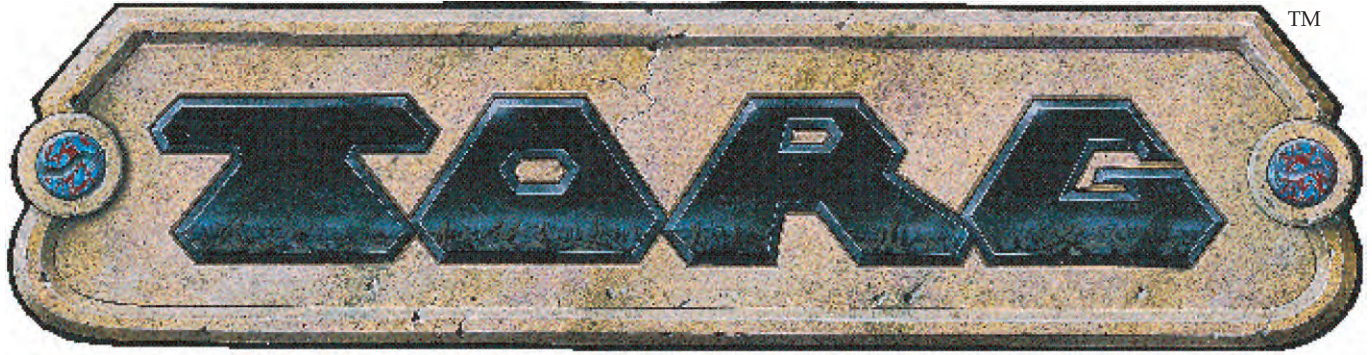
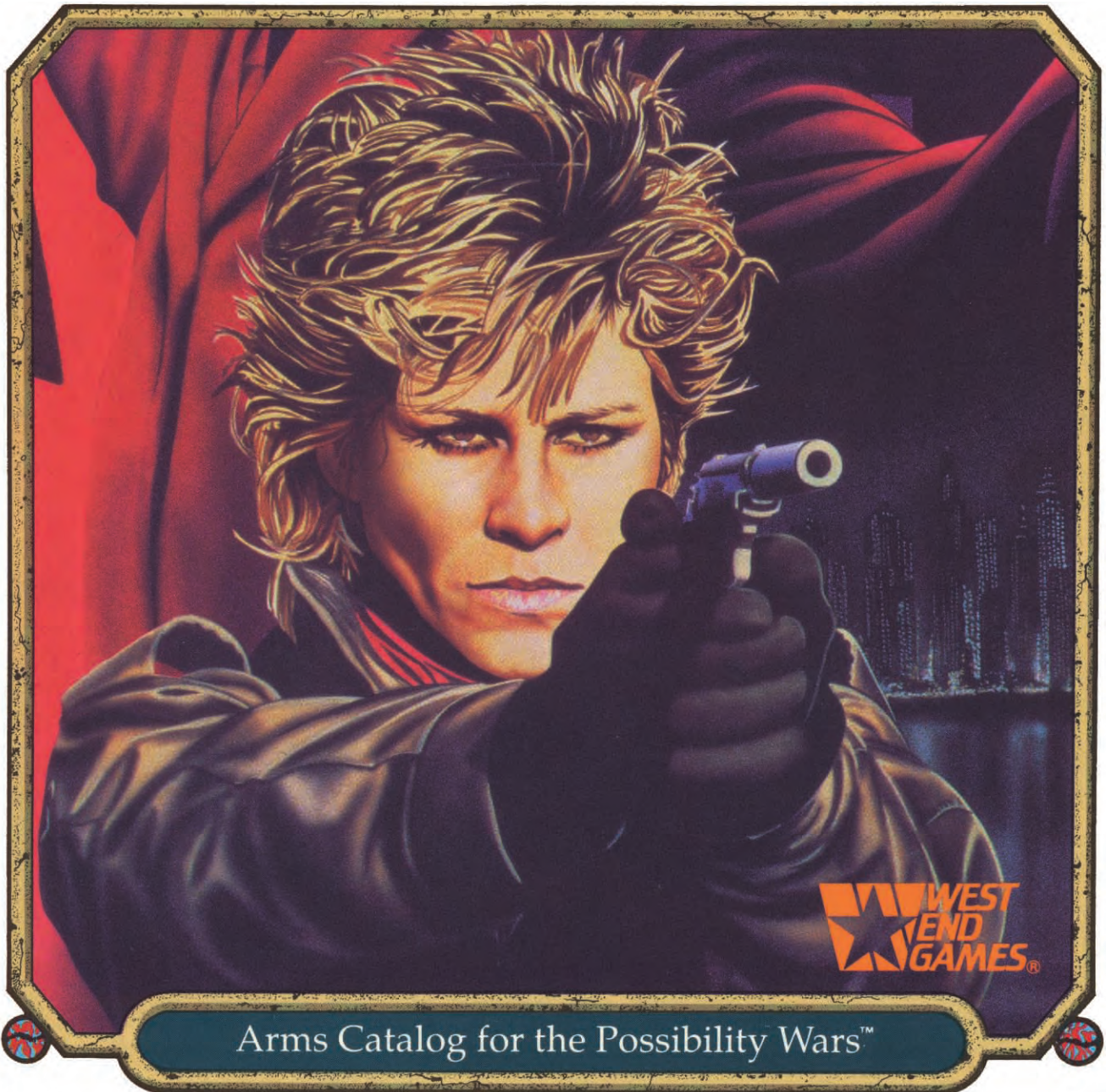


A Supplement for *Torg: Roleplaying the Possibility Wars* and the *D6 System*



## Kanawa Personal Weapons

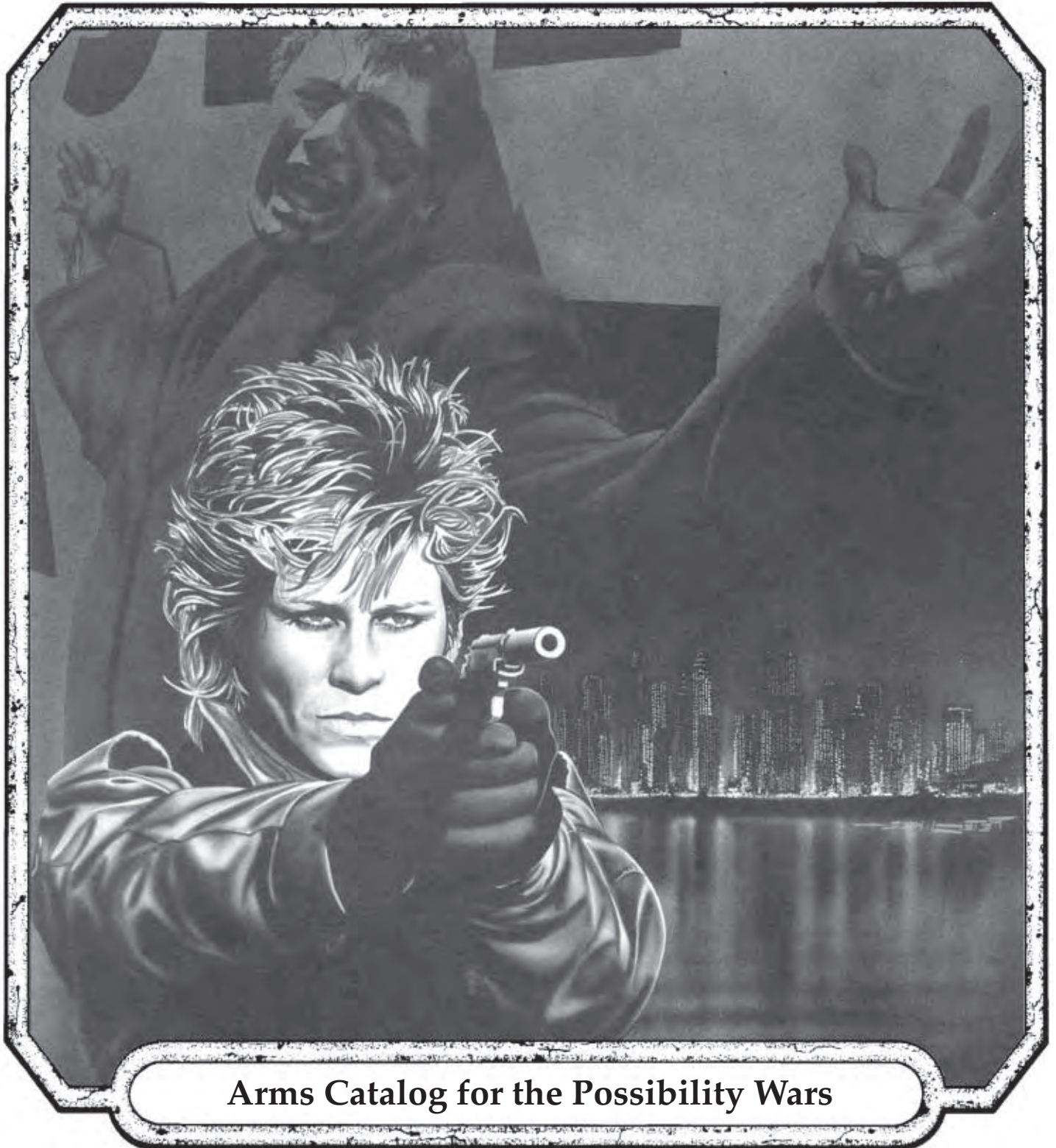


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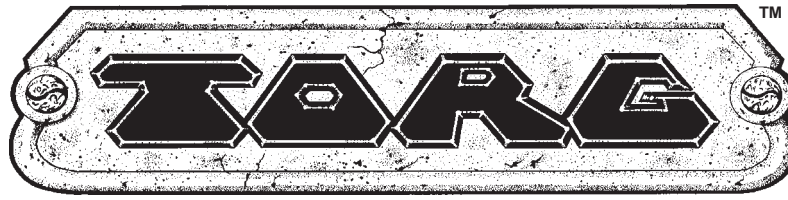
A Supplement for *Torg: Roleplaying the Possibility Wars* and the *D6 System*

# Kanawa Personal Weapons

By Nigel Findley



Arms Catalog for the Possibility Wars



## Roleplaying the Possibility Wars™

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### Note to Our Readers

This PDF version of *Kanawa Personal Weapons* was created from the original electronic files. Images were left out or modified to reduce file size and production time (the images do not have electronic counterparts). Some typographical errors were fixed, but no attempt was made to update the sourcebook to reflect current technological progress or any developments in the Possibility Wars since this book was first printed. This electronic document is provided as a relatively inexpensive means for people to get the original equipment information from a popular book now long out of print. Additionally, game mechanics were added for the *D6 System*.

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For more information about *Torg*, *D6*, and other West End Games products, please visit our Web site, [www.westendgames.com](http://www.westendgames.com).

This PDF requires the *Torg* basic set (WEG #20501) or any *D6 System*-based rulebook (such as the core rulebook, WEG #51005) to play. You or your favorite local or Internet retailer can order the *Torg* basic set and other printed *Torg* and *D6 System* supplements through West End Games. You can find more information about ordering directly from West End Games in the Catalog section of our Web site.

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# HACHIMAN ARMS

## ***GREETINGS***

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Welcome to the Hachiman Weapon division's newest Personal Weapons Catalog!

Regular subscribers will notice few changes from our last edition, with the notable exception of an expanded "Evaluator's Comments" section included with each entry. In addition, in response to requests from you, our subscribers, these comments no longer undergo any editing, and so reflect the personal preferences, complaints, and questions of our evaluators.

To those of you joining us for the first time, welcome. The Hachiman Weapons division of the Kanawa Corporation is dedicated to your success in this brave, and dangerous, new world we live in. To this end, we offer the widest range of personal weapons available anywhere on the globe at excellent prices.

Hachiman's weaponry experts have spared no effort in developing armaments and explosives to give you the edge you need in these unsettled times. Although the entries in this catalog list the weapons under the names of their original manufacturers, the items offered have all been constructed in Hachiman's own manufacturing plants. This includes all cyber gear, which is produced at our new French facility. This guarantees you the highest level of quality in your weapon, the quality long associated with the name Hachiman.

Hachiman prides itself on offering weapons old and new, based on a variety of technologies ranging from primitive flintlock muskets to sophisticated lasers and microwave beams. This makes this catalog an invaluable tool for clients in those parts of the world where recent changes have made it impossible to use advanced technological devices—or, alternatively, where abnormally sophisticated devices are the order of the day. Obviously, the most effective weapon for a certain location is the one least likely to cease functioning there. By offering a vast range of technologies,

**Game Notes:** Difficulties, modifiers, damage values, and tech levels for each item have been provided in *Torg*, *D6 Classic*, and *D6 Legend* terms. Mechanics relating to *Torg* are preceded by a T, for *D6 Classic* by a C, and for *D6 Legend* by an L.

Skills names have been rendered as generic as possible. Players should ask their gamemasters what the appropriate skill is for the game system they're using.

### *FROM OUR DIRECTOR*

Hachiman makes it easier for you to find the weapon you need, while offering full freedom of choice and the quality that you demand!

Each catalog entry includes the following information:

- Weapon Name/Identification
- Description
- Historical Background
- Evaluator's Comments (including strengths, weaknesses, significant quirks, etc.)
- Statistics (damage, ammo, range, price [with the *Torg* value in parentheses])

All prices are in Core Earth U.S. dollars and are the suggested retail price, not including shipping and handling, should you make your purchase through Hachiman Arms. If you select another means of acquiring your equipment, you may pay more or less depending on local circumstances and your haggling skills.

To order any of these fine weapons, contact your nearest Kanawa Corporation representative or transmit your request along with your bank code number via computer or fax to Hachiman Arms.

This resource is complemented by the Kanawa Heavy Weapons Catalog. Hachiman continues proudly as your only source for quality weaponry.

Eichiro Kasigi, M.Sc., M.B.A.  
Managing Director  
Hachiman Weapons Division  
Kanawa Corporation  
Tokyo, Japan

As this book was originally designed for use with the *Torg* roleplaying game, players of that game will find the game mechanics and terms herein familiar. Those using any version of the *D6 System* and not playing in the *Torg* universe, however, can ignore the world-specific references to people, places, and organizations. The equipment descriptions and statistics remain useful.

For further game notes, see the "Game Notes" chapter.

# LOW TECHNOLOGY PERSONAL ARMS

This section concentrates on firearms whose provenance dates from the equivalent of Core Earth's 18th to 19th centuries. These weapons can prove extremely valuable when visiting locales such as Aysle and Orrorsh, where more sophisticated weaponry mysteriously ceases to function.

Despite the primitive designs of these weapons, their destructive capability should not be underestimated. It is fairly certain that no Ayslish foe will laugh at a blunderbuss, despite its somewhat bizarre appearance. And many a Victorian soldier has found his Colt just as effective in driving off natives as a more advanced riot gun might be.

There are, of course, drawbacks to the use of these weapons. They tend to be more expensive and difficult to repair, and their overall damage values are below that of more sophisticated counterparts. When outside of Aysle or Orrorsh, it is virtually impossible to find high-grade ammunition for them, and they are impractical when used against modern armor.

## AMMUNITION

As mentioned above, low tech firearms use special types of ammunition. These weapons fall into two groups, *muzzle-loading* and *breech-loading*, both of which shall be looked at here.

### MUZZLE-LOADING

Small arms ammunition for muzzle-loading weapons is composed of three elements, the *primer*, the *propellant* and the *projectile*. Whereas now all three are contained inside the modern bullet, weapons such as the flintlock and matchlock muskets required that the three parts be carried separately.

The most common propellant is gunpowder, black grains made up of charcoal, sulphur and saltpeter. Powder is normally kept in a flask (so it will remain dry) and poured down the muzzle of the weapon along with the projectile. When a spark was produced in the priming pan, it ignited the gunpowder and forced the projectile out of the muzzle.

The pan was primed with either flint, copper percussion caps, or iron pyrites. Flint is preferable in that it can spark for 20 shots before being replaced, while copper caps can be used only once.

The standard projectile for muzzle-loading arms is the rounded steel ball, which tends to be inaccurate. Later weapons use an elongated, pointed bullet.

Hachiman ammunition for muzzle-loaders comes in combustible paper cartridges containing a bullet and enough powder for one shot along with gun flint or percussion caps, or all three elements can be purchased separately.

When dealing with muzzle-loaders, keep in mind that black powder is useless when wet and, when stored in large quantities, one runs the risk of explosion. In addition, muzzle-loaders are noisy and odoriferous weapons to use, and so are unsuited for missions that rely on stealth for success.

### BREECH-LOADERS

Breech-loaders, like the Winchester Model 1873, are far simpler to use than muzzle-loaders. The user simply opens the breech (normally located above the trigger assembly), and inserts a metal cartridge which contains primer, propellant and projectile. This method saves a great deal of time and mess, allows for greater accuracy and led to the invention of repeating rifles. Although breech-loading is apparently too advanced a concept for Aysle, these weapons are highly recommended for forays into Orrorsh.

Except where specified, reloading a weapon of this type is considered to be a *simple action*.

### MUZZLE-LOADING GAME EFFECTS

Loading a weapon such as the ones listed in this section is a difficult and time consuming process. For each muzzle-loading weapon, the number of rounds it takes to load is given, along with the weapon skill total required to perform the entire process in one round. The total provided will be the one needed to perform the entire loading process in one round.

If a character chooses, he may take the full number of rounds to reload the weapon. In all cases, this requires the generation of a weapon skill total of T 1/ C 4/L 1 in the first round. Totals need not be generated in the subsequent rounds, but the character cannot perform any physical attribute-based actions (beyond *passive defense*) while reloading his weapon. Should the character fail the roll, he would still lose his physical attribute-based actions for the entire six rounds, and would not be able to attempt to reload until those rounds were completed.

**Torg Example:** *Beppin is reloading his matchlock musket, a task that normally requires six rounds. The difficulty of completing the process in one round is 7. Beppin generates a successful weapon skill total of 7, and need not spend the next five rounds reloading.*

*If Beppin was willing to spend the time reloading his weapon, he need only have generated a weapon skill total of 1.*

These rules apply to all muzzle-loading weapons.



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# MATCHLOCK MUSKET

## DESCRIPTION

Also known as the *arquebus*, the matchlock musket is a simple weapon with a wooden stock and heavy iron barrel. It varies in length from 1.2 to 1.8 meters or more. The weapon is so heavy (9 kilograms) that a wooden rest is required to support the barrel while aiming.

The weapon is a simple muzzle-loader; in other words, powder charge, wadding and shot must be loaded down the barrel, then tamped down using a ramrod. Once the weapon is loaded, the powder is ignited using a device called a matchlock. This holds a burning match — often a slow-burning piece of thin cord — at the upper end, and a lever or trigger at the lower end. By pulling the lever or trigger, the firer swings the match smoothly on to the touchhole, igniting the powder.

## HISTORICAL BACKGROUND

Although gunpowder was used by soldiers in Europe as early as the 14th century, it was not until the 16th century that small arms began to fulfill their potential. The matchlock made its first appearance on battlefields around 1425, and saw use in Europe until the early 1600s.

## EVALUATOR'S COMMENTS

The matchlock has a distressingly low rate of fire. Reloading the weapon takes about one minute (six combat rounds) and is far from being a simple task. If this procedure is performed incorrectly, the weapon will not operate. To correct matters, it is necessary to completely unload the weapon and repeat the entire procedure. (In game terms, the task of loading a matchlock musket in one round requires a weapon skill total of T 7/C 10/L 2.) The maximum effective range of the weapon is approximately 300 paces.

The powder used in a matchlock creates large quantities of dense white smoke, which has a deleterious effect on visibility. (This smoke forms a spherical cloud one meter in diameter. The cloud lasts for four combat rounds in the absence of strong winds, and acts as *partial concealment* with respect to any line of sight that passes through it.)

It is important that the user remember that the match remains alight between shots. This is a significant issue, considering that most "budge-barrels," the sources from which musketeers refill their powder horns, are generally left open. Wet conditions will extinguish the match, disabling the weapon.



Despite these disadvantages, the matchlock is a highly effective weapon. The ball is large and heavy, delivering a truly impressive impact to the target. The ball is easily capable of punching through lighter forms of metal armor. This makes the matchlock a lethal "equalizer" on the battlefield.

Major Douglas Farquharson  
Home Guard, Stornoway Castle, Scotland

### MATCHLOCK MUSKET

TECH	DAMAGE		S	RANGE			PRICE
	VALUE	AMMO		M	L		
T 15	14	1	3-10	20	40	1200 (16)	
C 5	3D+2	1	3-10	20	40	1200	
L 1	5Dx2	1	3-10	20	40	1200	

Illustration by A. McClellan

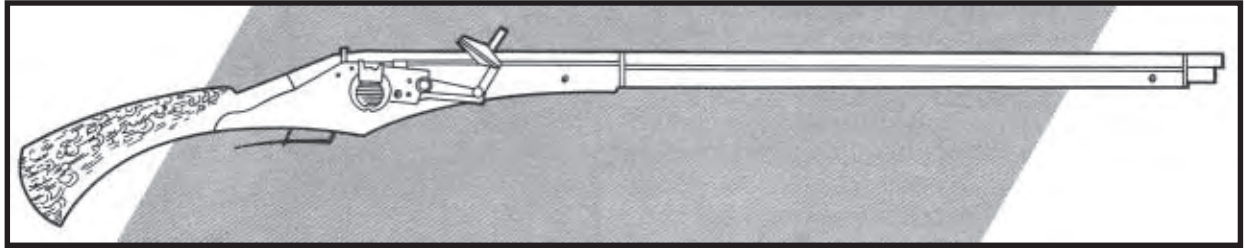


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## WHEELLOCK MUSKET

### DESCRIPTION

The wheellock was developed to overcome the susceptibility of the matchlock to wet conditions. Instead of a burning match, the wheellock uses a mechanical device to strike a spark. A tightly-wound spring spins a small, rough-edged wheel against a spark-producing substance. Iron pyrite (“fool’s gold”) is the substance used in the Hachiman model.

The wheellock musket — a relatively rare weapon — is similar in size to the matchlock, but slightly heavier (1.2 to 1.8 meters in length, and 10 kilograms in mass).

### HISTORICAL BACKGROUND

Wheellock technology arose in Europe during the 16th century. This device is considerably more complex — and thus more expensive to produce — than the matchlock, which made it unacceptable for issue to ordinary infantrymen.

Two other disadvantages limited its usefulness: first, the iron pyrite would often crumble, necessitating its replacement — often in the heat of battle, with potentially disastrous consequences. Secondly, the spring had to be rewound, using a key or spindle, before each shot. The actual process of muzzle-loading the wheellock remained unchanged. Due to these disadvantages, it did not replace the matchlock in widespread use.

### EVALUATOR’S COMMENTS

Wheellock muskets are as cumbersome and difficult to reload as are matchlocks (six combat rounds, requiring a weapon skill total of T 7/C 10/L 2). Again, an unsuccessful load renders the weapon totally useless until the weapon is emptied and the process repeated. The powder creates the same thick smoke as matchlocks. (This smoke forms a spherical cloud one meter in diameter. The cloud lasts for four combat rounds in the absence of strong winds, and acts as *partial concealment* with respect to any line of sight that passes through it.)

Wheellock rounds are easily as effective as those fired by matchlocks, if not moreso, inflicting impressive damage on a target, and having the capability of punching through light metal armor. The technology used is quite advanced for the time, however, making the wheellock one of the more impressive weapons that I have used.

Major Douglas Farquharson  
Home Guard, Stornoway Castle, Scotland

### WHEELLOCK MUSKET

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 15	15		1	3-10	25	60	1200 (16)
C 5	4D		1	3-10	25	60	1200
L 1	4Dx3		1	3-10	25	60	1200

Illustration by C. Hunter

CAT. NO. 69-56893



## WHEELLOCK PISTOL

### DESCRIPTION

Wheellock technology makes its most significant impact in the area of one-handed weapons — pistols. For the first time, a light hand-held firearm becomes practicable. The wheellock device is unchanged from that in the musket or arquebus described above, but the weapon itself is reduced in length to about 15cm, and the weight to little more than 3.5 kilograms.

### HISTORICAL BACKGROUND

Wheellock pistols appeared in Europe around the middle of the 16th century, and remained in use until superseded by flintlock technology a century or so later. Their significance proved greatest to cavalry, who could now use firearms for the first time. (Cavalrymen of the 16th century would often carry two pistols, stored in holsters on either side of the saddle. This allowed them to fire two shots before being forced to reload, a difficult process on horseback.)

Wheellock pistols are among Hachiman's biggest sellers in the Aysle realm, being particularly popular with dwarves, who find the process by which spark ignites powder and fires shot absolutely fascinating.

### EVALUATOR'S COMMENTS

Loading is easily the wheellock pistol's biggest problem (four combat rounds, with a weapon skill difficulty of T 5/C 8/L 2). The amount of smoke produced is less than with a full-fledged musket, but still irritating. (The smoke cloud is 0.5 meters in diameter. It still lasts for four com-

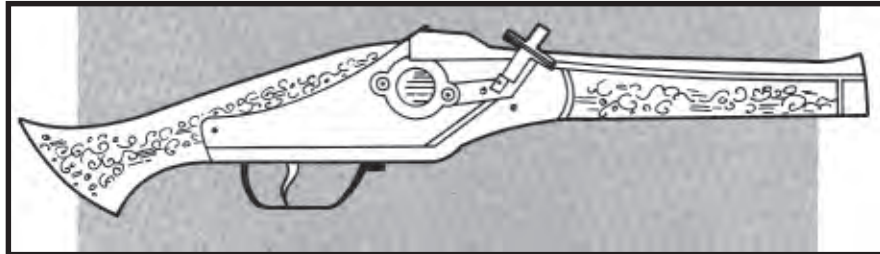
bat rounds, in the absence of strong winds, and provides *partial concealment* with respect to lines of sight that pass through it.)

The weapon is too large to easily conceal, but the pure convenience of the wheellock pistol makes it a significant "equalizer" on the battle fields of Aysle. I have seen it used to great effect by Lady Ardinay's mounted Home Guard, particularly when battling hordes of giants. The sight of knights on chargers is awe-inspiring enough — when they are also waving arms that spew fire and smoke and can wound from a distance, the giants' confusion is a joy to see. Dwarves may take such things in stride, but to giants, it still resembles sorcery beyond their ken.

Hamish MacDonald  
Master at Arms, MacDonald Clan, Scotland

### WHEELLOCK PISTOL

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 15	13		1	3-5	10	25	1500 (16)
C 5	3D+1		1	3-5	10	25	1500
L 1	5Dx2		1	3-5	10	25	1500



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## FLINTLOCK MUSKET

### DESCRIPTION

After the wheellock, the flintlock musket is the next logical development in muzzle-loading firearms. In size, it is similar to the matchlock (1.2 to 1.8 meters), and its weight — at first — was similar to that of the matchlock (9 kilograms), so it still required a wooden rest.

The powder charge, wadding and shot must be loaded down the weapon's barrel, then tamped down using a ramrod. In the Hachiman model — which is based on a 19th century design — powder and shot are contained in a paper cartridge to speed loading. When the trigger is pulled, a spring drives a flint, held in a pair of adjustable jaws, against a rough steel hammer positioned directly above the priming powder. On contact, the hammer lifts, allowing sparks to fall on to the powder, igniting it.

The Hachiman model boasts a bayonet mount, a very significant development in the history of the flintlock.

### HISTORICAL BACKGROUND

The first true flintlock, created by the French, made its appearance around 1615. Slowly, it replaced both the wheellock and the matchlock as its advantages became apparent. For example, its flint does not crumble as do the spark-producing agents used in the wheellock, and it does not have to be rewound before each shot. Cocking the flintlock's spring is a *simple action*. It is a simple device to manufacture, and hence less expensive to produce. This made it more appropriate for widespread use.

The flintlock musket remained in use until the 19th century, undergoing several changes in the interim. The first major change was the introduction of the cartridge — a paper container holding both powder and shot that could be loaded more rapidly — while the second was the addition of the

bayonet. Later-model flintlocks were reduced in weight to approximately 5 kilograms.

### EVALUATOR'S COMMENTS

Believe me when I tell you, the paper cartridge is a real advantage. The time necessary to load the weapon drops drastically (from six to four combat rounds) and the chances of a misload are much less (difficulty number drops to T 5/C 8/L 2).

The maximum effective range of the weapon is approximately 100 paces.

The flintlock uses the same powder as the matchlock and wheellock, and so creates a similar cloud of dense white smoke. (This smoke forms a spherical cloud one meter in diameter. The cloud lasts for four combat rounds in the absence of strong winds, and acts as partial concealment with respect to any line of sight passing through it.)

Flintlocks sport the same considerable stopping power and damage-inflicting capability as matchlocks.

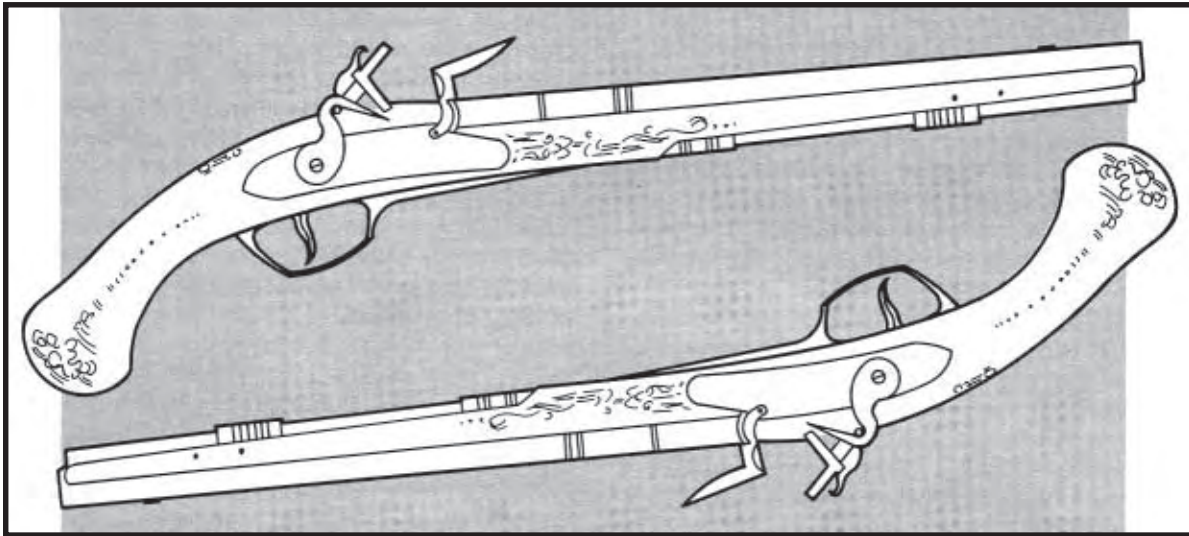
Robin Moore  
Weaponsmaster, Hellford Castle, New London

### FLINTLOCK MUSKET

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 17	14		1	3-25	40	100	1500 (16)
C 5	3D+2		1	3-25	40	100	1500
L 1	5Dx2		1	3-25	40	100	1500



Illustration by A. McClellan



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## FLINTLOCK PISTOL

### DESCRIPTION

The use of flintlock technology in pistols was the obvious next step after the wheellock pistol. The mechanism used is the same as in the flintlock musket, and has the same significant advantages mentioned in relation to that weapon.

The flintlock is generally the same length as the wheellock pistol (15 centimeters in length), but somewhat lighter (2.8 kilograms). The Hachiman model uses paper cartridges that contain both shot and powder.

### HISTORICAL BACKGROUND

The flintlock pistol appeared soon after its musket brethren, and remained in common use until superseded by the percussion pistol in the 19th century. As with the flintlock musket, later versions of this pistol used paper cartridges that contained both shot and powder charge, drastically reducing reload time.

### EVALUATOR'S COMMENTS

There's no real difference between loading a flintlock pistol and a flintlock musket (four combat rounds with a difficulty number of T 5/C 8/L 2). The amount of smoke produced is less than with a full-fledged musket, but still something you've got to take into account. (The smoke cloud is 0.5 meters in diameter. It lasts for four combat rounds, in the

absence of strong winds, and provides *partial concealment* with respect to lines of sight that pass through it.)

Flintlocks are highly effective handguns, firing relatively large lead balls — often 1.25 centimeters in diameter or more — which inflict significant amounts of damage on unarmored opponents. Since none of our regular weapons operate reliably any more, this has become my unit's standard sidearm. Until I can go back to my old standby, the 9mm, this thing gets the job done.

I'm glad to see Hachiman offering less expensive versions of the flintlock, because the dwarven models come a bit too dear. Many of the lads find it hard to believe they have to import the materials from the Land Between, and have begun thinking they simply pad the prices for their own gain.

Lt. Derek "Dirk" Connors  
Queen's Light Fusiliers, London, England

FLINTLOCK PISTOL						
TECH	DAMAGE		RANGE	PRICE		
	VALUE	AMMO		S	M	L
T 17	14	1	3-5	15	25	1500 (16)
C 5	3D+2	1	3-5	15	25	1500
L 1	5Dx2	1	3-5	15	25	1500

Illustration by C. Hunter



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## SWORD PISTOL

### DESCRIPTION

Historically rare, the sword pistol combines two weapons into one. A small flintlock pistol is incorporated into the grip of a broad-bladed sword. The pistol's iron barrel extends four centimeters forward of the sword's brass guard. The blade, 60 centimeters in length, is slightly offset from the center of the grip to accept the barrel, and a broad groove down the length of the blade allows for the passage of the ball.

### HISTORICAL BACKGROUND

From the late 18th to the early 20th centuries, gunsmiths seemed intent on wringing as many changes into the design of the pistol as possible. There were pistols incorporated into swords, into clasp knives, even into pieces of table cutlery (Germany, circa 1740). The sword pistol design dates from around 1800.

### EVALUATOR'S COMMENTS

It is important to point out that this weapon is slow and difficult to load (five combat rounds with a difficulty number of T 7/C 10/L 2). However, this is rarely an overbearing hardship, since it is hardly the weapon for a pitched battle. It is, at best, used as a *coup de grace* against a single enemy. The barrel is short, which decreases accuracy. This is partially compensated for by the fact that the ball passes along a groove in the sword blade. Although open on

one side, this groove does help to keep the ball on line.

The steel of the blade takes and holds as fine an edge as any sword I have wielded, and the balance is truly admirable. The pistol is a useful addition when facing a swordsman of greater skill than one's own. (True, hardly an honorable act, but sometimes honor must bow to necessity.) If one does strike with a sword thrust, and then pulls the trigger, accuracy is simply not an issue.

Lord Basil Huntington  
Huntington Hall, Surrey, England

### SWORD PISTOL

TECH	DAMAGE VALUE	AMMO	RANGE			PRICE (VALUE)
			S	M	L	
T 17	13	1	3-5	10	20	1500 (16)
C 5	3D+1	1	3-5	10	20	1500
L 1	5Dx2	1	3-5	10	20	1500

### Sword

TECH	DAMAGE VALUE/MAX.
T 8	STR+3/17
C 0	STR+1D
L 0	1D

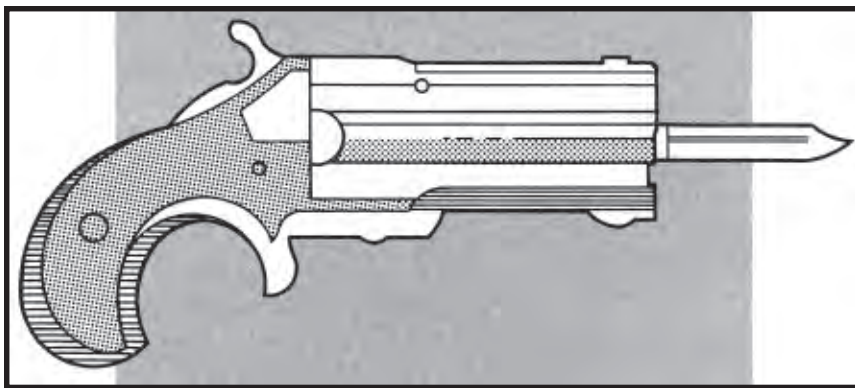
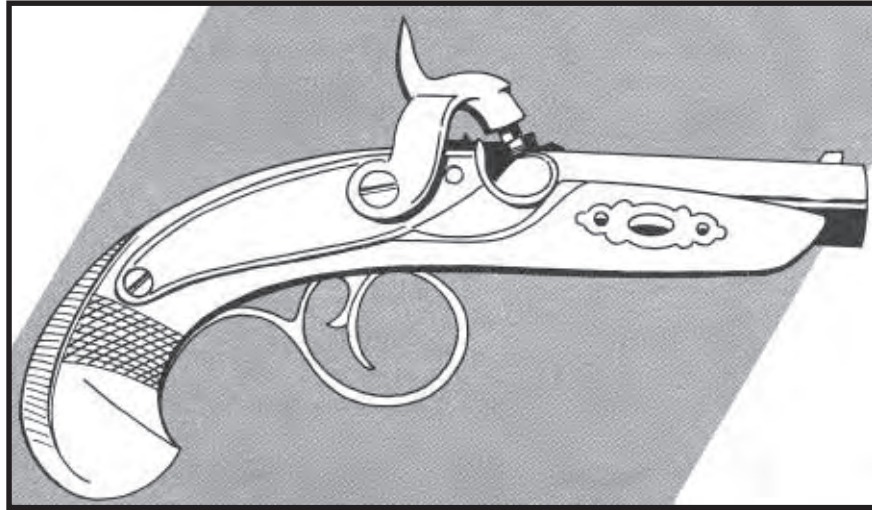


Illustration by C. Hunter

# POCKET PISTOL

## DESCRIPTION

This model of pocket pistol sports a flintlock firing mechanism with two short (seven centimeter) barrels in an over-and-under configuration. There is a single flintlock, activated by a trigger, while a metal slider on the pistol's side selects which barrel is connected with the flash pan. The carved wooden butt of this pistol is capped with metal, allowing the weapon to be reversed and used as a club when two shots have been fired.



The popularity of this weapon has led Hachi-man to make a special offer: with the purchase of any flintlock weapon, a customer can buy a pocket pistol, taking 10 percent off the already low catalog price. This offer is for a limited time only. See your Kanawa Corporation representative for details.

## HISTORICAL BACKGROUND

Flintlock pistols of various configurations became more and more common throughout the 17th and 18th centuries. A common distinction was made between pocket pistols and longer-barreled holster pistols. This weapon is based on a design created in London around 1785.

## EVALUATOR'S COMMENTS

Loading both barrels takes some time, and since the pistol's a flintlock, this isn't a sure thing (four rounds per barrel, with a difficulty number of T 5/C 8/L 2). Once you're loaded, you can fire the two barrels quickly. After firing the first round, just re-cock the flintlock mechanism, move the slider to select the other barrel, then pull the trigger again.

The short barrels degrade the weapon's accuracy at long range, but it was never intended as a long-

distance weapon anyway. At close range, the pistol's double-barreled design — particularly when coupled with its good concealability — makes it a weapon to be reckoned with. It's already saved my life several times when "games of chance" turned nasty.

It's my understanding that this weapon has already found its way into some places with better gadgets than the Brits have, like Orrorsh. Although it's a little more primitive than a "lemon squeezer" or that sort of thing, it packs a more powerful punch, something I'd guess they need over there whenever possible.

Danny Morancey  
Gambler, no fixed address

POCKET PISTOL						
TECH	DAMAGE		S	RANGE		PRICE (VALUE)
	VALUE	AMMO		M	L	
T 17	14	2	3-5	10	18	1200 (16)
C 5	3D+2	2	3-5	10	18	1200
L 1	5Dx2	2	3-5	10	18	1200



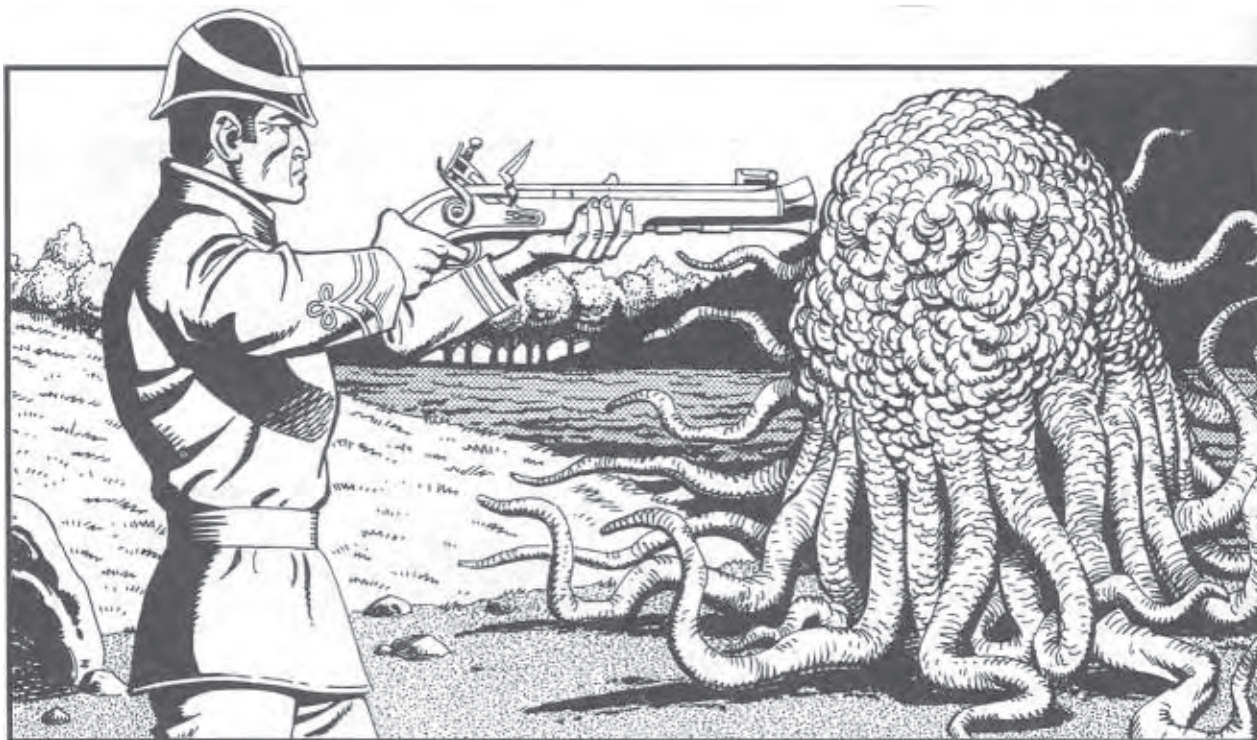
11



Illustration by A. McClellan



12



## BLUNDERBUSS

### DESCRIPTION

The predecessor of the modern shotgun, the flintlock blunderbuss fires a load of multiple lead shot. Its brass barrel is broad with a flared muzzle and 40 centimeters long, giving the weapon an overall length of 85 centimeters. This model has a spring-loaded bayonet with a slender 18 centimeters blade mounted above the barrel. On releasing the catch, the bayonet flips forward and locks into position.

### HISTORICAL BACKGROUND

The blunderbuss grew in popularity during the late 18th century. It was used predominantly to defend coaches or carriages from highwaymen or ships from pirates. The addition of a bayonet or other secondary weapon was a frequent modification in the last years of the century.

### EVALUATOR'S COMMENTS

As with other flintlocks, a blunderbuss is not fast to load (three combat rounds), but it's easier to get right (difficulty number of T 5/C 8/L 2) just because you don't have to be precise. Once you're loaded, it's time to blow big holes in things.

Like the shotguns I remember — vaguely — the blunderbuss exchanges precision for brutality, and it looks it. Nobody, but nobody, is going to feel comfortable or confident when they're looking down the muzzle of one of these things.

The width of the barrel, inconsistencies in the shape of the shot, and the uneven burning characteristics of the powder all guarantee serious scatter. This means that the blunderbuss is virtually useless at long range ... but also that it's a wonderful area weapon at shorter range. (At medium and long range, a blunderbuss blast will strike up to two adjacent secondary targets, one on each side of the primary target. The shot's damage is decreased for secondary targets, however, by T -2/C -1D+1/L -1D at medium range and T -3/C -2D/L -2D at long range.)

One last thing: if you don't have standard lead shot, you can load a blunderbuss with just about anything you can cram down the barrel. I've successfully fired loads of gravel, nails, rusty scraps of iron, even shredded beer cans. (Unusual loads like this decrease the damage of the weapon by T -1/C -2/L -1D.)

Danny Morancey  
Gambler, no fixed address

### BLUNDERBUSS

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 19	17		1	3-12	20	30	1500 (16)
C 5	4D+2		1	3-12	20	30	1500
L 1	7Dx2		1	3-12	20	30	1500

Illustration by A. McClellan

CAT. NO. 69-512893

# PERCUSSION REVOLVER

## DESCRIPTION

This five-shot revolver is a fine example of percussion firearm technology. It boasts a self-cocking double-action mechanism, meaning it can be used in one hand. The pistol has two triggers: an upper, protected by a standard trigger guard, which fires the pistol, and a lower, mounted below the trigger guard, which turns the cylinder and cocks the hammer.

The cylinder assembly swings out from the axis of the gun, as in later models.

## HISTORICAL BACKGROUND

Percussion ignition, which appeared on the scene in the early 19th century, was a major development in firearm technology. Early percussion weapons were still muzzle-loaders, with the percussion cap itself, the powder and the shot loaded separately.

This percussion pistol, based on a design (circa 1855) by English gunsmith William Tranter, was the next development. While the percussion cap was separate, the powder and bullet were combined in a single cartridge.

## EVALUATOR'S COMMENTS

Loading this pistol is considerably easier than loading flintlocks and wheellocks, but it is nowhere near as easy as loading the impressive revolvers using fully self-contained cartridges that I have seen in the hands of others of my countrymen. One must

load each of the five bullet and powder cartridges from the front of the cylinder, then mount the small percussion cap from the rear. (Fully reloading the pistol takes two rounds with a difficulty number of T 3/C 6/L 2 for completing the action in one round.)

One cannot help but be impressed by this Tranter-design percussion pistol. For a pistol, it manages a great deal of damage, and makes a loud "bang" that goes far toward scaring off the natives. Rate of fire is adequate, and though a bit more expensive than say, a Colt revolver, it manages to blow a slightly larger hole in any onrushing enemy.

Naturally, when a weapon is so effective, the chances increase of its falling into the wrong hands. I have yet to find out just how a shipment of percussion revolvers found their way into the hands of a group of highwaymen near Kent, but you can rest assured I will find out.

Major T.E. Haversham  
Queen's Own 17th Lancers, New London

PERCUSSION REVOLVER							
DAMAGE TECH	VALUE	AMMO	RANGE S	PRICE		(VALUE)	
				M	L		
T 19	15	5	3-5	15	40	500 (14)	
C 5	4D	5	3-5	15	40	500	
L 1	4DX3	5	3-5	15	40	500	

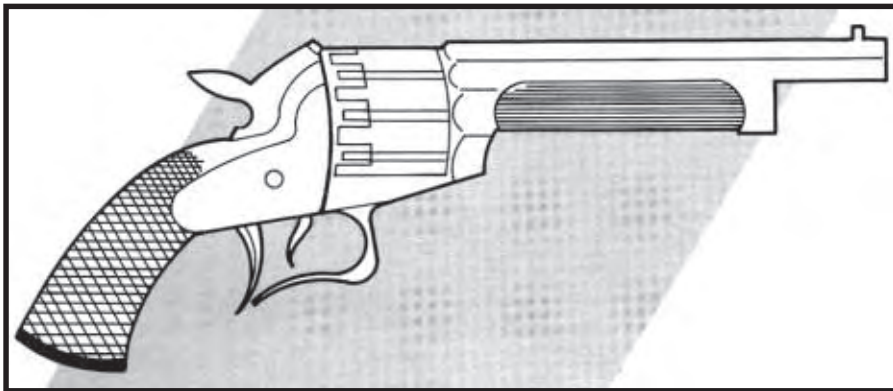


Illustration by C. Hunter



## “MUFF” PISTOL

### DESCRIPTION

A much less sophisticated form of percussion pistol, this weapon was designed to be hidden in a man's pocket or a lady's muff. It is short — only 18cm in total length — with a barrel length of only 7cm. Its butt is small and rounded with minimal protrusions that could catch on clothing and prevent a fast draw.

This model is interesting in that it has no trigger. To fire, the user pulls back the spring-loaded hammer either with the thumb of the gun hand or with the other hand, then simply releases it.

### HISTORICAL BACKGROUND

Pistols such as this appeared on the scene around 1850, but were still in use — in certain circles — until almost the turn of the century. This design dates from 1855.

The “muff” pistol has, unfortunately, acquired a bad reputation in Aysle since its use in a botched attempt to assassinate Tolwyn of Tancred. The would-be murderer did not take into account the strength of the armor Tolwyn wears, and his single shot did little in the way of damage. Caught in the open, he was arrested by Home Guardsmen and now languishes in an Oxford dungeon.

### EVALUATOR'S COMMENTS

The archetypal holdout pistol — don't even think about using it for anything but close range self-defense. Bullet and powder are contained in a paper cartridge which is loaded down the muzzle. The percussion cap is positioned outside the barrel beneath the hammer, on a small steel “nipple.”

You've got to be very careful to position the cap correctly, so reloading isn't fast (two rounds, as a *simple action*), but — considering the weapon's intended use — this should not pose a problem.

In some sections of Aysle, these weapons have been declared illegal. If caught with one in your possession, things will go hard for you before Ardinay's justices. But, particularly for those in my profession, the “muff” pistol is an indispensable tool — you never know who, or what, might be lurking around the next corner.

Sylvia Davenport  
Crime Reporter, *Edinburgh Herald*,  
Edinburgh, Scotland

### “MUFF” PISTOL

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 19	13		1	1-8	12	15	500 (14)
C 5	3D+1		1	1-8	12	15	500
L 1	4DX4		1	1-8	12	15	500

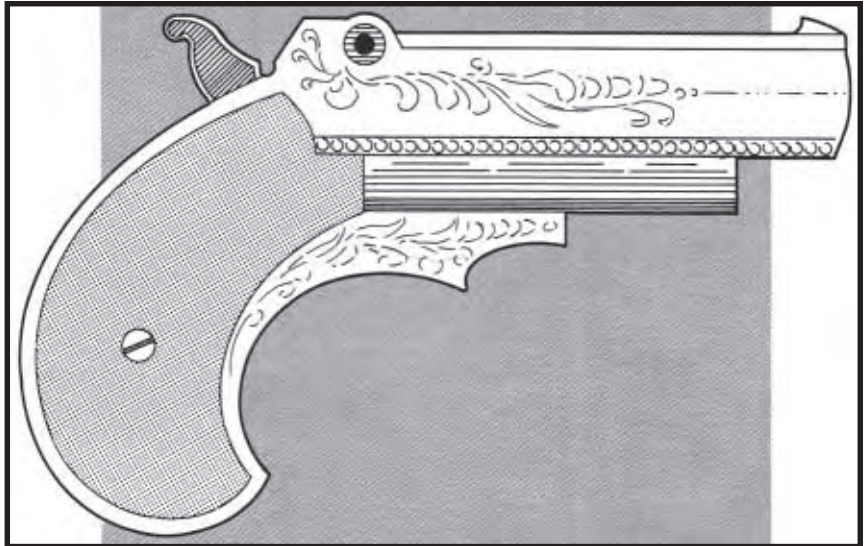


Illustration by C. Hunter

CAT. NO. 69-514893



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## CHASSEPOT RIFLE

### DESCRIPTION

The *chassepot* rifle is an effective breech-loading, bolt-action rifle that anticipates many later firearm designs. As with more modern bolt-action rifles, the weapon operates as follows: as the bolt is pulled back, exposing the breech to the chamber, the firing pin and the spring to drive it forward are also drawn back. The cartridge is then inserted, and the bolt pushed forward — closing the breech — and turned to lock it in place.

As the bolt moves forward, the firing-pin spring is driven forward through the propellant and into the percussion cap.

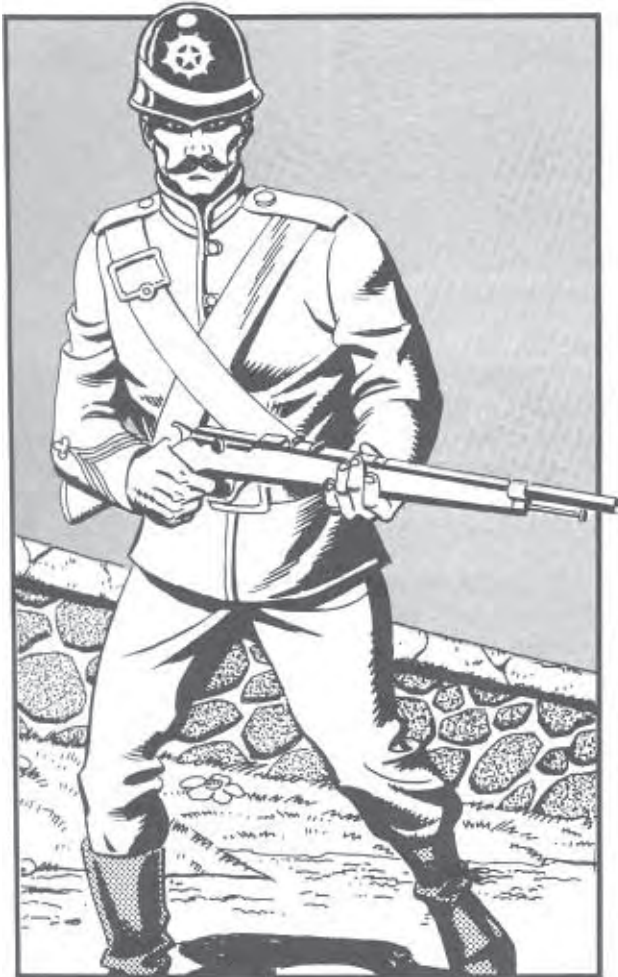


Illustration by A. McClellan

### HISTORICAL BACKGROUND

Introduced in 1866 and proving its worth in the Franco-Prussian War (1870-71), the *chassepot* was the first military breech-loading rifle. Although later developments improved the design, these changes were more evolutionary than revolutionary, and this weapons stands as a significant signpost in the history of weapon design. Chassepots were often fitted with M1866 bayonets, which made use of a traditional design which left space for the hand to grip the ramrod during loading. The Hachiman model does not come with a bayonet, but one can be purchased separately.

### EVALUATOR'S COMMENTS

The *chassepot* rifle is a true single-action rifle in that it has no magazine. Reloading is simple, however, and takes only seconds (in game terms, a *simple action*).

This is one of those rare devices that sits right on the edge of a significant technological advance, making it the absolute cutting edge for the world that we now live in. It is reliable, accurate, and an absolute joy to fire. There is little, practically speaking, to differentiate this weapon from others that require considerably higher levels of technological development.

Captain Erik Skovgaard  
Stockholm Defense Force, Stockholm, Sweden

#### CHASSEPOT RIFLE

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 19	18		1	3-40	200	400	1000 (15)
C 5	5D		1	3-40	200	400	1000
L 1	5Dx3		1	3-40	200	400	1000

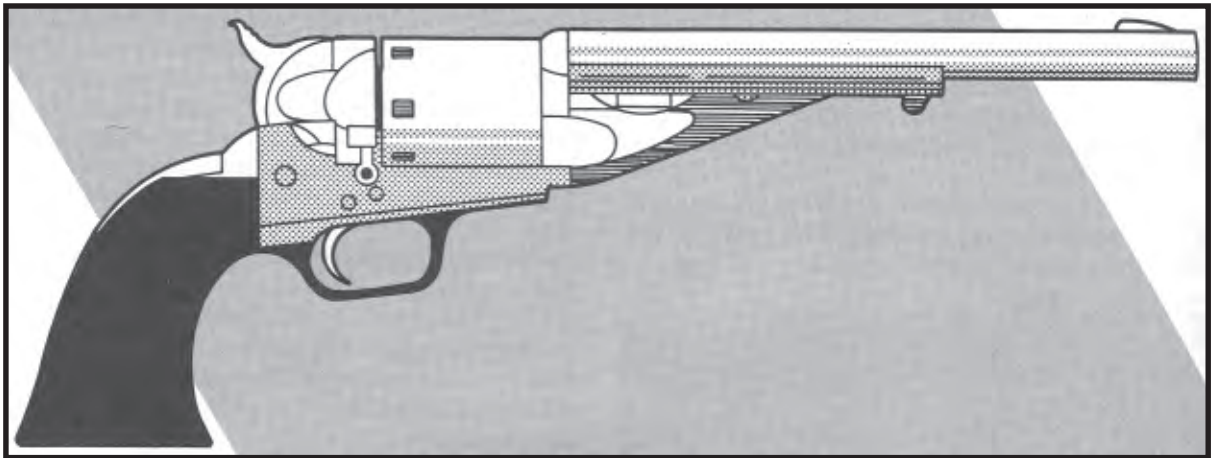
#### M1866 Bayonet

TECH	DAMAGE	VALUE/MAX.	PRICE (VALUE)
T 19		STR+3/17	100 (10)
C 5		STR+1D	100
L 1		1D	100





## COLT MODEL 1862 POLICE REVOLVER



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### DESCRIPTION

This five-shot revolver incorporates the “cutting edge” technology of fully self-contained cartridges. Its .36 calibre (9.1mm) rounds have a lower muzzle velocity and less stopping power than the famed “Peacemaker,” but they are still highly lethal.

### HISTORICAL BACKGROUND

Colt’s first pistols appeared in the 1830s, and rapidly improved in sophistication. Colt was quick to incorporate new developments as they appeared, leading to its preeminence as a pistol manufacturer in North America. As its name implies, this model appeared in 1862.

Most of the major changes in the design of breech-loading revolvers occurred after 1850. The key to the success of these weapons is reliability — they are less likely to jam than semi-automatics, which has made them popular with police forces around the world.

### EVALUATOR’S COMMENTS

Interestingly, the Model 1862’s cartridges are paper, rather than metal. This makes them more vulnerable to water and generally more fragile, but

their lower weight makes it possible to carry more rounds into a firefight.

Although this is a single action revolver, some of the men in my outfit have developed incredible rates of fire. They generally use two techniques for cocking the pistol quickly: one-handed, using the thumb, and two-handed, using the palm of the other hand. We’ve come to call the first method “thumb-busting,” and the second “fanning” or “ram-fanning.”

(In game terms, both fanning and thumb-busting give the firer two shots per combat round. The techniques are difficult to use, however, and interfere with accuracy. Both techniques add a T +3/C +6/L +1 modifier to the difficulty of the attack.)

Sgt. Blake Lewis  
USMC, USS *Reuben James*, Timor Sea

### COLT MODEL 1862 REVOLVER

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 19	14		5	3-5	15	40	400 (13)
C 5	3D+2		5	3-5	15	40	400
L 1	5Dx2		5	3-5	15	40	400

Illustration by C. Hunter

CAT. NO. 69-516893

## COLT "PEACEMAKER"

### DESCRIPTION

The Colt .45 calibre (11.4mm) Single Action Army Revolver (also known as the "Peacemaker" or the "Frontier revolver") has been described as "the most popular handgun ever made."

This is the classic "six-shooter." It is single action in that the hammer must be manually cocked before each shot. Different models have varying barrel lengths, with the Cavalry model being the longest (190 millimeters).

### HISTORICAL BACKGROUND

The .45 "Peacemaker" was the most common sidearm in the United States during the 1800s, and attained truly legendary status. These weapons are also popular with collectors, and many are still in firing condition. Colt had continued to produce them up to the outbreak of the Possibility Wars.

Along with the Winchester '73, the "Peacemaker" has been among Hachiman's biggest sellers in the United States, this despite their inability to function in the Living Land. Our market analysts believe this may have to do with a sense of nostalgia on the part of Americans for a frontier they were better able to tame than that of Baruk Kaah's realm.

### EVALUATOR'S COMMENTS

The "Peacemaker" is one of the most lethal revolvers ever designed ... and when you pick it up and fire it, you'll believe it. The Hachiman cartridge has a 40-grain powder load, which gives the heavy slug a muzzle velocity and stopping power that rivals many more advanced designs.

The same rapid-fire techniques I described for the Model 1862 pistol — thumb-busting and ram-fanning — work just as well with the "Peacemaker." (In game terms, both fanning and thumb-busting give the gun's user two shots per round. Use of these techniques adds a T +3/C +6/L +1 modifier to the difficulty of the attack.)

One warning: the kick from this weapon is brutal, and it really beats up on your hand and wrist. If you can handle this, this baby will certainly give an Other something to think about.

Sgt. Blake Lewis  
USMC, USS *Reuben James*, Timor Sea

### COLT "PEACEMAKER"

TECH	DAMAGE		RANGE			PRICE (VALUE)
	VALUE	AMMO	S	M	L	
T 19	15	6	3-5	15	40	500 (14)
C 5	4D	6	3-5	15	40	500
L 1	4DX3	6	3-5	15	40	500



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Illustration by A. McClellan

## WINCHESTER MODEL 1873

### DESCRIPTION

Nicknamed "the gun that won the West," the Winchester '73 is the archetypal lever action repeating rifle. Cartridges are fed through a loading gate in the side of the rifle into a tubular magazine mounted below the barrel in the wooden forestock. A lever, incorporated with the trigger guard, ejects the empty cartridge case and feeds a fresh round into the breech. The tubular magazine will hold eight rounds.

### HISTORICAL BACKGROUND

As its name implies, this Winchester appeared in the western United States in 1873 and, at the time, represented a significant advance in technology. Two major problems had to be dealt with before the repeating rifle could be made practical, that of design and that of fouling in the breech.

The first was settled by the invention of the metal-cased cartridge. The development of smokeless propellants allowed for smooth firing without the problem of obstructions in the bore. Many of the designs introduced in the two decades following the development of the Winchester '73 are still put to use by arms manufacturers.

### EVALUATOR'S COMMENTS

What makes this rifle special is its rate of fire: keep pumping the lever and keep pulling the trigger, and you can bang off eight rounds before the other guy's got his second shot chambered. If you want to pack some real lethality into a firefight, this is the baby for you.

I've gotten more than my share of envious looks from Victorians when using this baby, and I've turned down several offers to buy it. Now that Hachiman is making them available at such a reasonable price, I expect I'll be seeing them everywhere.

The Winchester fires the popular "44-40" cartridge (.44 calibre, with 40 grains of powder). This cartridge is common to many Winchester rifles and Colt revolvers, which means you may only have to buy one type of ammunition for every weapon you own.

Sgt. Blake Lewis

USMC, USS *Reuben James*, Timor Sea

### WINCHESTER '73

TECH	DAMAGE		RANGE			PRICE (VALUE)
	VALUE	AMMO	S	M	L	
T 19	18	8	3-40	250	600	900 (15)
C 5	5D	8	3-40	250	600	900
L 1	5Dx3	8	3-40	250	600	900

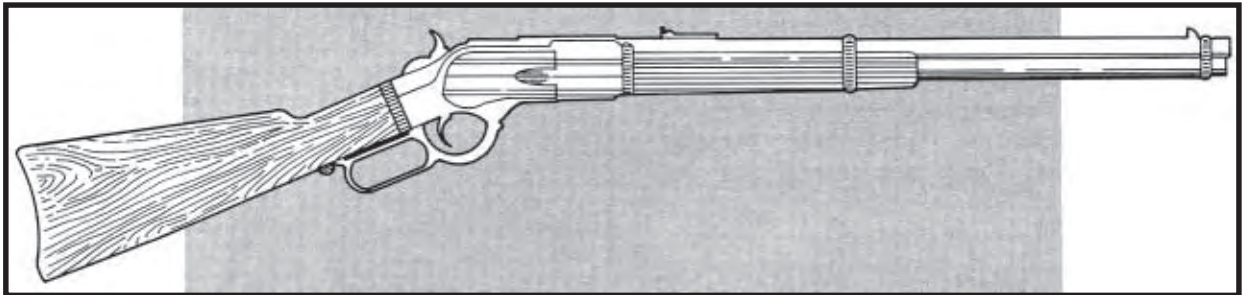


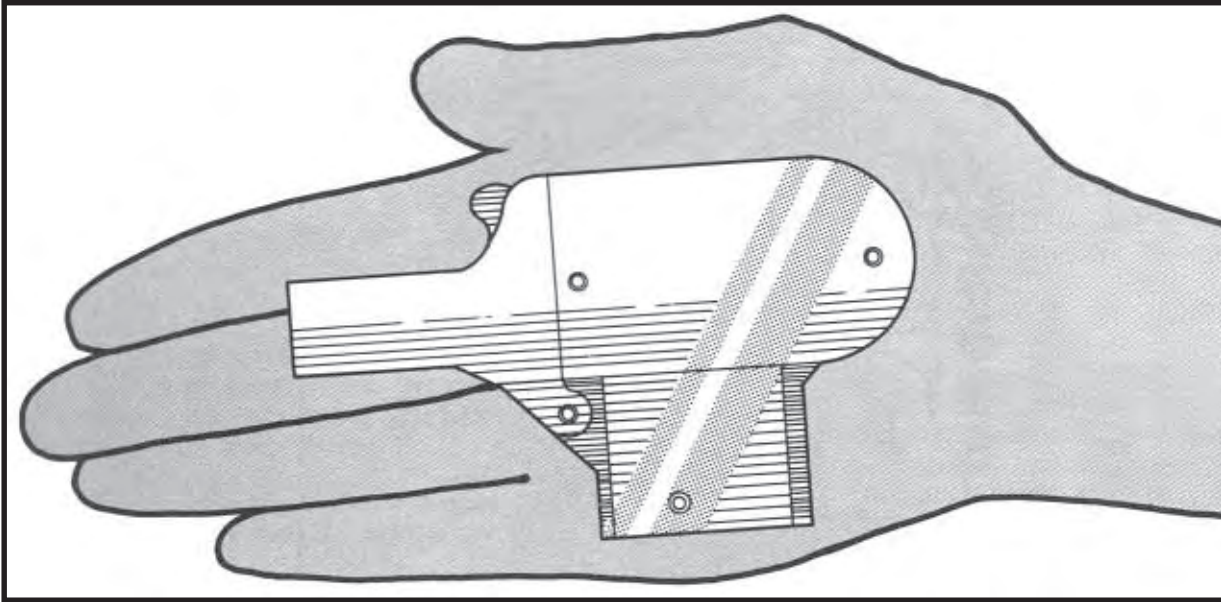
Illustration by C. Hunter

CAT. NO. 69-518893



18





NOTE: Gun is in scale to hand, which is shown smaller than life-size.



19



## “LEMON SQUEEZER”

### DESCRIPTION

A seven-shot revolver of unusual design, this assassin's palm pistol is designed to be hidden in the hand and fired using a squeezing action. Cocking the pistol and advancing the cylinder for the next shot is accomplished by moving a lever with a finger.

Palm pistols such as this were developed in various calibres, with .19 inch (4.82 centimeters) and .22 inch (5.6 centimeters) being the most common. The Hachiman model is a .22 calibre.

### HISTORICAL BACKGROUND

First coming into use in the mid-1800s, this weapon was a favorite choice of assassins, gamblers and adventurers well into the early 20th century. A pistol such as this was used to assassinate US President William McKinley in 1901.

### EVALUATOR'S COMMENTS

Range is very limited, both because of the relatively small powder charge and the very short barrel. But who cares? It's about as concealable as they come, so range doesn't matter if you can walk right up to your target, shake his hand, then shoot him. There's no kind of sound suppression, so once you've squeezed off the first shot, you're blown. But

the thing holds seven shots, so at least it will help you out in the close combat that follows.

In a city as dangerous as Singapore, having a weapon you can hide away like this one can make all the difference. Recently, I was hired to deal with a vampyre who had been stalking the “red light” district. I did a little checking with some friends, found out the bloodsucker didn't like silver. So I sprang for some silver bullets, put them in my “lemon squeezer,” and tracked him down.

Naturally, he sees an unarmed human and figures he has nothing to worry about it. He toys with me a little bit, and I let him, until I get close enough to empty the gun into his heart. It was all worth it for the look of surprise on his face right before he crumbled to ash.

Ryan Davis  
“Expediter,” Singapore

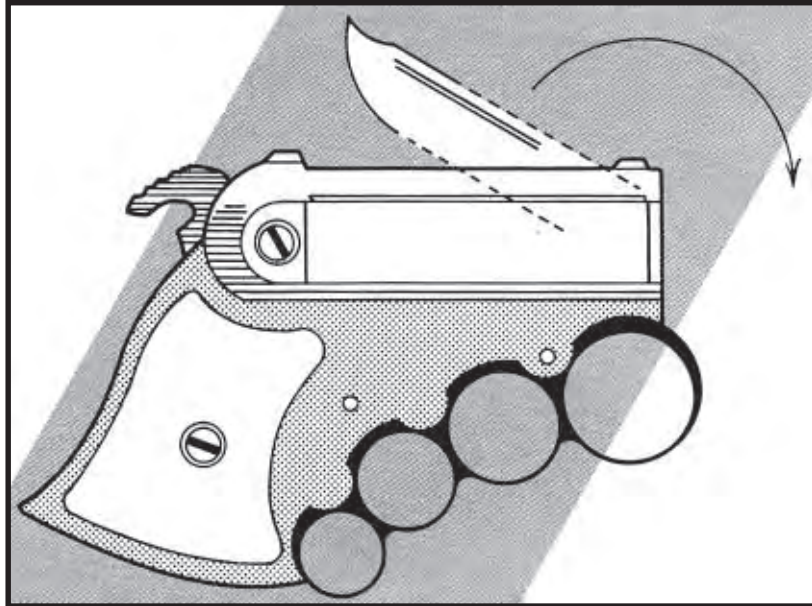
### “LEMON SQUEEZER”

TECH	DAMAGE		S	RANGE			PRICE (VALUE)
	VALUE	AMMO		M	L		
T 19	11	7	1-5	8	12	500 (14)	
C 5	3D+2	7	1-5	8	12	500	
L 1	5Dx2	7	1-5	8	12	500	

Illustration by C. Hunter



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## “APACHE” PISTOL

### DESCRIPTION

Another fascinating combination weapon is the so-called “Apache” pistol. This is a six-chambered revolver, firing 4.6mm (.18 calibre) rounds. The pistol has no barrel whatsoever, so it can only be used effectively at short range.

The pistol’s butt is formed from a set of four linked iron rings in the shape of a “knuckleduster” or “brass knucks.” This folds up beneath the cylinder arrangement so that the knuckleduster can be worn with the cylinder clasped within the palm. Finally, a short (six centimeter) dagger can also fold out from beneath the cylinder apparatus.

### HISTORICAL BACKGROUND

A criminal gang arose in Paris around 1900 bearing the name “Apaches,” after the warlike tribe of North American Indians. The gang used specially-made pinfire revolvers of this design. In the decades since then, this weapon has largely fallen out of favor, but it is enjoying a return to popularity since the Orrorsh realm became a fixture in Indonesia.

### EVALUATOR’S COMMENTS

Okay, let’s be honest: I love this thing, and wish I’d thought of it myself. The “Apache” gang wasn’t particularly successful in anything else, but they did come up with a really good weapon.

When completely folded, the pistol will fit within a clenched fist — highly concealable. When you use

the brass knuckles, the mass of the weapon puts some real weight behind your punch and the short dagger blade and the pinfire pistol itself make it ideal for assassination or other close-in work.

Of course, it’s not much use against magic or miracles, but then a little uncertainty just makes life more interesting. Still, if you can get close enough to the sorcerer and off him before he’s finished mouthing his mumbo-jumbo and waving his hands, you’ve gotten your money’s worth out of this weapon. The “Apache” is perfect for administering that kind of “preventive medicine.”

Ryan Davis  
“Expediter,” Singapore

“APACHE” PISTOL							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 19	12		6	1-5	8	12	500 (14)
C 5	3D		6	1-5	8	12	500
L 1	3DX3		6	1-5	8	12	500
Dagger							
TECH	DAMAGE VALUE/MAX.						
T 8	STR+3/17						
C 0	STR+1D						
L 0	1D						

Illustration by C. Hunter

# WEAPONS OF THE EARLY 20TH CENTURY

This section is comprised of arms available from 1900 through the outbreak of the Possibility Wars. These range from the weaponry used in World Wars I and II to that still in use by Core Earth police and military units.

Among the most popular items offered by Hachiman, 20th-century firearms include single shot, semi-automatics, and automatics capable of full autofire. Although they sell best in Core Earth areas and the Nile Empire, they have seen use by Storm Knights in every realm. Reliable and familiar to most Core Earth residents, many people choose these guns even when more sophisticated armament is available.

Naturally, Hachiman does not offer every handgun, rifle, and submachinegun produced in the 20th century, only those we feel are of exceptionally high quality and based on sound design principles. Many of these weapons were previously available only to the military, but as the world situation grows increasingly more tense, we at Hachiman feel our clients deserve the best in personal protection. Keep in mind that prices and availability may change without notice, as we are constantly receiving orders for some of these weapons from the U.S. Army.

## AMMUNITION

The majority of the firearms in this section use standard lead slugs, some of which are jacketed. Hollow point ammunition is available from Hachiman in almost all calibres — although its use is strictly illegal in some places.

“Dum-dum” rounds can be prepared from standard bullets simply by filing the point of the round until is flat, and then filing crossed grooves in the flat nose. Both hollow-point and dum-dum rounds spread considerably more than regular bullets, drastically increasing the kinetic energy transfer from a hit — and thus their damage potential. (While dum-dums require effort on the part of the user, their advantage is that virtually any bullet can be so converted, while true hollow-points are often difficult to obtain.)

**Note:** In game terms, both hollow-point and dum-dum rounds increase a weapon’s damage value by T +1/C +2/L +1D.



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## COLT .38 POLICE REVOLVER

### DESCRIPTION

A very straightforward six-cylinder revolver, typically with a 10-centimeter (four-inch) barrel, the Police Positive has been the weapon of choice for many law-enforcement agencies worldwide. It is fairly accurate as such weapons go, and highly reliable.

### HISTORICAL BACKGROUND

The Police Positive appeared on the scene in the late 1940s, and is still in widespread use. For several decades it was favored as the ideal police weapon because it offered good odds for a “nonlethal takedown.” (In other words, the kinetic energy transfer — or “stopping power” — was sufficient to incapacitate an opponent through shock without necessarily doing fatal damage.) Another advantage is that the round is unlikely to completely penetrate a human target, minimizing risk to innocent bystanders.

As firepower employed by criminals became more extreme — particularly in the United States — and as body armor became more widely available, some police forces began replacing the Police Positive with higher-power ordnance.

### EVALUATOR'S COMMENTS

I was involved in the ill-fated push against Chicago several months ago. We were in a serious firefight,

and suddenly all our weapons quit on us. Our lieutenant — God rest his soul — had always carried a Police Positive as a “good luck charm.” While none of our 9-mils or M-16s would work, he just kept blazing away with his .38 until the gospog dragged him down. Without him, our casualties would have been total, instead of just devastating. This eval is dedicated to the memory of Lt. Sam Wallace.

Okay, it's not high-tech, but the Police Positive is a highly serviceable weapon: easy to maintain and very effective, particularly at short ranges. Even though it can't punch through most kevlar-class body armor, getting hit by a Police Positive would be unpleasant, to say the least. If you're looking for “good bang for the axiom,” the Police Positive is an ideal choice.

Sgt. Diana Malone, Special Actions Detachment,  
US Army, New York, NY

### COLT .38 POLICE POSITIVE

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 20	14		6	3-10	25	50	150 (11)
C 5	3D+2		6	3-10	25	50	150
L 1	5Dx2		6	3-10	25	50	150



Illustration by A. McClellan



## .45 COLT AUTOMATIC

### DESCRIPTION

This .45 calibre (11.44mm) semiautomatic pistol was the standard sidearm of the US armed forces from World War I until its eventual phased replacement in the 1990s. Its magazine holds seven rounds.

### HISTORICAL BACKGROUND

Classified officially as the M1911, this pistol was introduced in 1911. Enhancements led to a newer version — the M1911A1 — which was adopted in 1926. For nearly seven decades, this pistol remained as the standard US sidearm.

### EVALUATOR'S COMMENTS

The very fact that a 1911-vintage pistol was still going strong until the early 1990s has got to tell you something about it. The .45 Colt is heavy, with a punishing recoil, but its stopping power is brutal.

According to the spec sheet, effective range is only about 20 meters. Some of our instructors, though, are deadly accurate out to something like 50 meters.

This weapon has enjoyed a resurgence in popularity in the Middle East, or as the media refers to it now, "the Nile Empire." One of my friends was over there recently on some sort of hush-hush mission for the Delphi Council, and he came back with a story about seeing the .45 in the hands of an expert. It seems his group was pinned down by a gang in a Cairo alley, with no apparent way out but death. Then all of a sudden, they heard this soft sound, like someone whispering — he couldn't explain how it was so clear, even over the gunfire. The next thing he knew, a figure garbed in black and armed with two .45s was among his party, cutting down the gangsters with ease.

The battle was frighteningly short. The stranger seemed to be picking off his opponents at will, and laughing all the time he did it. Naturally, all the noise brought a shocktrooper patrol, and when they saw the smoking pistols and the pile of dead gangsters, they wanted to take the stranger in. He cocked his .45, aimed it straight at the major's face, and whispered, "I think not."

That was the last my friend saw of him. He tipped his slouch hat and vanished back into the shadows, and all that was left behind was the smell of cordite.



My friend swears he never saw such shooting in his life, and says we're lucky to have that man — whoever he is — on our side.

Capt. Ken Langeland, Weapons Instructor  
USMC, Fort Bragg, NC

### .45 COLT AUTOMATIC

TECH	DAMAGE		S	RANGE			PRICE (VALUE)
	VALUE	AMMO		M	L		
T 20	16	7	3-10	15	40	450 (14)	
C 5	4D+1	7	3-10	15	40	450	
L 1	4DX3	7	3-10	15	40	450	



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## GLOCK 17

### DESCRIPTION

This Austrian weapon's appearance is a little different from other semi-automatic pistols. Its magazine holds 17 9mm parabellum rounds. The weapon has an overall length of 19 centimeters and a mass of 618 grams.

The Glock 17 is a recoil-operated semi-automatic, with a cam-controlled dropping barrel used to lock slide and barrel together. There is no manual safety, since the pistol is prevented from firing by an integral firing pin lock unless the trigger is properly operated.

### HISTORICAL BACKGROUND

Developed in Austria, the Glock 17 (and its "big brother," the Glock 19) were adopted by the Austrian armed forces in 1983. The weapon was officially accepted by NATO in 1984.

### EVALUATOR'S COMMENTS

Although it's reliable and accurate, there's nothing to recommend the Glock 17 over other semi-automatic pistols of its class ... except for one thing. The pistol's slide is steel, out of necessity, but the rest of its frame is of polymer construction. While the designers originally did this to minimize mass, it's got the advantage (or disadvantage) of cutting the ferrous metal content of the weapon down to almost nothing. What does this mean? It means the Glock 17 defeats many of the less-sophisticated metal detectors providing security to low to mid-sensitivity sites.

My unit has been working in conjunction with the Israeli army to sabotage any attempts at expansion by Dr. Mobius. Our latest target was a small "weird science" research center near Alexandria, where there were rumors of a weapons breakthrough. It had happened so recently that security hadn't been beefed up yet.

We disposed of the perimeter guards easily enough, and made use of some stolen access codes to get through the main gate. Our informant hadn't bothered to tell us about the metal detectors inside, but fortunately, we came prepared with Glock 17s. Since this facility had been relatively unimportant until recently, we were able to waltz through the detection system without incident and get out again with the secrets we wanted. Had we gone in with standard metallic firearms ... well, the odds are we'd all be test subjects for the good Dr. Mobius right about now.

Lt. Rick Sharman  
"Scalpel Team," US Army

### GLOCK 17

TECH	DAMAGE		S	RANGE			PRICE (VALUE)
	VALUE	AMMO		M	L		
T 22	15	17	3-10	25	40	500 (14)	
C 5	4D	17	3-10	25	40	500	
L 1	4Dx3	17	3-10	25	40	500	

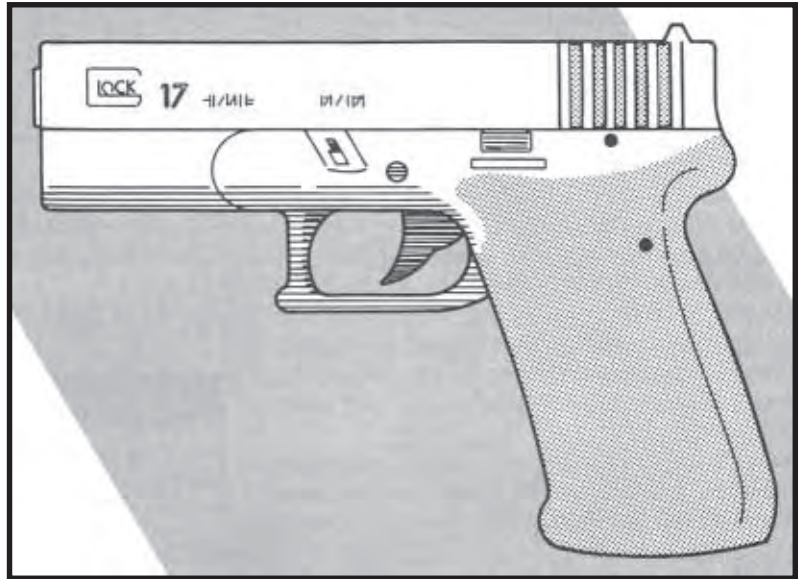


Illustration by C. Hunter



## HECKLER & KOCH HK 4

### DESCRIPTION

The Heckler & Koch HK 4 semi-automatic pistol combines H&K's almost mythical reliability and precision with unique versatility. The HK 4 may be chambered for .22 calibre (5.6mm), .25 calibre (6.4mm), 7.65mm or 9mm short rounds. This is accomplished by changing the barrel and recoil spring (and, of course, the magazine). Magazines hold 10 rounds of .22 or .25 calibre, or eight rounds of 7.65mm or 9mm.

### HISTORICAL BACKGROUND

When West Germany was allowed to re-arm itself after World War II, the remains of the Mauser factory in Oberndorf was taken over by a new company: Heckler & Koch. A new entrant in the international arms marketplace, H&K had no traditional designs and methods to which it was emotionally wedded. Thus it was much more open than its competitors to new ideas and processes. Unique touches — such as the HK 4's optional chambering — became H&K trademarks.

The HK 4 is the smallest pistol offered by Heckler & Koch.

### EVALUATOR'S COMMENTS

Just as you would expect from a Heckler & Koch weapon, the HK 4 is exceptionally reliable. You can change the chambering out in the field — as long as you have the correct tools — and it takes only a

couple of minutes. With supplies of ammunition dangerously low in some areas of the U.S., being able to fire any one of four types of shell lets you relax a little.

Light, but with very respectable stopping power, I like the HK 4 as a versatile personal defense weapon. Although the Spartans seem to prefer their automatic rifles, I've been very pleased with the HK 4 in the field. It's light and relatively easy to conceal, something which comes in handy when dealing with gotaks whose loyalties you aren't sure of. They get upset when they see you carrying something "dead," and if they're friendly, you don't want to scare them off. If they're hostile, better that they don't know you're armed until it's too late.

Capt. Ken Langland  
Weapons Instructor, USMC, Fort Bragg, NC

### HECKLER & KOCH HK 4

TECH	DAMAGE VALUE	AMMO	RANGE			PRICE (VALUE)
			S	M	L	
T 22	14/15*	10/8*	3-10	25	40	1000 (15)
C 5	3D+2/4D*	10/8*	3-10	25	40	1000
L 1	5Dx2/4DX3*	10/8*	3-10	25	40	1000

\* Values before the slash refer to .22 and .25 rounds; those after the slash refer to 7.65mm rounds and 9mm loads.

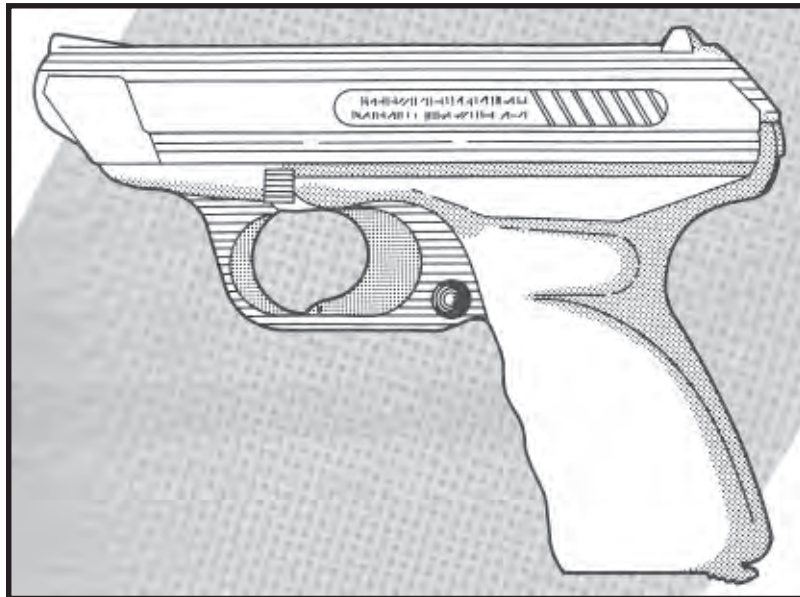


Illustration by C. Hunter



25





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## .30 M1 CARBINE

### DESCRIPTION

The .30 calibre (7.62mm) light rifle, or “carbine,” is a highly effective bolt-action rifle. Approximately 109 centimeters long and weighing 2.3 kilograms, the carbine is very similar in appearance to the M1 Garand.

The most popular configuration has a wooden stock, although a folding-stock model — the M1A1, originally designed for use by paratroopers — is also available.

### HISTORICAL BACKGROUND

During the late 1800s, the U.S. Cavalry’s regulation longarm had been a light rifle, or “carbine.” In 1903, when the Army adopted the M1903 Springfield rifle, the carbine fell into disuse. In 1940, however, the US Army Chief of Infantry saw the need for a light rifle and issued an invitation to all arms manufacturers and designers to submit designs for test. A design by Winchester won, and was adopted on September 30, 1941 as the M1 Carbine.

Although the carbine was a popular weapon in World War II, many soldiers who were issued the weapon quickly replaced it with .45 pistols, .45 submachineguns (such as the Thompson), or .30M1 Garands, simply because they wanted more stopping power than the carbine could provide.

### EVALUATOR’S COMMENTS

The carbine is lighter than the Garand, which can be important. But be aware that the carbine has a reputation for only limited stopping power. This is mainly because of the weapon’s .30 calibre bullet — it frequently doesn’t transfer enough kinetic energy to its target.

In addition, the round is very stable in flight. While this means better accuracy, it also means that the round tends to make a very clean hole in a target. Again, this can be an advantage for some applications, but where stopping power is the key, the Garand is a better choice.

Personally, I like blowing **big** holes in things, and the carbine isn’t the best weapon for that. I have to admit, though, that it’s very reliable and quite accurate.

Sgt. Ted “Boomer” Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

### .30 M1 CARBINE

TECH	DAMAGE		S	RANGE			PRICE (VALUE)
	VALUE	AMMO		M	L		
T 22	19	8	3-45	450	600	200 (12)	
C 5	5D+1	8	3-45	450	600	200	
L 1	4Dx4	8	3-45	450	600	200	

Illustration by A. McClellan

CAT. NO. 69-526893

# PARDINI FIOCCHI FREE PISTOL

## DESCRIPTION

There are many applications where pin-point accuracy with a single shot over a relatively short range is more important than high rate of fire or extreme stopping power. For these applications, the weapon of choice is frequently a competition, match or “free” pistol.

This design, originally by Pardini Fiocchi, is a fine example of this class of weapon. It is a single-shot pistol firing a .22 calibre (5.6mm) Long Rifle round, designed for Olympic or other world-class pistol competitions. Overall, the pistol is 30 centimeters in length, massing just over one kilogram.

Its most noticeable feature is its walnut stock. Its special hand-fitting design, like those of most free pistols, wraps around the hand for excellent support and accuracy.

## HISTORICAL BACKGROUND

The overall design of free pistols has changed little since the early 1960s. What advances there have been are definitely evolutionary rather than revolutionary. This specific design appeared in Italy around 1988 and was imported into the U.S. in 1989.

## EVALUATOR’S COMMENTS

A .22 calibre LR round doesn’t pack much stopping power, particularly when you compare it to heavy slugs like those thrown by the Colt .45 M1911.

But when that round can be placed right on the money — and I mean **right** on the money, within a millimeter or two of where you want it — at extreme range, stopping power isn’t that important anymore. The wrap-around grip of the Pardini Fiocchi is an excellent design. Everyone who’s tried it, likes it, and comments range from, “Feels like it aims itself,” to “Inhumanly accurate.” (In game terms, the gun gives a once-per-shot bonus of T +3/C +6/ L +1 when spending one or more rounds *aiming*.)

Free pistols don’t have any provision for mounting scopes, lasers or other sighting devices (since these techniques are strictly against free pistol competition rules). For applications where you don’t want or can’t use toys like that, the Pardini Fiocchi is ideal. (Actually, one of my colleagues turned in a 50-meter target score better than the company record with a laser-sighted 13mm Chunyokai!)

Lt. Rick Sharman  
“Scalpel Team,” US Army

PARDINI FIOCCHI FREE PISTOL							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 22	13		1	10-40	50	65	950 (15)
C 5	3D+1		1	10-40	50	65	950
L 1	5Dx2		1	10-40	50	65	950

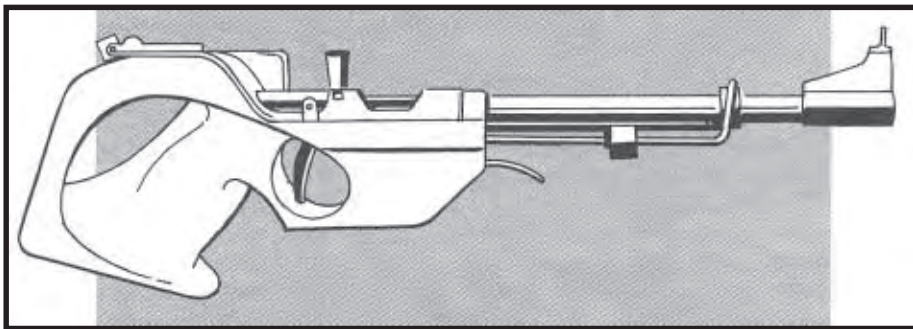


Illustration by A. McClellan

## LUGER PARABELLUM P.08

### DESCRIPTION

The rounded, angled butt, knurled cylindrical grips on the slide, and the somewhat brutal-looking slide assembly made the Luger Parabellum virtually unmistakable. As with most successful designs, many variants of this weapon appeared. The Hachiman offering is based on the 1929 9mm model, which saw use in Switzerland up until the late 1970s. Its magazine holds eight rounds.

The Luger makes use of a rearward-moving barrel which breaks open a toggle-lock by moving the center of the pivot along the line of the bore. With the lock then broken upwards, the breechblock moves toward the rear of the receiver and compresses the return spring. The spring then returns the breechblock to its position behind the barrel and the entire barrel-receiver assembly moves back into firing position.

The Luger was considered one of the finest automatic weapons of its time, but it did have flaws, primarily the fact that the feed was quite delicate. This was because of the recoil action, which, when handling cartridges of lower pressure, often caused the breechblock to fail to clear the top of the magazine. This led to the gun jamming or the breechblock returning to an empty chamber.

### HISTORICAL BACKGROUND

As its designation implies, the P.08 was adopted by the German armed forces in 1908. The original version chambered 9mm parabellum rounds. Later versions, such as the Finnish Model 1923, went to 7.65mm rounds, and a very small number were modified to .22 Long.

After World War II, collecting Lugers became a relatively widespread hobby, and it still is to this day.

### EVALUATOR'S COMMENTS

There's an almost mythical aura of quality and precision workmanship around the P.08, and it has a reputation as a decidedly lethal weapon. Both are well-deserved, although it has been known to jam at crucial moments.

Lugers seem to be the favorite weapons of Nile officers, who wave them about like villains in Grade-B movies. Our resistance movement is relatively new, but we recently scored a major coup when one of our members rigged a shipment of Lugers with some miniature explosives (purchased through Hachiman, of course). In one week, 14 platoon leaders and one battlegroup executive officer were blown to bits. Needless to say, we're hoping Lugers stay popular here.

Dennis Alexander  
Force for Freedom, Cairo, Egypt

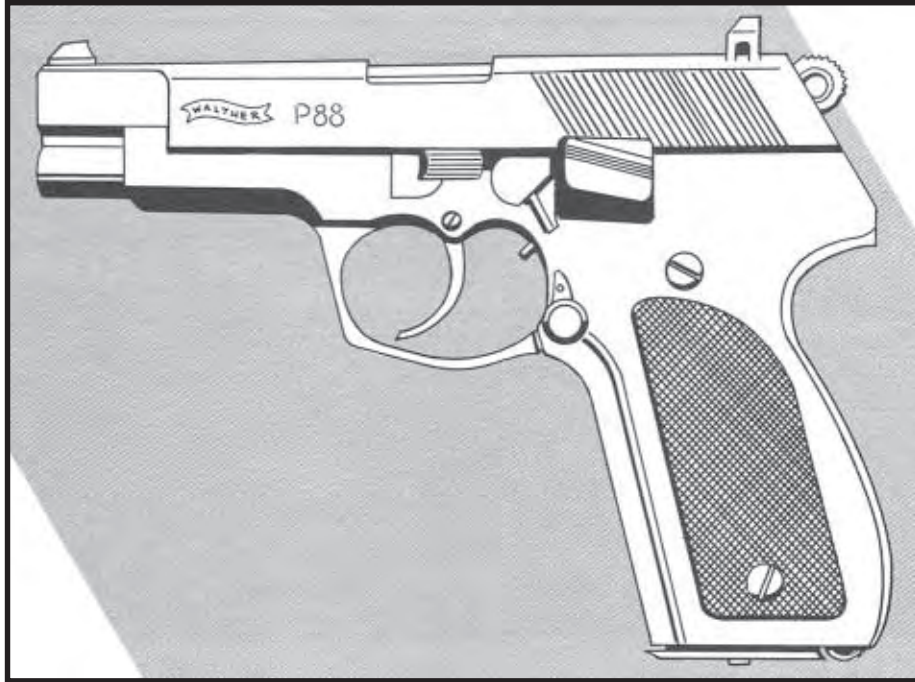
### LUGER PARABELLUM P.08

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 20	15		8	3-10	25	40	600 (14)
C 5	4D		8	3-10	25	40	600
L 1	4DX3		8	3-10	25	40	600



Illustration by A. McClellan





## WALTHER P.88

### DESCRIPTION

The Walther P.88 sports some very significant differences in technology from earlier Walthers, but virtually none of these are noticeable to the casual (i.e., non-gunsmith) user. In appearance, the P.88 differs little from other automatic pistols. Its barrel is 10.2 centimeters long, an average length for this class of pistol.

The P.88 fires 9mm rounds, and accepts a 15 shot magazine.

### HISTORICAL BACKGROUND

As its designation implies, the P.88 was released in 1988, the 100th anniversary of the founding of Walther Waffenabrik of Germany and the 50th anniversary of Walther's high-power automatic pistol line.

The original of this weapon, the P.38, was developed at the request of the military, and owing to the huge demand from that quarter, few were produced for the commercial market. The pistol was officially adopted by the German army in 1940. So great did the demand become for the P.38 that arms plants in captured territories were used by the Nazis for its production.

Once West Germany was allowed to begin rearming, Walther resumed production of the P.38 and it was quickly adopted as the official sidearm of the

Bundeswehr. The P.88 is an improvement over the original model, but retains the reliability and accuracy that made the P.38 so popular.

### EVALUATOR'S COMMENTS

The P.88 shows the quality workmanship and attention to detail expected of Walther products. Changes in technology might be interesting from an academic point of view, but don't worry about them if all you need is something that goes bang and knocks people down.

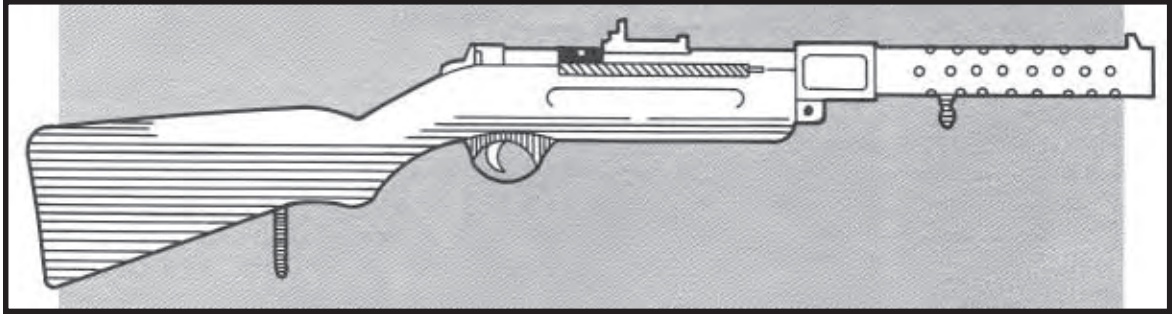
Some evaluators have reported malfunctions — mainly failures to feed — with some lots of ammunition. These rounds are within spec, but still cause problems. With high-quality rounds, however, the P.88 is an exceptional weapon in the Walther tradition.

Capt. John Blatherwicke  
B.A.O.R., Hamburg, Germany

WALTHER P.88						
TECH	DAMAGE		RANGE			PRICE (VALUE)
	VALUE	AMMO	S	M	L	
T 22	15	15	3-10	25	40	800 (15)
C 5	4D	15	3-10	25	40	800
L 1	4Dx3	15	3-10	25	40	800

Illustration by A. McClellan

## BERGMANN SMG



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### DESCRIPTION

The Bergmann was one of the earliest autofire weapons to appear on the battlefields of the world. It is a true SMG in that it is recoil-operated and air-cooled. Its stock is wooden, with a rifle-style design, as opposed to the open or strut-type stocks favored in later models. The Bergmann accepts a 32-round drum magazine mounted to the left of the barrel.

### HISTORICAL BACKGROUND

The Bergmann SMG was designed in Germany in 1918. As the end of World War I approached, the German armed forces experimented with infantry units known as "stormtroopers." The Bergmann was the ideal weapon for these soldiers at the time, but was eventually superseded in this role by the Schmeisser 9mm SMG.

The Bergmann SMG set the pattern for submachineguns for 20 years, and its influence can clearly be seen in weapons produced in that period. It was simple, strong, reliable, and relatively inexpensive to manufacture, and the principles on which it was built remain sound.

### EVALUATOR'S COMMENTS

As with other SMGs of this period, the Bergmann's accuracy is — to be blunt — lousy. At short

range, however, this shouldn't be too much of a problem. (In game terms, alter the range modifiers by T -1/C -2/L -1.) Throw enough lead and accuracy is secondary. When compared to other weapons of its historical vintage, the Bergmann is quite a fine weapon.

Though not quite as popular as the Thompson SMG, the Bergmann has seen a lot of use in the Nile Empire lately. A few of the so-called "overgovernors" have reportedly started outfitting their troops with Bergmanns to give them weapons parity with the gangs.

I've even heard that some of these weapons have found their way into Indonesia. They're not as reliable there — they seem to break down easily — but they're a powerful argument when a gospog wants to debate.

Sgt. Ted "Boomer" Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

### BERGMANN SMG

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 20	17		11	3-10	25	80	500 (14)
C 5	4D+2		11	3-10	25	80	500
L 1	7Dx2		11	3-10	25	80	500

Illustration by C. Hunter

CAT. NO. 69-530893

# THOMPSON SMG

## DESCRIPTION

The Thompson submachine gun — the “Tommy gun” or “Tommy chopper” — is familiar to anyone who has seen motion pictures of America’s Prohibition and “gangster” era. A heavy wooden-stocked weapon, the Thompson boasts a 50-round drum magazine. The weapon fires the same .45 calibre ammunition as the M1911 pistol. The Thompson boasts a vertical foregrip with finger notches, but suffers from a cyclic rate that is reduced by the weight of the weapon. The Thompson is a relatively heavy gun, at 5.2 kilograms.

## HISTORICAL BACKGROUND

The Tommy gun — officially classified as the M1 Thompson Machine Carbine — appeared in the late 1920s. Its design was a natural outgrowth of the technology used in the Bergmann SMG, but offered slightly improved accuracy.

Although originally designed as a military weapon, the Thompson became famous as the gun of Capone and Dillinger.

## EVALUATOR’S COMMENTS

The Thompson was designed as a close-in weapon with significant stopping power, and that’s just what it is. Its range and accuracy are both about that of a pitched baseball, but its large slugs and relatively

rapid rate of fire make the Thompson a weapon to respect. In a close assault, where the accuracy of individual shots isn’t as important as saturating a target volume with fire, the Thompson is unsurpassed for its technological level.

If you really want to see the Thompson in action, though, you have to travel to Cairo. Gun battles there are now an everyday occurrence, with gangs fighting shocktroopers, Storm Knights and each other. A friend of mine was on leave and enjoying a gin joint when three guys with Tommys drove by and shot the place to pieces. Bill was warned to leave town, and it’s a good thing he did — firebombs were going off by the end of the week, gang leaders were hitting each other. The Thompson, it seems, customarily provides the overture for mob wars.

Capt. Ken Langland  
Weapons Instructor, USMC, Fort Bragg, NC

THOMPSON SMG							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 20	20		17	3-15	25	100	900 (15)
C 5	5D+2		17	3-15	25	100	900
L 1	4Dx4		17	3-15	25	100	900

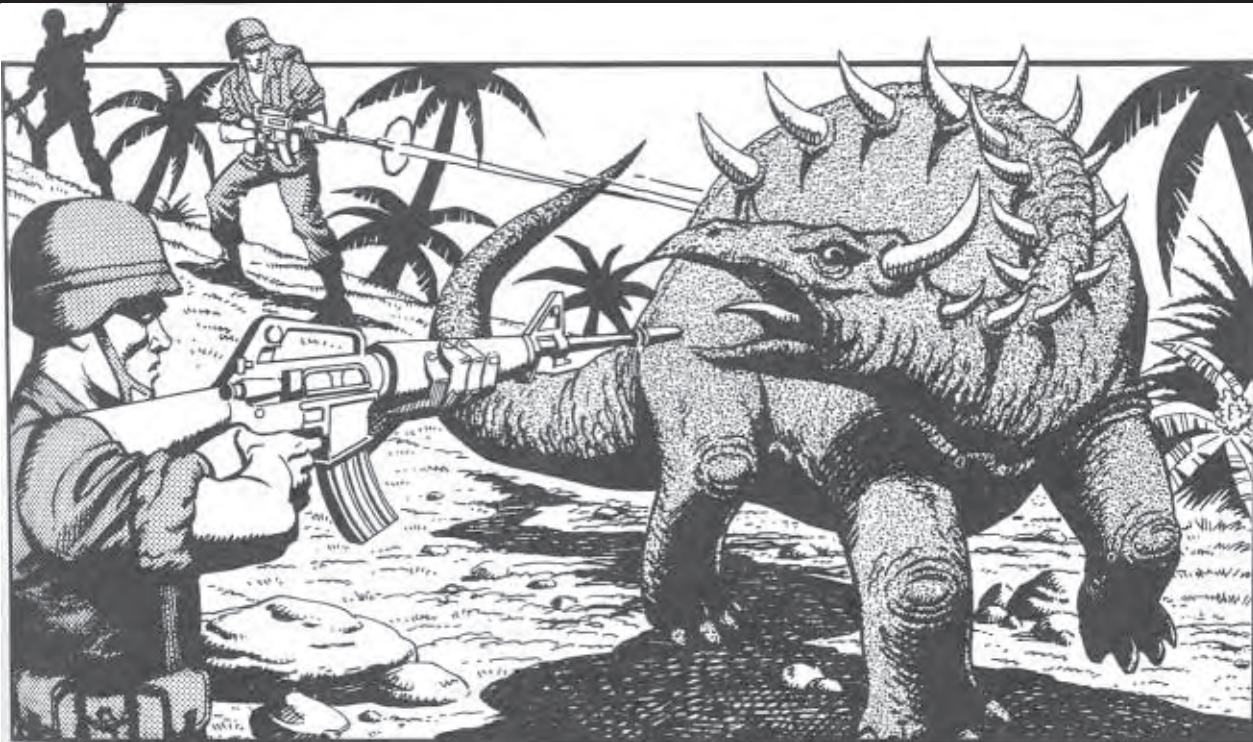


Illustration by A. McClellan









## M16 ASSAULT RIFLE

### DESCRIPTION

Designed to be the premier infantry weapon for the US Armed Forces, the M16 boasts several significant developments. First and foremost, the weapon is constructed largely of plastic to reduce the weight — a key issue for infantrymen in the field. This design decision succeeded: the weapon masses only 3.72 kilograms, considerably less than comparable assault rifles. A secondary innovation was the incorporation of an integral carrying handle above the mechanism. The upper surface of this handle is usable as a sight, but also serves as an excellent mount for sophisticated scopes, nightsights, laser sighting devices, etc.

The M16 fires NATO-standard 5.56mm rounds. The standard magazine holds five rounds, while larger “banana clips” hold 20 to 30 rounds. (Hachiman recommends the JamProof™ 30-round clip).

### HISTORICAL BACKGROUND

Previously designated the AR-15, the M16 was first adopted by the U.S. Air Force, then was accepted by the U.S. Army for the conflict in Vietnam. The Colt Firearms design appears worldwide in many variants, including the famed ArmaLite model (Hachiman custom orders only).

The M16’s mechanism was originally designed to chamber a 7.56mm round. This design was changed to accept NATO-standard 5.56mm rounds.

### EVALUATOR’S COMMENTS

The politically-motivated decision to select 5.6mm rounds was a bad mistake; 7.56mm rounds would have made this weapon much more effective. The 5.56mm round is small, and the stopping power isn’t that hot. The designers tried to make up for this by adding a device that tumbles the rounds as they exit the barrel. Tumbled rounds are less susceptible to “drill-through,” and transfer much more of their kinetic energy to the target. This kluge works, but it’s still a kluge.

On full-auto, the M16 has an effective rate of fire of 150 to 200 rounds per minute. Hachiman added a three-round burst governor to minimize the dangers of barrel overheat and ammo depletion.

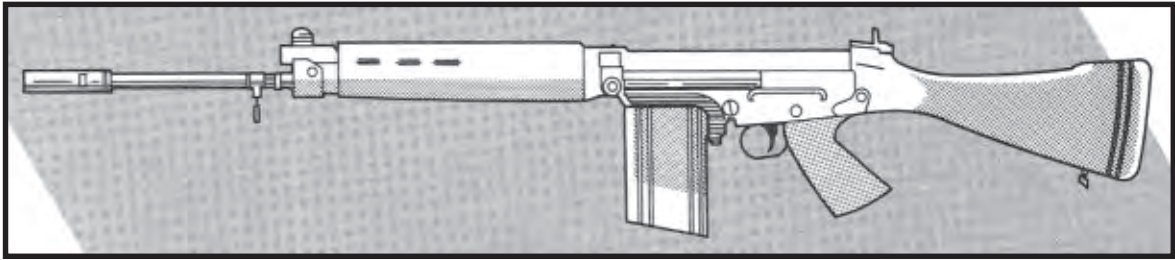
Light weight coupled with a relatively high rate of fire make the M16 an ideal choice for operatives who need to balance lethality with long-mission practicality.

Lt. Rick Sharman  
“Scalpel Team,” US Army

M16 ASSAULT RIFLE							
TECH	DAMAGE VALUE	AMMO	RANGE			PRICE (VALUE)	
			S	M	L		
T 22	20	10	3-40	250	400	300 (13)	
C 5	6D	10	3-40	250	400	300	
L 1	6DX3	10	3-40	250	400	300	

Illustration by A. McClellan

## M249 SQUAD AUTOMATIC WEAPON



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### DESCRIPTION

The Squad Automatic Weapon, or SAW, resembles somewhat a longer, heavier version of the M16. The integral carrying handle is replaced by a rearward-pointing grip handle like that seen on the majority of heavy assault rifles. Overall, the weapon is 100 centimeters long, and masses 10 kilograms when loaded with its standard 200-round drum magazine.

The weapon is equipped with a bipod. It is intended to be fired with the barrel supported by the bipod, and the firer lying on the ground behind the weapon.

### HISTORICAL BACKGROUND

The idea of a Squad Automatic Weapon was originally conceived in 1966, but took approximately a decade to enter service. The rationale behind the weapon was highly logical. Since the introduction of the M16, every member of an infantry squad carried that assault rifle. For the majority of tactical situations the M16 was sufficient, but under certain circumstances its relative lack of range could be catastrophic. To compensate for this, it was decided to that each fire team in a squad needed a weapon of greater all-around capability — i.e., rate of fire, range, penetration and stopping power — but nothing as

heavy or sophisticated as an M60 machine gun.

The weapon selected to fill this niche was the M249 SAW, manufactured by *Fabrique Nationale* (FN) of Belgium.

### EVALUATOR'S COMMENTS

The M249 SAW almost perfectly fits the niche for which it was intended. With a 750 round per minute rate of fire and an effective range of 1300 meters, it offers an exceptional level of lethality in a light package.

The M249 was highly effective in the battles against Baruk Kaah's legions along the storm front in California. The excellent range of the weapon allowed our men to stay well away from the onrushing horde and mow down the gospog and edeinos before they were close enough to do any damage.

Capt. Ken Langland  
Weapons Instructor, USMC, Fort Bragg, NC

### M249 SQUAD AUTOMATIC WEAPON

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 22	23		24	3-150	550	1.3K	1500 (16)
C 5	6D+2		24	3-150	550	1.3K	1500
L 1	5DX4		24	3-150	550	1.3K	1500

Illustration by C. Hunter

CAT. NO. 69-534893

# HECKLER & KOCH G11 ASSAULT RIFLE

## DESCRIPTION

The Heckler & Koch G11 design is a radical departure from earlier assault rifles. The best way to describe the weapon is as resembling a rifle carrying case, but with a trigger. The weapon masses only 3.6 kilograms.

The G11 fires 4.7mm caseless ammunition. The standard magazine holds 50 rounds. In an interesting design decision, H&K chose to limit the G11 to three round bursts ... but these three rounds are fired off at an astounding rate of 2200 rounds per minute.

## HISTORICAL BACKGROUND

When NATO began its search for a new standard assault rifle in 1977, Heckler & Koch decided to enter something totally innovative in the weapons trials. The choice of 4.7mm caseless ammunition would have been a sufficient departure for anyone else, but H&K decided not to leave it there. One major problem with assault rifles of other designs is recoil: even on short bursts, the muzzle rise is frequently enough to make the second and subsequent round in the burst inaccurate. As discussed in the Evaluator's Comments, the G11's fast rate of fire was intended to counter this trend.

Unfortunately for H&K, it seems as if NATO's selection committee sees the design as simply *too* innovative for acceptance. Hachiman, however, recognizes genius when we see it, and we expect a solid market response to this weapon.

## EVALUATOR'S COMMENTS

There's only one way to really comprehend how amazing the G11 is: *fire it*. It's unbelievable how fast the G11 can fire off a three round burst. At a cyclical rate of 2200 rpm, the complete burst is capped off in under 0.1 seconds. (Some of my colleagues wouldn't

accept that the weapon had actually fired the three rounds until they'd counted ammunition remaining and examined the three holes in the target flat.) The burst is over so fast that the muzzle simply doesn't have time to rise.

Accuracy is inhuman. The weapon consistently groups three shots within a 15cm circle at 1000 meters. Even though the round is small, the muzzle velocity is high, and the kinetic energy transfer and stopping power of three tightly clustered rounds impacting within 0.1 seconds is devastating. In realms with the technological axioms to support it, the G11 is an unmitigated joy to use ... and a nightmare to face.

Sgt. Ted "Boomer" Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

HECKLER & KOCH G11 ASSAULT RIFLE							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 23	21		16	5-50	300	500	1000 (15)
C 5	6D		16	5-50	300	500	1000
L 1	6DX3		16	5-50	300	500	1000



Illustration by A. McClellan



## HECKLER & KOCH MP5 SMG

### DESCRIPTION

A light, short-barreled submachine gun, the MP5 is striking in its stark simplicity. Many variants of this compact, reliable weapon exist, with a wide range of stock designs, silencers, suppressors and sights. The Hachiman model is based on the A2 variant, with a permanent plastic stock.

The weapon fires 9mm rounds, and magazines are available with 10-, 15-, 20-, or 30-round capacity. (Hachiman recommends the JamProof™ 30-round clip). A burst control device allows two-, three- or four-round bursts, at the user's selection. Massing only 2.4 kilograms, the MP5 is a very compact, convenient weapon.

### HISTORICAL BACKGROUND

The MP5 was Heckler & Koch's first submachinegun. Its mechanism is based on the company's famous G3 assault rifle, in that it uses the same type of roller-locked delayed blowback operation which permits it to fire from a closed bolt.

Variants of the MP5 include the MP5K, which was designed for use by anti-terrorist squads who need a compact weapon. The MP5K can fit inside a car's glove compartment, and one model, the MP5KA1, has no sights that could catch on clothing when the weapon is being drawn.

The HK53 takes the successful MP5 design and alters it so 5.56mm rounds can be fired. These bullets have a good deal more stopping power than the pistol ammunition normally used in weapons such as this.

### EVALUATOR'S COMMENTS

The MP5 has a reputation as a precise, reliable and hard-hitting weapon. Britain's famed Special Air Services (SAS) and the German Bundespolizei agree — they've chosen it as one of their preferred weapons. The MP5 is Hachiman's best-selling SMG, with good reason.

Any of the variants can do the job for you, but at present the MP5K, MP5KA1, and especially the HK53 are available in such limited supplies that Hachiman is accepting only special orders for these weapons, and they are not included in this volume as separate entries. If you are interested in ordering any of these, contact your Kanawa representative.

When all is said and done, the original MP5 is a fine weapon and a worthy addition to any arsenal.

Lt. Rick Sharman  
"Scalpel Team," US Army



Illustration by A. McClellan

CAT. NO. 69-536893

### HECKLER & KOCH MP5 SMG

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 22	17		10	3-15	40	100	400 (13)
C 5	4D+2		10	3-15	40	100	400
L 1	7Dx2		10	3-15	40	100	400



## UZI SMG

### DESCRIPTION

The Uzi has become the archetypical submachinegun design. When civilians are asked to picture a SMG, it is invariably the Uzi they imagine. The weapon has a short barrel and a folding skeletal stock. Extensive use of plastic makes the weapon light and easily ported. The gun balances so well that one-handed firing is possible.

The Uzi achieves its compact appearance by having a recessed bolt to take the face of the breech, thus having the mass of the bolt forward of the breech.

Shooting 9mm rounds, the Uzi has a high rate of fire. The standard magazine holds 30 rounds.

### HISTORICAL BACKGROUND

The Uzi is of Israeli design, first manufactured in 1950 and still going strong today. When Israel became independent in 1948, the creation of an arms industry was a high priority, and the Uzi was one of the first results of this drive. It has seen extensive use in Israeli wars with various Arab nations, and is currently in action against the armies of Dr. Mobius and the Nile Empire.

The Uzi's manufacturers quickly discovered the weapon's export potential, so now it can be found virtually anywhere in the world. It has been adopted by the armies of Germany and the Netherlands, as well as those of several South American nations.

### EVALUATOR'S COMMENTS

This weapon is a big improvement over earlier SMG designs. With its high cyclical rate, excellent stopping power and good accuracy, the user can hit more often and do as much damage with each hit.

The Uzi's high rate of fire and flat, drumming sound are distinctive. If you're even vaguely familiar with the weapon, you can identify it by sound alone under virtually any conditions. The weapon is very reliable, making it the ideal choice for either security or terrorist/infiltration applications.

One of the things I like best about the Uzi is the grip safety on the gun, which prevents it from firing accidentally if dropped. In addition, the folding stock allows the gun to be carried by vehicle crews for mobile operations.

Agent Holly Therese

FBI Crisis Fast Response Team, Houston, TX

UZI SMG						
TECH	DAMAGE		RANGE	PRICE		
	VALUE	AMMO		S	M	L
T 22	17	11	3-15	40	100	400 (13)
C 5	5D	11	3-15	40	100	400
L 1	5DX3	11	3-15	40	100	400

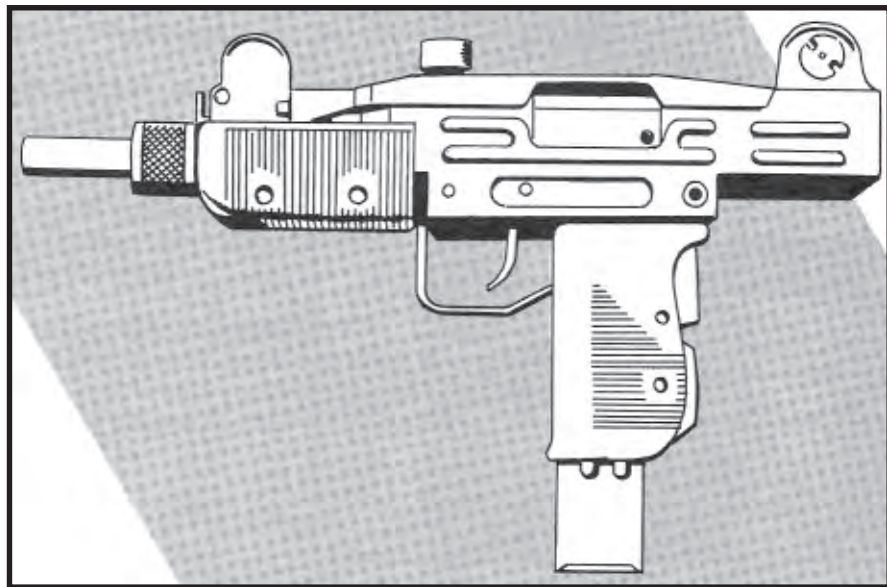
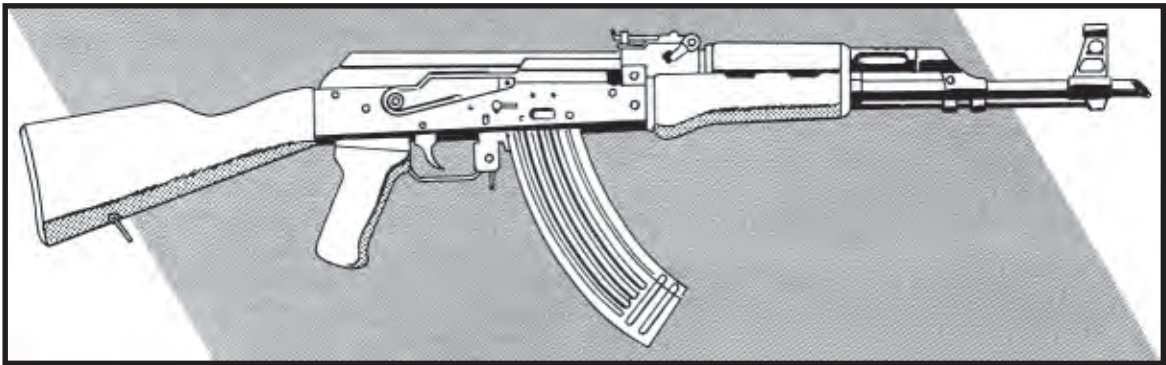


Illustration by A. McClellan



# KALASHNIKOV AK47 ASSAULT RIFLE



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## DESCRIPTION

One evaluator described the AK47 as “industrial-ugly,” and that is a valid statement. With its combination of heavy, black metal and polished wood, the weapon is both brutal and unmistakable.

The AK is gas-operated, but suffers from the fact that there is no hold-open device on the gun to indicate when the magazine is empty. The weapon fires 7.56mm ammunition, and its distinctive curved magazine holds 30 rounds.

The straight-line stock largely eliminates the problem of muzzle rise when firing, by placing the firer’s shoulder directly in line with the barrel.

## HISTORICAL BACKGROUND

The AK47 has been the standard Soviet military rifle since the 1960s, with well over 35 million having been produced. Over the years, it has been exported worldwide, particularly to Soviet client states. It has the distinction of being the best-known weapon of its type in the world.

## EVALUATOR’S COMMENTS

The AK47 looks rugged, and that’s what it is. Rate of fire and muzzle velocity are pretty good, but the weapon is difficult to control under full-auto, which counteracts these advantages. (In game terms, using full-auto increases the difficulty of the attack by

T +1/C +2/L +1.) The weapon’s got a very distinctive sound when it’s being fired at you.

In terms of damage and tech level, the AK47 has the advantage over its direct competitor, the M16: for a lower tech level, it is a considerably more punishing weapon at close range. For ops in lower-technology realms, the AK47 is a good investment.

Thus far, the Kalashnikov has seen a limited amount of action, as the invasion of the Soviet Union died stillborn. The Soviets have been reluctant to commit troops to any of the other battle fronts, and there are even members of the Delphi Council who are convinced the Russians are behind the Possibility Wars. With that sort of thinking present in the West, the Soviets are keeping their forces close to home for added protection.

Lt. Rick Sharman  
“Scalpel Team,” US Army

## KALASHNIKOV AK47 ASSAULT RIFLE

TECH	DAMAGE		RANGE	PRICE		
	VALUE	AMMO		S	M	L (VALUE)
T 21	21	10	3-40	150	400	1500 (16)
C 5	6D	10	3-40	150	400	1500
L 1	6DX3	10	3-40	150	400	1500

Illustration by A. McClellan

CAT. NO. 69-538893

## TEC 9 SCORPION MACHINE PISTOL

### DESCRIPTION

Matte black in finish with a straight magazine and a 12.7-centimeter barrel, the Scorpion machine pistol is very slick in appearance. Weighing in at 1.4 kilograms unloaded, and 31.75 centimeters in length overall, it is a convenient, concealable weapon that packs a nasty punch at short range.

The Scorpion is chambered for 9mm ammunition and carries 36 rounds in its magazine.

### HISTORICAL BACKGROUND

The Scorpion is manufactured by Intratec of Miami, Fla., and appeared on the scene in the late 1980s. It is a sport or personal defense, rather than military, design.

As the crime wave soared in the United States in the years immediately prior to the outbreak of the Possibility Wars, and automatic weapons began to find their way into the hands of criminals, the public began to demand more effective weaponry for protection. The Scorpion was one of the answers to that demand, and has been used by a number of U.S. residents in battles with looters.

### EVALUATOR'S COMMENTS

The Hachiman version of the TEC 9 Scorpion fires either single shots or three round bursts. As you'd

expect, it's not very accurate at long ranges on burst fire. On single fire, however, it's highly accurate up to 50 meters.

The weapon is light, with a plastic mainframe and grip section. While this makes it easier to port around, it also means it's not as tough as you might want. Make sure all the screws are tight, or it might come apart in your hands (which would ruin your whole day).

The Intratec TEC 9 Scorpion is a neat little package for close work. Its styling adds to its intimidation factor, making it even more of a practical choice for security applications. In those areas of America still untouched by the Living Land, the Scorpion is helping people to guarantee that their property remains private.

Zach Wanderly  
Editor, *Gun World Magazine*, Los Angeles, CA

### TEC 9 SCORPION MACHINE PISTOL

TECH	DAMAGE		RANGE			PRICE (VALUE)
	VALUE	AMMO	S	M	L	
T 23	16	12	3-15	25	50	300 (13)
C 5	4D+1	12	3-15	25	50	300
L 1	4DX3	12	3-15	25	50	300

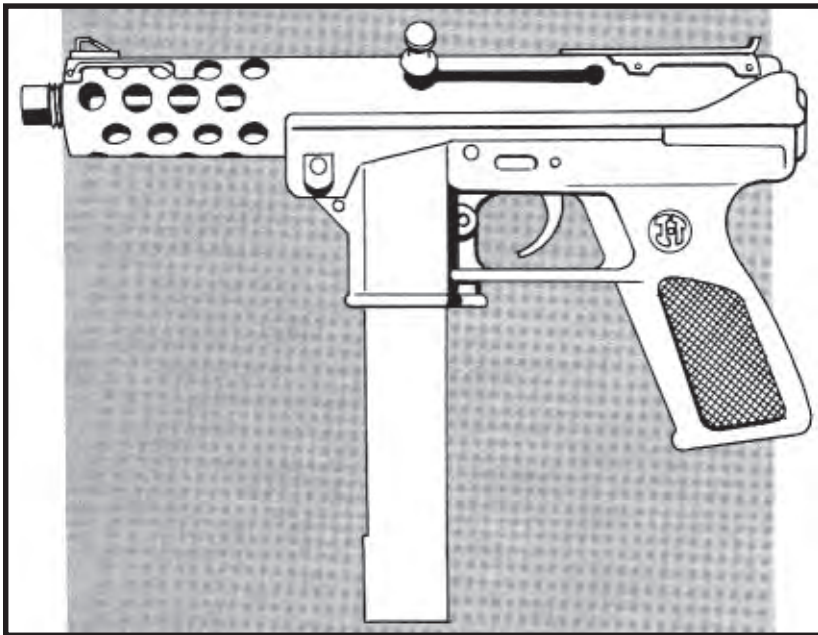


Illustration by A. McClellan





# EXTENDED TECHNOLOGY

In this brave, and vastly more dangerous, new world in which we live, yesterday's solutions cannot be expected to deal with the myriad number of threats confronting us. What's needed are new ideas and new approaches, and that is what Hachiman is endeavoring to present to you in this section.

Our research and development teams, in cooperation with some of the top names in the international arms industry, have worked to bring you, the educated consumer, the latest and best in personal weaponry. We have seen major breakthroughs in all facets of arms manufacturing over the past year, and it is those leaps forward that have enabled us to present you with an expanded "Extended Technology" section.

Within these pages, you'll find new variations on old themes. For instances where classic pistols, rifles and SMGs just won't do, these improved versions will accomplish your tasks without requiring complicated reloading and the mastery of a myriad number of scientific disciplines.

## AMMUNITION

Standard loads for extended technology weapons are fully-jacketed slugs backed with a pressure-formed charge of low-residue propellant. Variant load exists, but their availability varies. The most common variant is armor-piercing, or AP (which increases a weapon's damage value by T +3/C +2D/

L +2D when firing at an armored opponent), which is widely available in all calibres and configurations. Explosive rounds (which increase a weapon's damage value by T +2/C +1D+1/L +1D) are available for .22 calibres (5.56mm) and up, but are usually restricted to military use.

Flechette rounds, which are made up of many tiny, tightly-packed slivers of metal, are available in all calibres, but only certain weapons (indicated in the text) can safely fire them. Flechette rounds are designed to defeat — literally, to shred — standard ballistic armor. Armor that offers significant protection against impact, however, is highly effective against flechette fire. (Increase weapon's damage value by T +3/C +2D/L +2D when firing at opponent clad in hides and furs, bone and hide, leather, cuir bouilli, chain mail, ring mail, silk lining, bullet-proof vests, Kevlar armor, IriMesh, and interdermal plating. Decrease weapon damage by T -3/C -2D/L -2D when firing against opponent clad in bronze, plate mail, Kevlar/ceramic, or Kyoto Police RKD.)

Flechette rounds cannot be used with a silencer. Firing a flechette through a silencer will destroy the device, and the weapon will be unusable until the silencer is removed or repaired.

Armor-piercing and flechette ammunition typically costs twice the standard price. Explosive ammunition (if available) typically costs three times the standard price.



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# TIGER ARMS DEFENDER

## DESCRIPTION

A heavy 9mm semi-automatic pistol, the Defender packs a serious punch. The magazine holds 18 caseless rounds, and can fire flechette rounds.

The Defender boasts an integrally mounted laser sight above the barrel, and a snap-on silencer and smartgun interface are options. Unloaded, the pistol masses 0.95 kilograms, and is 20 centimeters in length (without silencer).

## HISTORICAL BACKGROUND

Tiger Arms is a Japan-based arm of the Korean Tiger Corporation. With the infusion of advanced technology from certain Japanese firms — notably Komatsu — Tiger has been producing cutting-edge weaponry such as the Defender.

The Defender's design owes much to Smith & Wesson's "Third Generation" semi-automatic pistols, released in 1990 ... but even Smith & Wesson would not recognize this weapon now!

## EVALUATOR'S COMMENTS

The Defender is reported to be just the first in a series of new weapons the Tiger Corporation will be exporting. If this is so, I'm looking forward to seeing them try to top this gun.

The stopping power of this weapon is unsurpassed, and its mass is sufficient to keep the recoil to a manageable level. The silencer is almost frighteningly effective: all you can hear of a silenced shot is the action of the pistol's mechanism. The silencer

may be replaced or reconditioned after four shots, but this is to be expected of such a heavy pistol.

The laser sighting system is precise and mounted securely enough that recoil will not knock it out of alignment.

Dennis Moriarty, Weapons Designer  
US Army Advanced, Weapons Design  
Facility ("The Shop"), Dallas, TX

**Editor's Note:** For obvious reasons, nobody at this testing facility was equipped to test the experimental smartgun circuitry, but reviewers from the French firm, Hellfire, Inc., rated it as exceptional.

TIGER ARMS DEFENDER						
TECH	DAMAGE VALUE	AMMO	RANGE S	M	L	PRICE (VALUE)
T 24	18	18	3-14	40	50	800 (15)
C 10	5D	18	3-14	40	50	800
L 2	5Dx3	18	3-14	40	50	800

With Smartgun Interface						
TECH	DAMAGE VALUE	AMMO	RANGE S	M	L	PRICE (VALUE)
T 26	18	18	3-25	45	55	1200 (16)
C 15	5D	18	3-25	45	55	1200
L 3	5Dx3	18	3-25	45	55	1200



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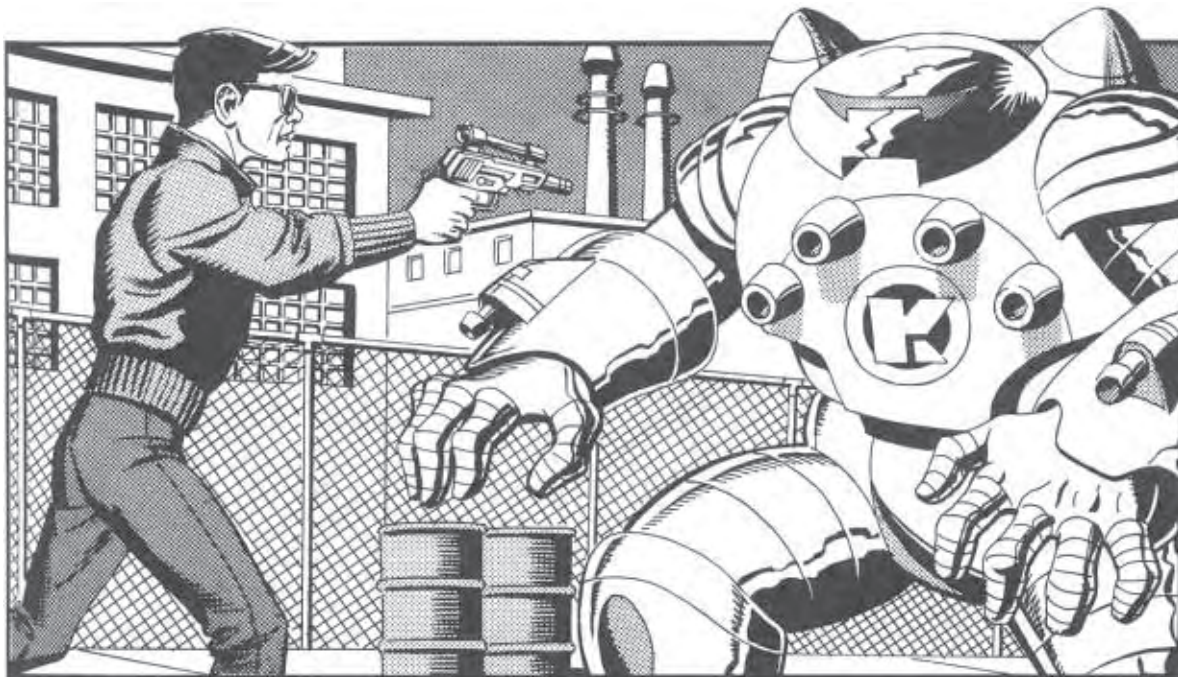


Illustration by A. McClellan

## YAMAGUCHI IMPROVED TASER

### DESCRIPTION

Favored by many police and security forces who require the capacity for a nonlethal takedown, the Yamaguchi Improved Taser fires a dart containing a high-capacitance battery. When the dart strikes its target, the capacitor discharges, stunning and effectively paralyzing the victim.

The darts are 15mm calibre, and the weapon's magazine holds eight rounds. Designed for close work, the Improved Taser has no enhanced sights.

ing, you lose most or all motor control, and you suffer minor convulsions — **not** a pleasant experience. If you want to take 'em down without killing 'em, this is your weapon of choice.

Of course, the taser has been dogged by more than its share of controversy. For instance, a weapon designed to stun can kill just as easily with only a few more shots. There were a number of cases where abuse of the taser was charged, though few, if any, resulted in criminal prosecution.

Harry Hopkins  
Bounty Hunter, no fixed address

### HISTORICAL BACKGROUND

The original "taser" was developed in the early 1980s. In its initial form, the weapon shot two darts which trailed thin wires that connected them back to the pistol. The batteries — fairly bulky at this time — were contained in the pistol's stock. Range was very low, and the darts had to be hand-reloaded.

Yamaguchi Corporation, well-known for its innovative weapons designs, enhanced the taser concept to its current level. By using high-density batteries, the darts were made self-contained, which made magazine-loading possible.

In addition, some tasers have been modified to serve as energy siphons for use against opponents clad in battle-armor, but with virtually no success. The procedure is extremely dangerous, as tasers so used have been known to explode, as have the batteries being used to store the stolen energy. Thus far, it is unknown whether a successful siphoning mechanism will ever be devised.

### YAMAGUCHI IMPROVED TASER

TECH	DAMAGE VALUE	AMMO	RANGE			PRICE (VALUE)
			S	M	L	
T 24	27**	5	2-5	8	16	1000 (15)
C 10	8D**	5	2-5	8	16	1000
L 2	6DX4**	5	2-5	8	16	1000

\*\* Stun damage only.

### EVALUATOR'S COMMENTS

At close range, the Improved Taser is an excellent weapon. Even the toughest target will find it hard to shake off the effects. While the batteries are discharg-

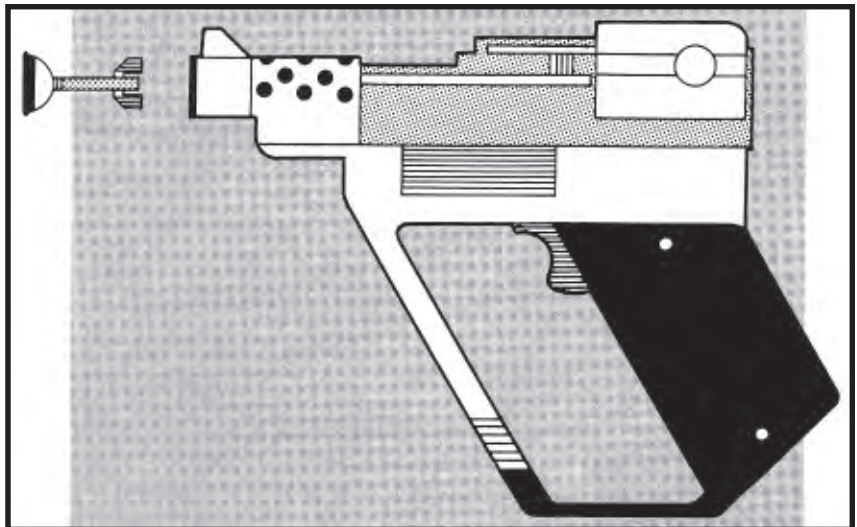


Illustration by C. Hunter

CAT. NO. 69-542893



# KOMATSU VIPER



## DESCRIPTION

The Komatsu Viper Personal Defense Pistol is a light weapon designed specifically to fire flechette rounds, and can fire nothing else. The weapon makes extensive use of plastic to keep the weight down (total mass 0.8 kilograms), and has a very striking design with gracefully swept lines. The magazine holds 14 rounds.

The Viper comes standard with an integral laser sight.

## HISTORICAL BACKGROUND

Komatsu's Weapons Division has only recently entered the light nonmilitary market, but it has made a good impression so far with its Viper and the smaller Wakizashi. The Viper holds the distinction of being the first light pistol to be designed exclusively for flechette rounds.

It is a tribute to Komatsu's perseverance that this weapon was produced at all. Rumors have been flying throughout the arms industry for the past several months regarding industrial espionage and violence at Komatsu facilities, apparently aimed at the Viper project. Fortunately, these efforts failed and the weapon is now on the market.

## EVALUATOR'S COMMENTS

Nasty little weapon. It's light, easily concealable, and a unique gas-vent compensation system takes recoil down to virtually nothing. And the 8mm flechette rounds do a very thorough job against armored opponents. We found the laser sight to be ineffective beyond 40 meters, but for longer-range applications, you wouldn't be depending on a light pistol anyway.

Vipers have recently been adopted by a terrorist group calling itself "the Shiki," which has been reported operating in Japan. The weapon has enabled the group to do some damage to riot squads, even when clad in IriMesh armor. In addition, the plastic construction has enabled the Shiki to slip through metal detectors in some buildings (how they got past the retina-scans, we're not sure), and assassinate corporate executives. Kanawa Corporation is said to be developing new anti-terrorist weapons to help with a crackdown on the Shiki.

Lt. Rick Sharman  
"Scalpel Team," US Army

KOMATSU VIPER						
TECH	DAMAGE		S	RANGE		PRICE (VALUE)
	VALUE	AMMO		M	L	
T 24	15	14	3-10	30	40	350 (13)
C 10	4D	14	3-10	30	40	350
L 2	4DX3	14	3-10	30	40	350

Illustration by A. McClellan



## KOMATSU WAKIZASHI

### DESCRIPTION

The Wakizashi is a “holdout” — a light pistol designed expressly for easy concealability. Its total length is 11cm, with a mass of 0.5 kilograms unloaded. The smooth lines of the weapon testify to its intended purpose: there are no corners or sharp edges, nothing that can catch on clothing to interfere

enced at turning out milspec weaponry. Traditionally, holdouts or “Saturday night specials” are as dangerous to their user as to their target: misfires, misfeeds, even more catastrophic failures. Not so the Wakizashi.

Surprisingly, the Wakizashi packs more recoil than its big brother, the Viper. Presumably, that’s because its small form factor precludes the gas-vent compensation used on the Viper.

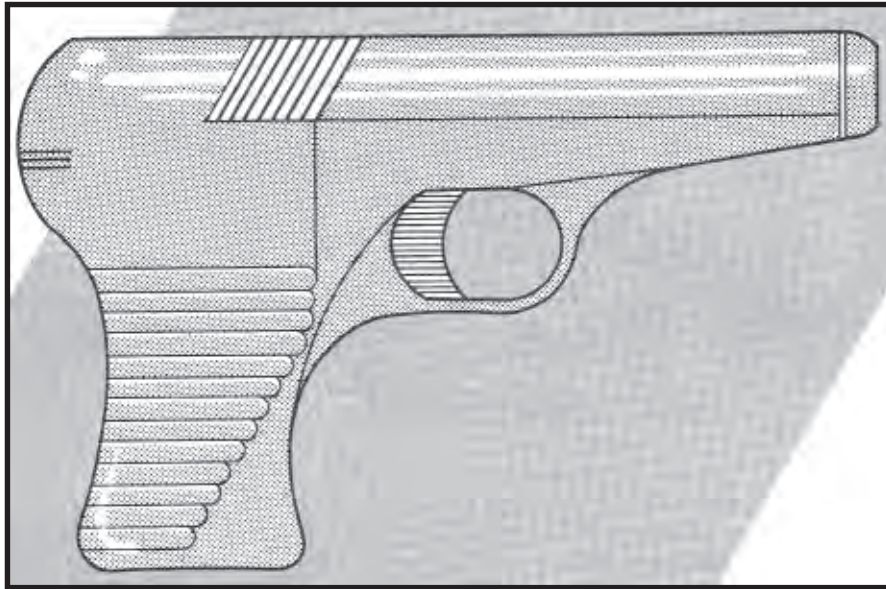
This thing is small and light enough to put in an inside jacket pocket without noticeable bulge. It’s the perfect pistol to provide that once-in-a-lifetime surprise ...

Recently, I was in Tokyo meeting my Japanese counterpart. We were called to a downtown office building where a scale sympathizer was holding about a dozen hostages. His message was the standard one — the lizard-men are misunderstood, we’re all Lanala’s creatures, the usual bull.

He wanted to talk, but only with someone unarmed. So Cho dropped his Chunyokai and went in.

Nobody knew he had his Wakizashi on him, but our perpetrator went to join his goddess within a few minutes of Cho’s disappearing inside. I’d love some of these things for my squad, but too many of my people can’t seem to handle them (I guess you can’t teach old dogs new tricks ...)

Capt. Jerry Mackay  
FBI Anti-Terrorist Action Squad, Houston, TX



with a fast draw from a pocket or bag. The majority of the pistol is formed from polyresin, and the item is available in a range of designer colors.

The Wakizashi is chambered for 5.56mm rounds. It will accept flechette ammunition. The magazine holds six rounds.

### HISTORICAL BACKGROUND

Released earlier this year, the Wakizashi is at the low end of Komatsu’s range. It is intended as a modern version of the “pocket pistol,” enabling the user to approach his victim and take him unawares. It is also popular with people who need protection, but feel it would put off business associates if they were seen to be armed. The Wakizashi is thus a popular item with corporate executives.

### EVALUATOR’S COMMENTS

Low end of the range, maybe, but there’s no doubt the Wakizashi was designed by a company experi-

### KOMATSU WAKIZASHI

TECH	DAMAGE		S	RANGE			PRICE (VALUE)
	VALUE	AMMO		M	L		
T 24	14	6	3-5	15	25	350 (13)	
C 10	3D+2	6	3-5	15	25	350	
L 2	5Dx2	6	3-5	15	25	350	

Illustration by C. Hunter

CAT. NO. 69-544893



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# OKAWA DAISHYU

## DESCRIPTION

The Daishyu is a long-range hunting pistol, firing 9mm rounds. It is a large, heavy weapon — massing 2.2 kilograms, sporting a 30.5-centimeter barrel — and generally impossible to conceal.

Instead of the standard box magazine, Okawa has chosen a cylindrical magazine, with the rounds arranged helically around a core. This helical magazine will hold 100 rounds! Fully loaded, the magazine is about the size and shape of a beer can, and it loads into the rear of the pistol's mainframe assembly, above the stock. The weapon can fire flechette rounds.

The Daishyu comes standard with integral silencer, flash suppressor and gas vent recoil compensation. Mounted above the barrel is an adaptive laser sight. (An ultrasonic device measures the range to the target and adjusts the depression of the laser aiming beam to account for drop. The adaptive sight also contains a small gyro which detects rapid gun movement and adjusts the laser beam to compensate for the angular barrel movement often present in snap shot.)

## HISTORICAL BACKGROUND

Although none of the features incorporated in the Daishyu are original with Okawa, this pistol is unique in that it is the only weapon currently available that makes use of all of these innovations. Okawa is a recent acquisition of the Kanawa Corporation, and specializes in high-precision electronic and mechanical devices. The Daishyu is the first weapon to be released by that company.

## EVALUATOR'S COMMENTS

Don't let the fact that this is a first attempt by a new company into the field deter you from taking a look at the Daishyu. As Okawa's reps says, precision manufacturing is precision manufacturing, whether the product is medical equipment or pistols. This is an excellent product, and I look forward with great anticipation to Okawa's future offerings.

Muzzle velocity is exceptionally high — over 600 meters per second — so you'd expect the recoil to be wicked. Not so: the gas-vent compensator works like a charm. The Daishyu kicks no more than a 9mm Beretta.

The laser sighting is unbelievably accurate. At ranges from 10 to 100 meters, the bullet impacts within five millimeters of the aiming spot. The "snapshot" adjustment is of questionable value. When you're moving the pistol fast enough for barrel traverse to skew the shot, you're just not going to bother



with sights. And when you're moving the gun slower, the round simply isn't in the barrel long enough for traverse to make a difference.

The Daishyu may be classed as a "long-range hunting pistol," but it's fairly obvious what game it's designed for ...

Harry Hopkins  
Bounty Hunter, no fixed address

OKAWA DAISHYU							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 24	19		100	3-25	40	100	1200 (16)
C 10	5D+1		100	3-25	40	100	1200
L 2	4DX4		100	3-25	40	100	1200



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Illustration by A. McClellan

## MILITECH RONIN PISTOL

### DESCRIPTION

"The Ronin" from Militech is slightly larger than the Komatsu Wakizashi, but it is still classed as a "hold-out" pistol. Its total length is 13 centimeters, with a mass of 0.65 kilograms unloaded. The design is stylistically quite different from the Wakizashi, but the intention is the same: to minimize corners or protrusions that can prevent a fast draw from a pocket. Like the Wakizashi, the pistol is largely polyresin. Militech eschews color as an option; the pistol is available in black only.

The Ronin is chambered for 7.56mm rounds. It will accept flechette ammunition. The magazine holds seven rounds. Integral laser sighting is standard. Militech does not offer silencers or suppressors for the Ronin.

### HISTORICAL BACKGROUND

As its name might imply, the Militech Corporation manufactures mainly military weaponry. Released last year, the Ronin was the company's first offering for the civilian sector. The weapon sports many of the same features found on Militech's milspec products.

Militech claims that this pistol is designed purely for personal protection, and while it certainly looks intimidating, its use has not been restricted to warding off enemies. The Ronin has become a favorite of adventurers, particularly foreigners, who would run a tremendous risk if they were seen carrying weapons

on the streets of any major city. At the same time, they do not want to sacrifice the stopping power of a larger gun.

The Ronin provides both concealability and "bang for the buck" — this is a weapon that will allow you to get close to your foe and actually **finish him off**, rather than just wounding him.

### EVALUATOR'S COMMENTS

The Ronin has a very solid feel to it, much more so than other holdouts. The laser sight is robust, and less likely than some to get knocked out of alignment by rough use. If you're familiar with Militech's military-grade weapons, the kind of quality workmanship you see on the Ronin won't come as a surprise.

One warning: the recoil is hefty, mainly because of the pistol's low mass.

Capt. Ken Langland  
Weapons Instructor, USMC, Fort Bragg, NC

#### MILITECH RONIN PISTOL

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 24	15		7	3-10	40	50	800 (15)
C 10	4D		7	3-10	40	50	800
L 2	4DX3		7	3-10	40	50	800

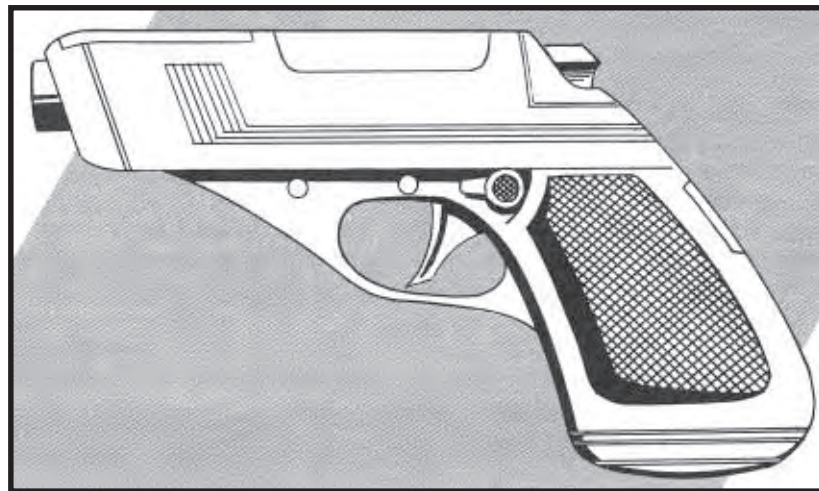
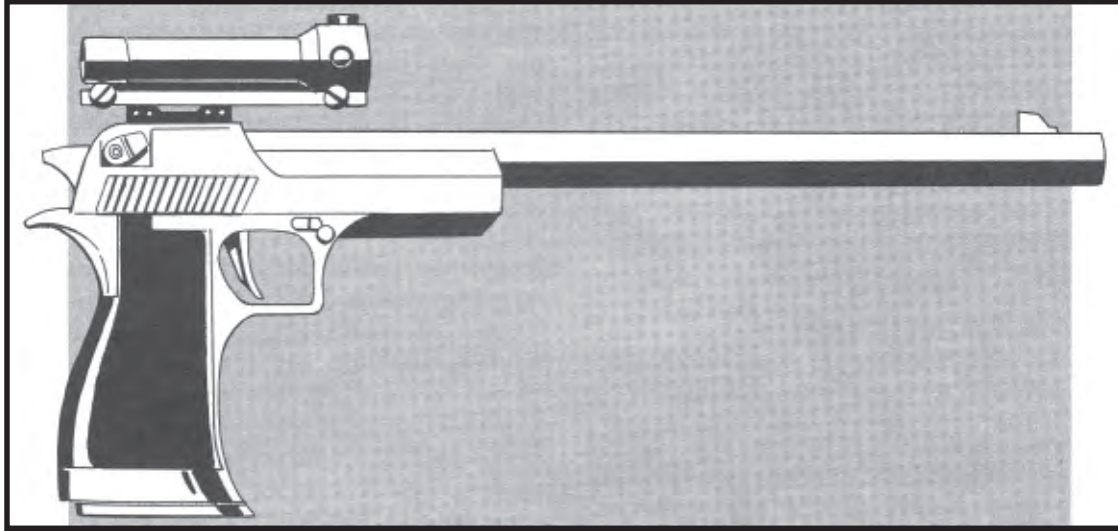


Illustration by A. McClellan



# HACHIMAN "BIG THUNDER" HEAVY PISTOL



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## DESCRIPTION

The Hachiman "Big Thunder" Heavy Pistol rivals the Chunyokai for the distinction of being the most powerful handgun available. There are significant similarities between the two weapons. Both are chambered for 13mm rounds and both have integral laser sighting and gas-vent recoil compensation. The Hachiman pistol differs in that a single pull of the trigger fires a "burst" of two rounds, at a cyclical rate of 2000 rounds per minute. The "Big Thunder's" magazine holds 12 rounds (six bursts).

## HISTORICAL BACKGROUND

Hachiman has traditionally been a remanufacturer, in that we take weapon designs developed by others and then improve them with state-of-the-art manufacturing techniques. The "Big Thunder" pistol is a departure for Hachiman, in that the design originated in-house. Released earlier this year, the "Big Thunder's" acceptance on the market has proven that Hachiman excels in weapon design as it does in manufacturing.

## EVALUATOR'S COMMENTS

If you like blowing real big holes in things, and don't care much about subtlety, noise, or the condition of your gun hand afterwards, check out the "Big Thunder." The two-round burst is absolutely lethal,

and both rounds are out of the barrel before recoil can throw off your aim.

Which is a good thing, because the recoil is massive, even with the high-efficiency Hi-Pass™ gas-vent compensation. After firing off a full magazine, your hand feels like a big guy in combat boots stomped on it. Not for the weak of heart.

Sometimes, the noise of this weapon alone is enough to get the job done. I was on a mission in the jungle, and this huge bat-thing swooped out of the trees and went for my throat. I pulled out my "Big Thunder" and fired, sure I was going to buy it. But the thing's ears must have been sensitive, cause it screeched a few times and shot off. Of course, the explosion attracted every edeinos for miles, but you can't expect miracles — at least, not where I'm from.

Sgt. Ted "Boomer" Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

HACHIMAN "BIG THUNDER" HEAVY PISTOL							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 24	19		6	3-10	30	50	1000 (15)
C 10	5D+1		6	3-10	30	50	1000
L 2	4DX4		6	3-10	30	50	1000

Illustration by A. McClellan



## MILITECH MP-11 "NAILGUN"

### DESCRIPTION

The MP-11 from Militech is unique on the market: a military-grade heavy pistol chambered for flechette rounds only. The MP-11 is a large weapon, square and blocky in design — even the trigger guard is squared. Overall length is 26.7 centimeters and unloaded mass is 1.2 kilograms.

The MP-11 fires special, Militech-proprietary 11 mm flechette rounds. The magazine holds nine rounds. An integral laser sight is standard.

### HISTORICAL BACKGROUND

The MP-11 was designed as a security pistol, specifically targeted at the military police market. After its phenomenal success in this niche, Militech decided to release the MP-11 — unmodified — into the civilian marketplace. Its armor-defeating capabilities have made it very popular with corporate security forces all over Japan.

### EVALUATOR'S COMMENTS

Everybody knows you can't use a silencer on a flechette gun. So our hats are off to Militech for the built-in dampers it used on the MP-11. Although not as quiet as a silenced pistol, the Nailgun is nowhere near as loud as an unsilenced weapon of its power and calibre should be.

The Nailgun looks downright nasty, which fits its intended purpose: for military police and security guards, the intimidation factor can be as important as stopping power. I predict that this thing will be as much of a hit with security forces elsewhere as it obviously has been in Japan ... assuming that they're not in one of the areas where high-tech equipment won't operate.

The MP-11 has one disadvantage: no second source (yet) for the ammunition, which means there's no price pressure. Fortunately, the "miracle in Sacramento" has ensured that the ports at San Francisco will remain open. This has allowed shipments of weapons and ammo from Japan to continue to come pouring in, and immeasurably aided the Army's efforts against the edeinos.

Capt. Jerry Mackay  
FBI Anti-Terrorist Action Squad, Houston, TX

### MILITECH MP-11 "NAILGUN"

TECH	DAMAGE		RANGE			PRICE (VALUE)
	VALUE	AMMO	S	M	L	
T 24	17	9	3-10	30	45	800 (15)
C 10	4D+2	9	3-10	30	45	800
L 2	7Dx2	9	3-10	30	45	800

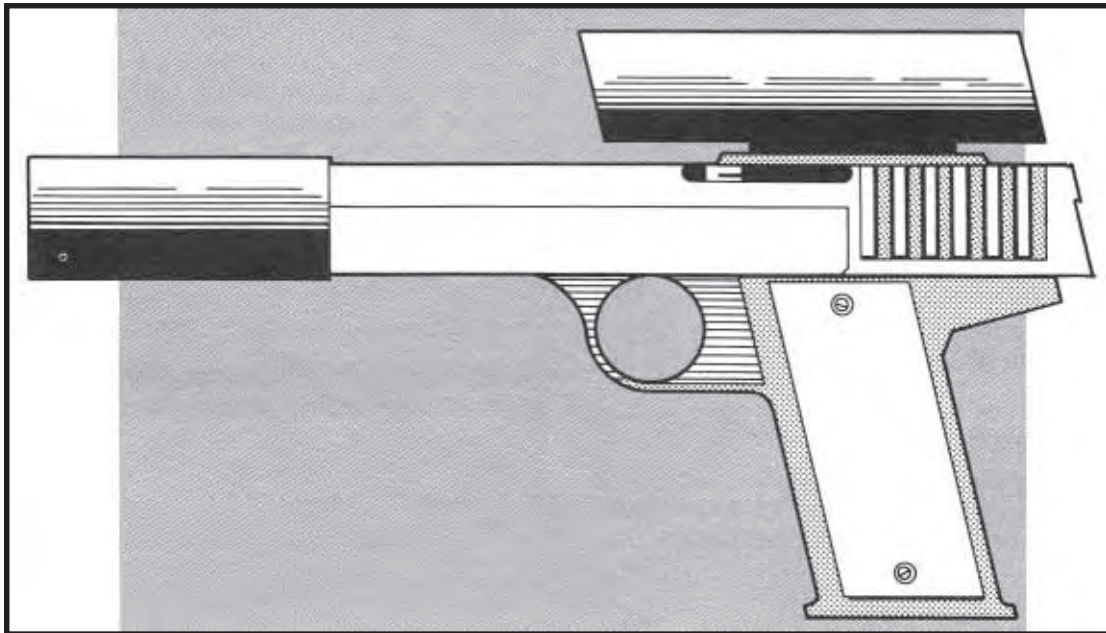


Illustration by C. Hunter



## MILITECH HORNET SMG

### DESCRIPTION

The Hornet is a light submachinegun with a very high rate of fire. Without its optional folding stock, the weapon is 31 centimeters in length, and masses 1.6 kilograms. The backward-curved magazine holds 30 rounds of 9mm ammunition. The weapon can fire flechette rounds.

The Hornet's sculpted grip and forestock are distinctive.

### HISTORICAL BACKGROUND

After the success of the Ronin holdout pistol, Militech decided to release an SMG for the civilian market. The Hornet is closely modelled on the Kommando milispec SMG — the mechanism is identical, and the sole difference is that the Hornet is lighter (and therefore less robust).

As with the Ronin, there were problems getting this weapon manufactured and on the market. During the time it was in production, a firm belonging to the "Rauru Block" attempted a hostile takeover of Militech. The dispute spilled from the boardrooms out into the streets, with violence being used by both sides. Ironically, it was a squad of corporate ninja armed with Hornets that wiped out the opposing company's top echelon of executives — purely in self-defense, of course — and ended the threat to Militech.

This served as a very positive preview of the weapon's capabilities, and ensured that sales in the corporate sector would be brisk. Thus far, the Hornet's success has exceeded the expectations of even its manufacturers, and great things are expected of it in the months to come.

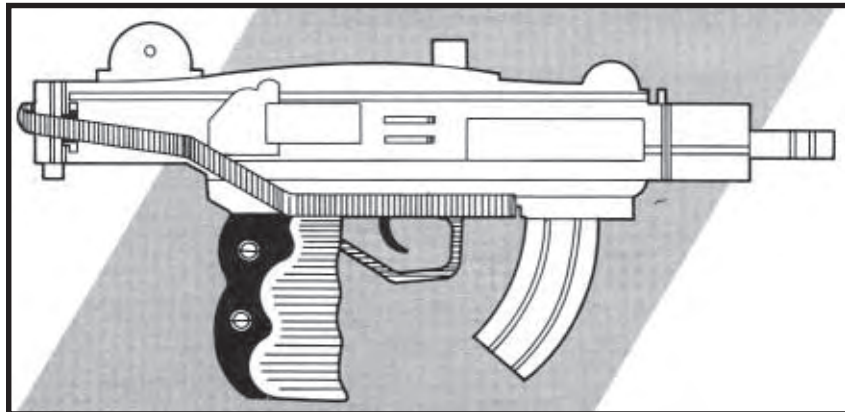
### EVALUATOR'S COMMENTS

We like this weapon a lot. Sure it's less robust than the Kommando, but many of us think Militech overengineers everything, anyway. (For example, the Kommando can handle impacts/accelerations that would reduce its user to a grease spot.) Rate of fire is a little slower than the Kommando, but still good.

Militech's recoil compensation is the best in the business. No problem keeping this baby on line. Overall, this is what an SMG should be.

Sgt. Ted "Boomer" Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

MILITECH HORNET SMG						
TECH	DAMAGE		S	RANGE		PRICE (VALUE)
	VALUE	AMMO		M	L	
T 24	18	10	3-15	40	80	400 (13)
C 10	5D	10	3-15	40	80	400
L 2	5Dx3	10	3-15	40	80	400



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Illustration by C. Hunter

## YAMAGUCHI "ATCHESON ASSAULT 12" SHOTGUN

### DESCRIPTION

The "Atcheson Assault 12" from Yamaguchi is a short-barreled, auto-loading 12-gauge shotgun. Overall length is 71 centimeters.

The "Atcheson Assault 12" is designed to be shot from the hip. Pistol grip and forestock are angled for comfort and freedom of movement. The hip pad is shock-mounted to minimize recoil effects. The Atcheson's box magazine holds 20 rounds. The weapon can be fired on full-automatic.

### HISTORICAL BACKGROUND

Yamaguchi Corporation lives up to its reputation for innovative weapons. The "Atcheson Assault 12" was released last year — Yamaguchi's first and, so far only, shotgun — and has proven magnificently successful in the marketplace. Yamaguchi holds the patent for AA12's caseless ammunition.

Shotguns have, traditionally, been considered sport weapons rather than arms for personal defense. But the popularity of the AA12 would seem to indicate that there was a definite desire on the part of the public for a double-barreled deterrent.

### EVALUATOR'S COMMENTS

You read it right: **caseless** shotgun ammunition. The shot is contained in a thin polymer tube which is

reduced to gas by the charge's ignition temperature. Surprisingly, it works, and it's very reliable.

The AA12 has a relatively low rate of fire ... when compared to automatic rifles. When compared to other auto shotguns, it's amazing! The combination of caseless ammo and a short barrel give the AA12 a fairly small range, but within that range, it's absolutely lethal.

(At medium and long range, an AA12 blast will strike up to two adjacent secondary targets, one on each side of the primary target. The shot's damage is decreased for secondary targets, however, by T -2/C -1D+1/L -1D at medium range and T -3/C -2D/L -2D at long range.)

Sgt. Ted "Boomer" Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

### YAMAGUCHI "ATCHESON ASSAULT 12" SHOTGUN

TECH	DAMAGE VALUE	AMMO	RANGE			PRICE (VALUE)
			S	M	L	
T 24	22	10	10-15	20	20	900 (15)
C 10	6D+1	10	10-15	20	20	900
L 2	6Dx3	10	10-15	20	20	900

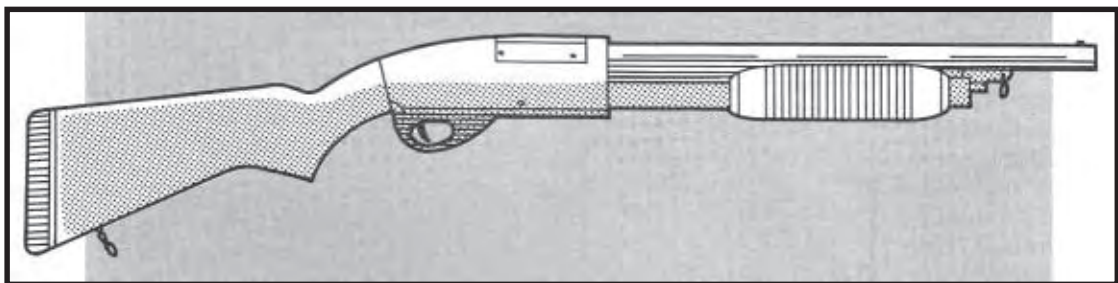


Illustration by C. Hunter

CAT. NO. 69-550893



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# MILITECH A-35 MEDIUM ASSAULT RIFLE

## DESCRIPTION

Externally, the A-35 strongly resembles the Heckler & Koch G11: smooth lines with no obvious protrusions. The stock is slightly broader and deeper than the G11's is, however.

The A-35 is chambered for 5.56mm ammunition. Currently, it is incapable of firing flechette rounds, although Militech promises that this capability will be added to a later model. The A-35 uses the same cylindrical helical-feed magazine system as that on the Okawa Daishyu. The magazine, which mounts within the shoulder stock, holds 100 rounds. Militech has also chosen to use the adaptive laser sighting found on the Daishyu.

Like the G11, the A-35 can fire only bursts. Bursts are four rounds, fired at a rate of 2500 rounds per minute to minimize the effects of recoil.

## HISTORICAL BACKGROUND

The burst mechanism used by the A-35 is a direct "borrowing" from Heckler & Koch, and the helical magazine is based on an Okawa patent. Militech has added enough refinements to rightfully claim this weapon as its own.

Currently, the A-35 is restricted to certified corporation security forces, but with the huge demand on the market for bigger and better weapons, it is doubtful that Militech will long be able to resist the siren song of profits.

## EVALUATOR'S COMMENTS

The A-35 caps off its four round burst so fast that the muzzle has no time to rise. Burst grouping is slightly inferior to the G11, but the number of shots and the increased round size makes the A-35 more lethal. I've personally seen this thing blow huge holes in edeinosaurs, and can say with certainty that I wouldn't want to be facing the business end of this baby.

Militech has (wisely) decided to leave out the barrel movement adjustment from the Okawa laser sight.

Some of my smaller colleagues have wished for better recoil compensation, and I tend to agree: the A-35 kicks **hard**. Sure, accuracy isn't affected, but it still hurts.

Sgt. Ted "Boomer" Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

MILITECH A-35 MEDIUM ASSAULT RIFLE							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 24	22		25	3-50	250	500	1000 (15)
C 10	6D+1		25	3-50	250	500	1000
L 2	6Dx3		25	3-50	250	500	1000

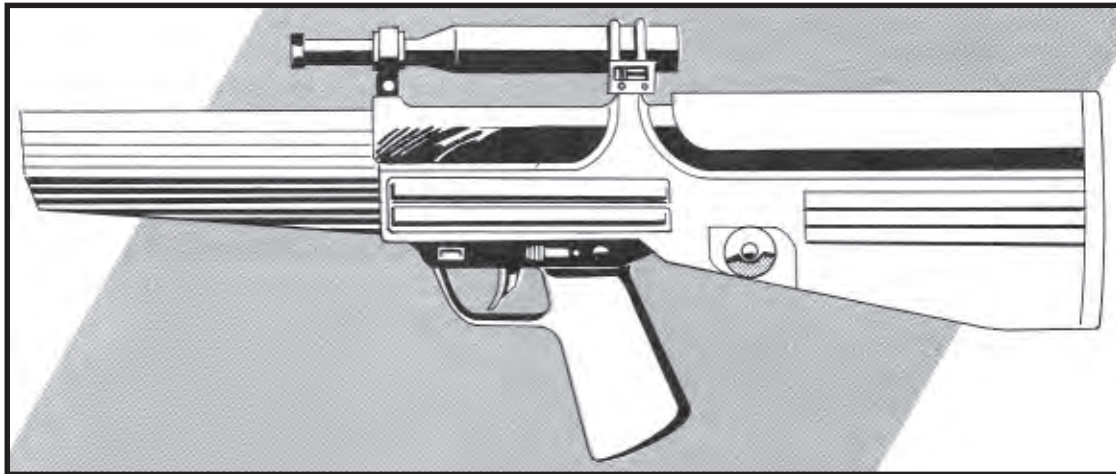
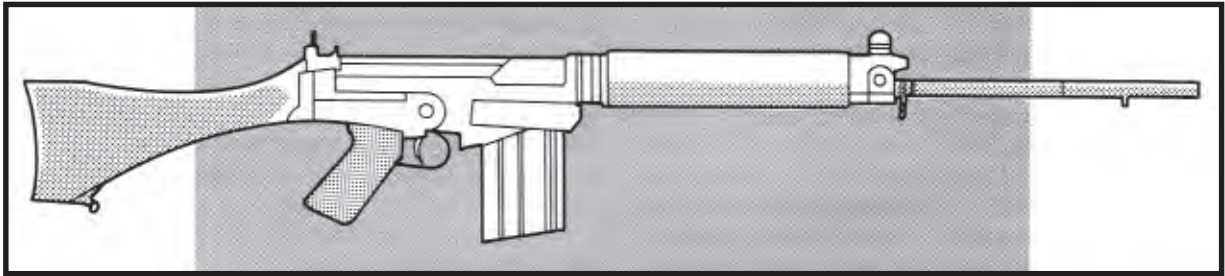


Illustration by A. McClellan



## YAMAGUCHI "007" PAINTBALL GUN



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### DESCRIPTION

The 007 is a rifle design paintball gun, firing 15mm pellets that can contain a variety of liquid agents: paint, poison, acid and various drugs. The pellet bursts on impact — so high is the impact velocity that the liquid agent is often driven directly through the pores of the victim's skin into the blood stream.

The 007 uses a replaceable tubular magazine, holding 10 rounds. The magazine is loaded by the user, so any combination and ordering of round type is possible. The pellets are propelled by pressurized CO<sub>2</sub>, from a cylinder mounted in the stock of the weapon. Each cylinder contains sufficient pressure for 30 shots.

### HISTORICAL BACKGROUND

In the 1970s and 1980s, a sporting competition called variously "Survival" or "War" became popular in the United States and Canada. The competition was mock combat between two groups, each of whose goal was to capture a flag protected by the other team. Competitors were armed with low-power paintball guns, and anyone struck by a pellet containing the enemy team's paint color was eliminated from the game. Although there were several companies that entered this market, the major share was initially held by Nelspot.

Yamaguchi has taken the original Nelspot concept and refined it to the point where the 007 paintball gun has become an ideal weapon for silent takedowns, even at relatively long ranges.

### EVALUATOR'S COMMENTS

The 007 develops a decent muzzle velocity, and has a surprisingly large effective range. The pellets are larger and lighter than normal bullets, however, and so are much more subject to crosswinds.

We've experimented with two loads for the pellets: a tranquilizing drug and a high-lethality neural toxin. We also tested pellets filled with high molar hydrofluoric acid, but the frequency of in-magazine breakage was so high that we discontinued this series of tests. In the case of the narcotic and the poison, pellet impact was energetic enough anywhere within the effective range as to drive the liquid through skin, and even through light armor.

Dennis Moriarty, Weapons Designer,  
US Army Advanced Weapons Design Facility  
("The Shop") Dallas, TX

### YAMAGUCHI "007" PAINTBALL GUN

TECH	DAMAGE		RANGE			PRICE (VALUE)
	VALUE	AMMO	S	M	L	
T 24	*	10	3-8	15	35	350 (13)
C 10	*	10	3-8	15	35	350
L 2	*	10	3-8	15	35	350

**Tranquilizer:** Damage value T 27/C 8D/  
L 6Dx4, stun only

**Neural Toxin:** Damage value T 22/C 6D+1/  
L 6Dx3

**Acid:** Damage value T 23/C 6D+2/L 5Dx4

\* Damage variable, depending on pellet load.

Illustration by C. Hunter

CAT. NO. 69-552893

# KOMATSU REQUITER SNIPER RIFLE

## DESCRIPTION

The Requirer is a standard-design sniper rifle with integral 6x40 scope. Barrel length is 50.8 centimeters, with an overall length (fully assembled) of 103 centimeters. It is chambered for proprietary 7.82mm (.308 calibre) ammunition. Its box magazine holds 25 rounds.

Standard equipment on the Requirer includes a flash suppressor, integral silencer and Hi-Pass™ recoil compensation. Total mass is 4.4 kilograms.

Like most sniper rifles, the Requirer can be quickly disassembled into pieces small enough to conceal within a standard attache case. Komatsu plans to manufacture special cases designed to hold the various components of the weapon.

## HISTORICAL BACKGROUND

The Komatsu Requirer is based mainly on a design released in 1989 by the Israeli arms manufacturer, Galil. Komatsu's own weapons lab improved the design by the incorporation of advanced technologies, improving the weapon's accuracy and dramatically increasing muzzle velocity while minimizing recoil. The Requirer has been adopted as the weapon of choice by the Active Response Teams of many Japanese corporations.

The Requirer is perhaps best known for the "Shioru incident" which occurred in Tokyo last summer. A computer hacker, believed to be in the employ of the radical group known as "Kashi," had been found out. Unarmed, she took refuge in the main computer room of the Shioru Building, and held that corporation's files hostage. With the push of a button,

she could erase nearly every bit of information in the computer's memory and destroy Shioru.

There was only one chance — a corporate security man on a roof across the street with a Requirer. He would get only one shot, and if the impact didn't carry the hacker away from the computer terminal, she could still accomplish her mission in death. His aim, and the gun's delivery, were perfect, and Shioru's board of directors breathed a long sigh of relief.

## EVALUATOR'S COMMENTS

Of all the sniper rifles we've evaluated, the Requirer is by far the best. Accuracy is exceptional out to the most extreme range, and the punch that it packs is unmatched. Komatsu's proprietary 7.82mm rounds are hollow-pointed, ensuring maximal transference of kinetic energy to the target. At 1000+ meters, the Requirer has the best chance of a one-shot takedown we've ever seen.

Obviously, given its design purpose, the Requirer doesn't accept flechette rounds, and cannot be fired on full automatic.

Lt. Adrienne Marceau  
HPD SWAT Team, Houston, TX

KOMATSU REQUITER SNIPER RIFLE						
TECH	DAMAGE		RANGE			PRICE (VALUE)
	VALUE	AMMO	S	M	L	
T 24	20	25	3-40	750	2K	2000 (17)
C 10	5D+2	25	3-40	750	2K	2000
L 2	4Dx4	25	3-40	750	2K	2000

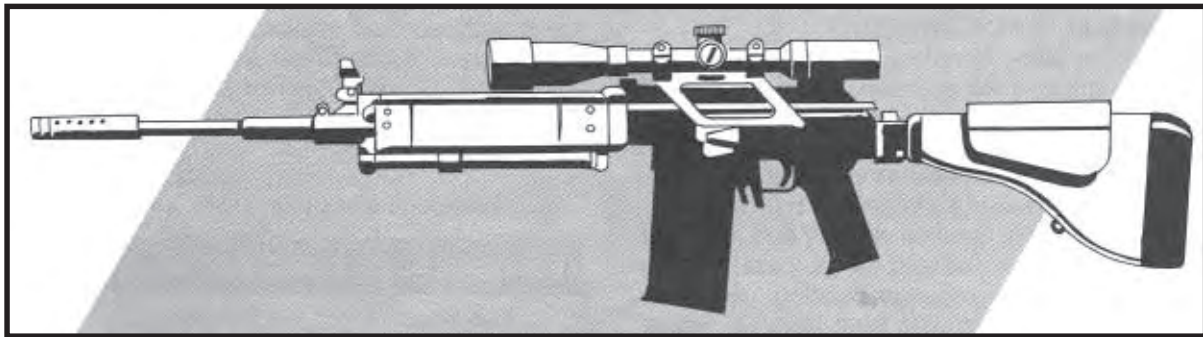
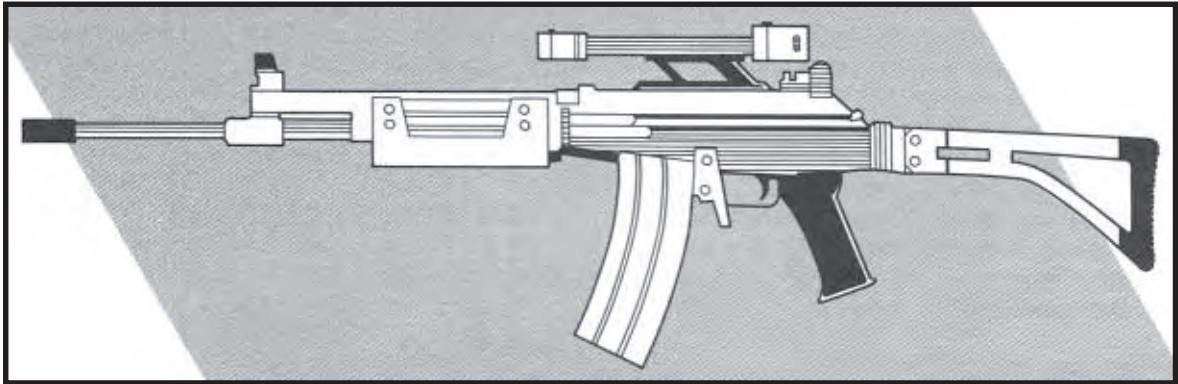


Illustration by A. McClellan



## TOLER HEAVY ASSAULT RIFLE



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### DESCRIPTION

The Toler Heavy Assault Rifle is a bullpup design weapon with a folding stock. The barrel is 45cm in length, including flash suppressor and gas-vent recoil compensator. Overall length, with stock extended, is 99 centimeters, and total mass is 4.35 kilograms.

The standard model is chambered for 5.62mm ammunition and the magazine holds 36 rounds. The weapon is capable of firing flechette rounds, and the manufacturer has approved it as suitable for explosive rounds. Various sights are available, including high-precision adaptive optics scopes and laser sighting.

### HISTORICAL BACKGROUND

Toler is an arms manufacturer that has only recently appeared on the scene in Japan. The Heavy Assault Rifle draws liberally from experimental designs by Israeli arms manufacturer Galil and *Fabrique Nationale* of Belgium. Technological improvements and proprietary designs developed by Toler have improved rate of fire, muzzle velocity and reliability.

Toler's rifle is credited with the successful attack on the Nikkei Stock Exchange Building, which was being occupied by terrorists from Orrorsh. Apparently, these "Victorians" hoped to hamper financial operations in Japan in the hope of harming some local firms. Fortunately, a squad of commandos

loaned to the police by the Kanawa Corporation, and armed with Toler HARs, were able to storm the building and gun down the fiends before too much damage could be done.

### EVALUATOR'S COMMENTS

If you're looking for cutting-edge assault rifle technology, this is the weapon for you. Reliability is absolutely astounding. During our testing, in which we capped off almost 10,000 rounds, we suffered not one single misfire or misfeed.

Toler's recoil compensation scheme is the best we've ever seen. On full auto, muzzle rise is virtually nil, and the weapon kick is negligible. Cyclic rate of fire is unsurpassed, making this a great choice for people who like lots of lead and want to put it right on the money. We give this five stars on our unofficial rating system.

Capt. Ken Langland  
Weapons Instructor, USMC, Fort Bragg, NC

### TOLER HEAVY ASSAULT RIFLE

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 24	21		36	3-40	200	400	2000 (17)
C 10	6D		36	3-40	200	400	2000
L 2	6Dx3		36	3-40	200	400	2000

Illustration by C. Hunter

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CAT. NO. 69-554893

# ADVANCED TECHNOLOGY

The arms industry cannot afford to stand still, particularly with strange new weapons of war being employed all over the world. We at Hachiman realize that it is imperative that we continue to move ahead, giving our customers firepower equal to that of their enemies.

Sometimes, this entails considerable risk and expense on our part. Plans to mass-produce cyber-weapons are progressing with the acquisition of a French manufacturing plant, but Cyberpapal authorities have displayed more than a little resistance to our inquiries about investment. It is for that reason that the cybergear available in this catalog is still that created by the French firms Hellfire and Sparrow. We are hoping to have our own inexpensive, yet just as efficient, versions of these weapons in time for next year's catalog.

Are the weapons in this section more expensive and more intricate than the ones previously detailed in this book? Yes, of course they are — but when a cyberpriest is aiming a wrist-gun your way, and your bullets are bouncing off his interdermal plating, you will wish you had purchased a microwave weapon when you had the chance.

## AMMUNITION

To minimize confusion, the same statistics and abbreviations are used when discussing energy weapons as standard weapons in this volume. While most correlate directly, "ammo," when used in connection with an energy weapon, refers to the efficiency of the weapon's energy source. The number listed is the number of shots that can be fired before the battery or capacitor pack must be replaced.

Certain weapons allow for multiple power packs to be connected to the weapon, either in series or in parallel. Connecting multiple packs in series increases the number of shots that can be taken before replacing the packs. This capability is noted in the text for individual weapons.

(In game terms, the damage value of an energy weapon is increased by T +1/C +2/L +1D for each additional power pack connected in series. The ammo value of a weapon is multiplied by the number of power packs connected in parallel — thus a laser pistol with three power packs connected in parallel will have three times its normal "ammo.")



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## ICHIWA DISRUPTER

### DESCRIPTION

The Ichiwa Disrupter is the zenith of slug-thrower technology. It is a smooth-lined heavy pistol chambered for 9mm ammunition. Its magazine holds 13 rounds.

The weapon has an integral laser sighting and silencer. It is the only weapon on the market to use Ichiwa's patented solenoid trigger, guaranteeing split-second responsiveness. The Disrupter is a semi-automatic pistol, incapable of firing bursts. Because of its integral silencer, it cannot fire flechette rounds.

The Disrupter is 21.6 centimeters in length. It makes extensive use of plastics and special neopolymers, keeping its mass to a very low 0.5 kilograms.

Part of the phenomenal stopping power is thanks to Ichiwa's patented kinetic-explosive ammunition.

Be aware: the solenoid trigger takes "hair-trigger" to its logical conclusion. At first you're going to find the thing going off when you don't want it to (with potentially nasty consequences). After you're used to it, though, you won't know how you lived without it. The trigger responds with almost the speed of thought.

For those applications where you've just got to have a slug-thrower, we wholeheartedly recommend the Ichiwa Disrupter. It's important to realize, however, that this weapon is notably undependable in some areas. While a few of our evaluators were able to fire it consistently, the vast majority experienced unpredictable failures, and some were unable to get the weapon to function at all.

Dennis Moriarty, Weapons Designer  
US Army Advanced Weapons Design Facility  
("The Shop"), Dallas, TX

### HISTORICAL BACKGROUND

About a year ago, Ichiwa Corporation's experimental weapons lab split away from the rest of the corporation, and was quickly purchased by a subsidiary of the Kanawa Corporation. The resultant synergy between Kanawa's scientists and Ichiwa's weapons designers was literally amazing. The Disrupter is one result of this unique pairing.

### EVALUATOR'S COMMENTS

This thing has to be seen, heard and fired to be believed. It's almost noiseless, seems to aim itself, and has the hitting power of an assault rifle, all in a package that weighs less than some medium pistols.

#### ICHIWA DISRUPTER

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 25	20		13	3-15	40	50	1200 (16)
C 10	5D+2		13	3-15	40	50	1200
L 2	4Dx4		13	3-15	40	50	1200

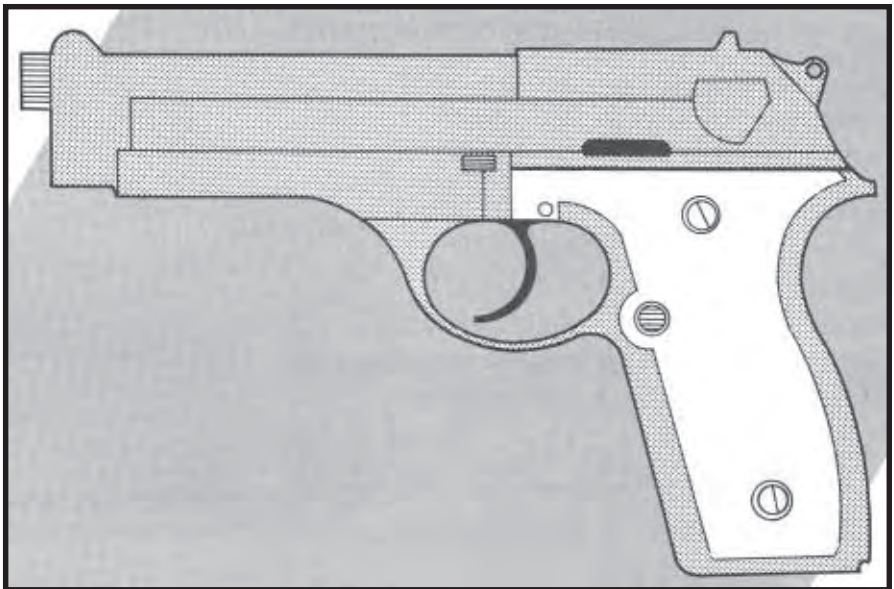
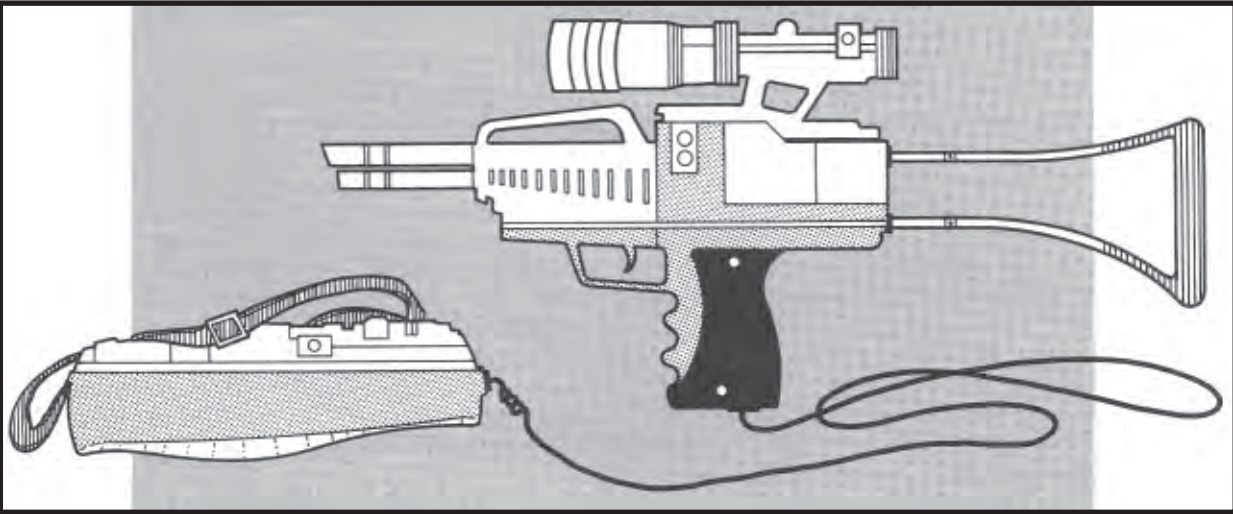


Illustration by C. Hunter



# MILITECH LASER RIFLE



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## DESCRIPTION

The Militech Laser Rifle features a short bullpup design with formed polymer grips. Overall length is 56 centimeters, and the total mass of the weapon is 0.8 kilograms. The weapon has a secondary low-power laser mounted atop the barrel for sighting. The folding stock is of the lightest possible construction because it need not stand up to any recoil — its sole purpose is to reassure those users who are more comfortable with firing from the shoulder rather than the hip.

The power supply is a backpack-mount, incorporating three independently mounted lithium power packs. All three are necessary for the weapon to operate. When the power supply is drained, all three packs must be replaced. The power supply is bulky, massing a total of 9 kilograms. (Reloading the power packs takes one round.) Weapon and backpack are connected by a cable 0.8 meters in length.

## HISTORICAL BACKGROUND

The Militech Laser Rifle was the first successful energy weapon ever developed. It has seen some use by a number of corporate security firms, but its success may have been due more to the shock value of an operating laser weapon rather than its actual effectiveness.

## EVALUATOR'S COMMENTS

The bulky backpack seriously limits this weapon's effectiveness. Certainly it's accurate, and it definitely

packs enough joules to burn big holes in things, but it's a pig to use if mobility is an issue.

For pitched battles, on the other hand, particularly against less sophisticated opponents, it's not bad at all. The beam has a persistence of 0.1 seconds and is a nice ruby-red color — easy to see under most circumstances and very impressive at night. And the big capacitors discharge with a really nice "ray gun" noise. Scare value is very, very high, and the damage potential is nothing to be sneezed at, either.

There has been a reluctance on the part of some corporations to incorporate energy weapons into the arsenals of their security forces. Much of this stems from a lack of understanding of their nature, and irrational fears that they will explode violently at the slightest provocation. Laser weapons are just like any other firearm — treated with respect, they are not inherently dangerous to the user. Used improperly, there won't be enough of the user left to regret his mistake.

Lt. Eichiro Ohara, Active Response Team,  
Yamatetsu Corporation, Kyoto, Japan

MILITECH LASER RIFLE						
TECH	DAMAGE VALUE	AMMO	RANGE S	RANGE M	RANGE L	PRICE (VALUE)
T 25	23	10	10-40	80	150	220K (27)
C 10	6D+2	10	10-40	80	150	220K
L 2	5Dx4	10	10-40	80	150	220K

Illustration by C. Hunter

# YAMAGUCHI STUNBOLT

## DESCRIPTION

The Yamaguchi Stunbolt is a light energy rifle 44.5 centimeters in length. Much of its 3.0 kilograms mass comes from the capacitor-and-battery power pack installed in the forestock. The power pack can be replaced easily in the same manner as a rifle magazine.

The Stunbolt's output is an invisible beam of microwaves specifically tuned to disrupt the neural functioning of its target. Although it can kill, its main purpose is to stun a target non-fatally.

The weapon has a mounting at the rear of the mainframe for a secondary power pack. This second pack can be rigged in either serial or parallel with the primary.

## HISTORICAL BACKGROUND

Unsubstantiated rumors say that Yamaguchi's labs had intended this weapon to be lethal. When it was found that its specific microwave frequency had a stunning effect, the company's marketing arm positioned the weapon as a nonlethal way of incapacitating a target. Whether this is true or not, the Stunbolt was the first energy weapon to boast an integral — as opposed to a backpack-mount — power supply.

Microwaves have become an extremely popular weapon in recent months, as is evidenced by the sheer number of weapons being produced that make use of them (two in this volume alone). Beware of cheap imitations — if you haven't heard of the maker

before, the odds are good that the power pack will develop a leak which will wreak havoc on your other gadgets, as well as your health.

## EVALUATOR'S COMMENTS

Don't be fooled by the Stunbolt's name — it **can** kill, by actually coagulating nerve protein and cooking the brain. In the majority of cases, however, it lives up to its reputation as a very effective stunner.

Be sure to count your shots, or check the "READY" light (inconveniently mounted beneath the weapon, next to the power pack socket). The Stunbolt is totally silent, and its microwave beam is invisible. Several evaluators had the embarrassing experience of pumping the trigger repeatedly and wondering why the experimental subject didn't drop, when the weapon was actually out of energy. While hardly critical in the lab, this kind of mistake can be deadly in the field.

Sgt. Bob Patterson  
American Expeditionary Force, Okinawa, Japan

### YAMAGUCHI STUNBOLT

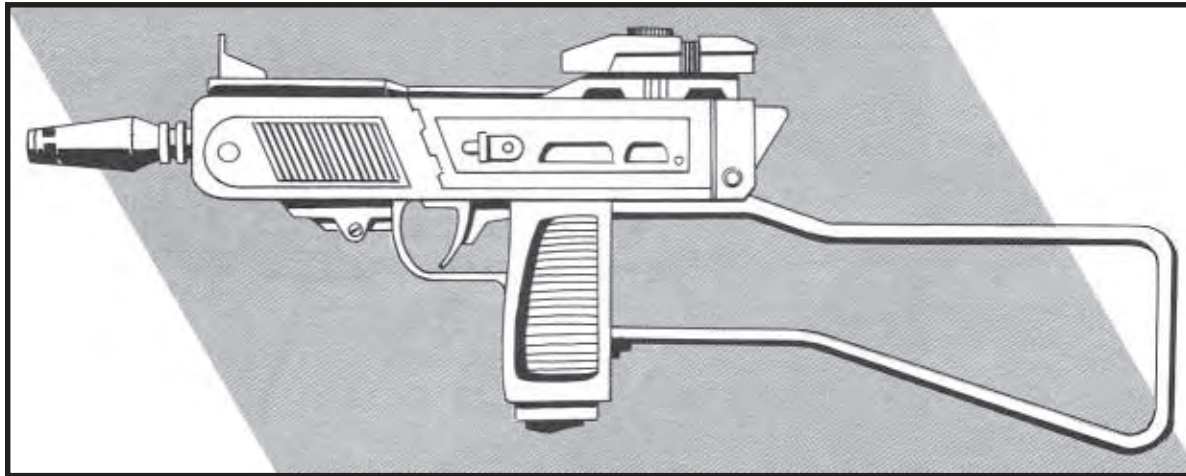
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 25	28**		8	3-10	25	50	200K (27)
C 10	8D+1**		8	3-10	25	50	200K
L 2	5Dx5**		8	3-10	25	50	200K

\*\*Stun damage only.



Illustration by A. McClellan





## KOMATSU HIGHBEAM

### DESCRIPTION

With its short barrel, long, rectangular power pack and skeletal stock, the Highbeam strongly resembles a submachinegun. Virtually the only thing that gives its true nature away is the final focusing lens which extends a few millimeters from the end of the barrel. Overall, the weapon is 74 centimeters in length and masses 2.2 kilograms. The Highbeam is based around a CO<sub>2</sub> laser, so its tightly collimated beam appears as a pencil-thin shaft of ruby light.

A second power pack can be mounted horizontally atop the weapon's mainframe section. At the time that the second pack is inserted, the user can select whether it is to be used in parallel or in series with the primary pack.

### HISTORICAL BACKGROUND

The Highbeam is based on various breakthroughs made by Komatsu's high-energy physics lab in Osaka, Japan. The method of "pumping" the CO<sub>2</sub> laser is protected by patent and trade secret, and delivers an energy level an order of magnitude above that possible through any other technology.

Of course, "trade secret" doesn't mean what it once did in Japan. Komatsu had barely begun R&D work on this weapon before industrial spies were swarming all over the area. At least one had some success, bribing a low-level engineer and getting some rough plans for the weapon. These designs have not surfaced again, and Komatsu has pointed the finger at Militech for the theft. None of these

allegations have been proven, and in fact, Militech countercharged that Komatsu stole the idea of a laser weapon from their own entry in the energy rifle market.

### EVALUATOR'S COMMENTS

Trade secret and patent aside, Komatsu's secret appears to be safe. Even on close examination of the circuitry involved, our physicists are unable to understand the principles involved. What this means to you, the user, is that you're packing the highest-power personal energy weapon in the world.

We strongly suggest that you install the secondary power pack — if you use it at all — in parallel rather than serial. Damage potential is high enough without the added punch, and the second pack ameliorates the Highbeam's major weakness: limited number of shots. Also, if you go serial, you'll find that the gun heats up dramatically. While this doesn't seem to impair its functioning at all, it becomes very uncomfortable to hold without gloves.

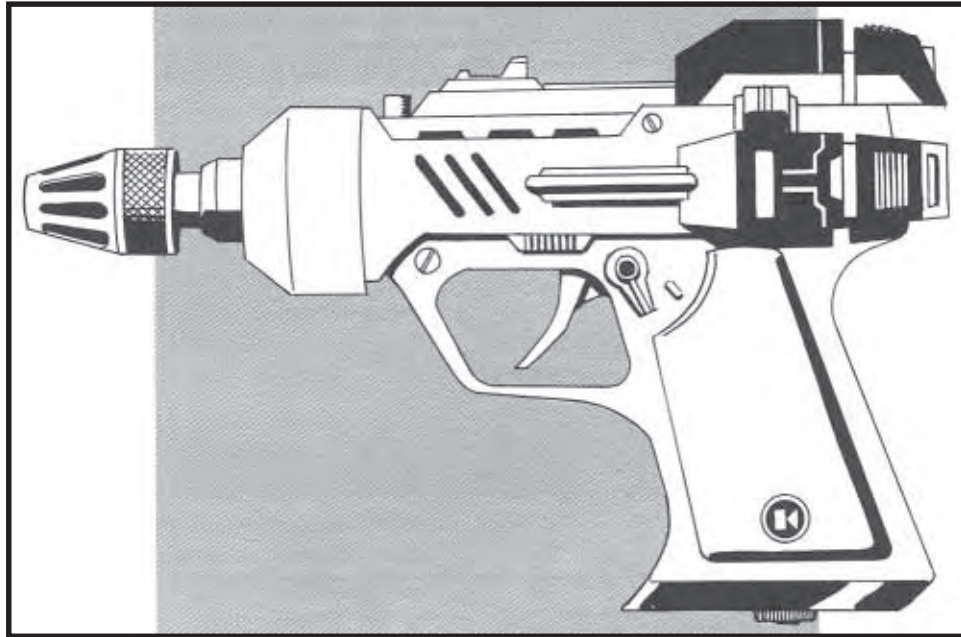
Chie Takanwa,  
Yamaha Special Weapons Lab, Tokyo, Japan

KOMATSU HIGHBEAM LASER RIFLE							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 25	23		4	10-40	150	300	300K (28)
C 10	6D+2		4	10-40	150	300	300K
L 2	5Dx4		4	10-40	150	300	300K



Illustration by A. McClellan

# KOMATSU RADIANT



## DESCRIPTION

The Radiant from Komatsu is the first commercially-available energy pistol. It is short-barreled and blocky in design, with a total length of 28 centimeters and mass of 1.1 kilograms. The primary pack mounts within the butt. Up to two additional packs can be mounted, one on either side of the weapon's mainframe. At the time of installation, they can be rigged in either serial or parallel; both additional power packs must be rigged in the same manner. Loaded with two secondary packs, the weapons masses 2.1 kilograms.

The Radiant is unique in that a thumbswitch can select two different output frequencies from its excimer laser. One, in the visible range, is a bright blue laser beam which inflicts damage through thermal effects; the second is an invisible beam of energetic microwaves tuned to inflict stunning damage on a living target.

## HISTORICAL BACKGROUND

The Radiant draws much of its technology from the same high-energy physics lab which made the Highbeam possible. Although it has been available for less than a month at this writing, it has already been adopted by several security services throughout Japan.

Microwaves are also being used increasingly by industrial saboteurs, who have discovered that heavy doses can effectively disrupt sophisticated machinery.

## EVALUATOR'S COMMENTS

The description should have one of its phrases set in big, bold capital letters: **BOTH ADDITIONAL POWER PACKS MUST BE RIGGED IN THE SAME MANNER.** If you rig one serial and one parallel, the weapon will blow up in your hand when you pull the trigger. (The user suffers damage value T 18/ C 5D/L 4Dx4).

Apart from this warning, the Radiant is a dream. The selectable output is a breakthrough of unprecedented proportion, and we wish we understood how Komatsu managed it. If used properly, there is nothing negative that can be said about this weapon.

Chie Takanwa  
Yamaha Special Weapons Lab, Tokyo, Japan

### KOMATSU RADIANT

TECH	DAMAGE		RANGE			PRICE (VALUE)
	VALUE	AMMO	S	M	L	
T 25	20/26*	7	5-10	35	600	280K (28)
C 10	5D+2/7D+2*	7	5-10	35	600	280K
L 2	4Dx4/6Dx4*	7	5-10	35	600	280K

\* Value before the slash refers to damage from laser; number after the slash refers to damage from microwaves.

Illustration by A. McClellan

CAT. NO. 69-560893



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## FN JAMMER WRIST GUN

### DESCRIPTION

The *Fabrique Nationale* Jammer, a cyberweapon, is four centimeters in width and three in length. Its inner surface is flat, while its outer surface is rounded, and it is 1.5 centimeters deep at its thickest point. It is constructed of ceramic-polymer, coated in neotefflon to make it totally hypoallergenic. It is installed on the underside of the user's wrist and covered by *NeuraSkin*. The weapon is connected directly to the user's brain via *NeuraCal*.

To fire the gun, the user bends his hand back, unmasking the short barrel, which extends one cm from the skin when the hand is in this position. The weapon is fired by a mental command.

The Jammer accepts a small magazine containing flechette rounds. When the magazine is empty, it is automatically ejected through a port in the side of the wrist. A new magazine is inserted through the same port.

The flechette rounds fired by the Jammer are much less effective than those fired by normal weapons, thus the relatively low damage value.

However, the flechettes spread so widely, the chance of a successful hit is much greater (T +3/C +6/L +1 to the attack difficulty when using the Jammer).

(The FN jammer has a surgery difficulty of T 10/ C 13/L 3 and a surgery effect of *wound*. Its *cyber rating* is +2.)

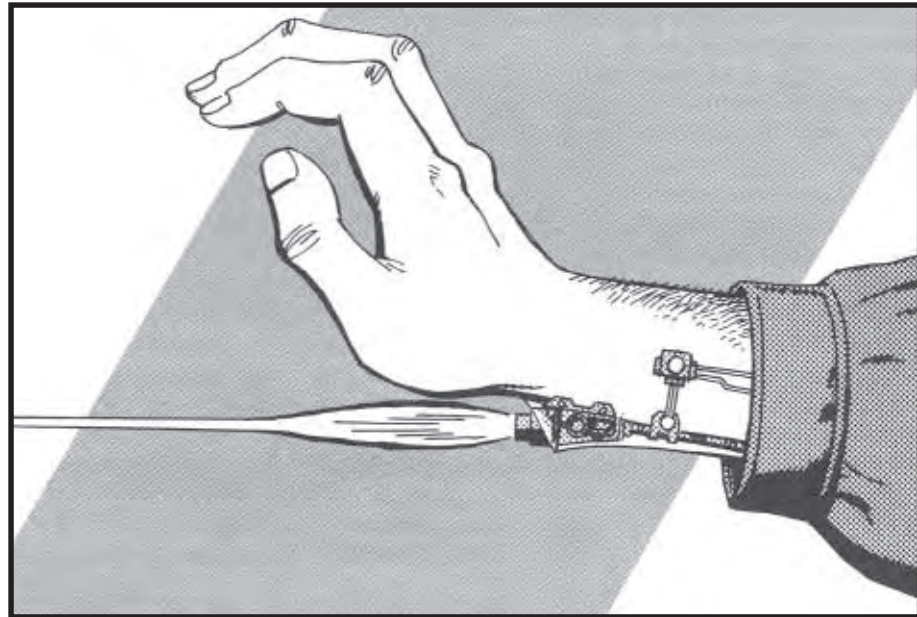
### HISTORICAL BACKGROUND

The FN Jammer was the first wrist gun to be developed. It has a smaller range and carries fewer rounds than later models, such as the *Avro PR II.V*, but it's so much more likely to hit the target that it remains very popular, particularly among members of the Resistance.

### EVALUATOR'S COMMENTS

The Jammer is rated as highly reliable, with a good damage value for a weapon of its type. It can be fired at full automatic, but this causes the weapon to heat up, inflicting pain on the user (one shock point per round when gun is fired at full-auto).

Currently, *Fabrique Nationale* is experimenting with a different type of flechette round — one which supposedly is more effective at defeating armor. This



is still in the experimental stage, as are FN's attempts to incorporate true smartgun technology into the Jammer. As of now, neither of these innovations is available.

Pierre Beaufontaine  
Weapons Designer, Hellfire, Inc., Paris, France

### FN JAMMER WRIST GUN

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 26	23		7	3-10	11-60	—	1500 (16)
C 15	6D+2		7	3-10	11-60	—	1500
L 3	5Dx4		7	3-10	11-60	—	1500



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## SPARROW FANG

### DESCRIPTION

The Fang, developed by Sparrow Arms of Paris, is a small single-shot weapon that is concealed within a finger. It can be installed in a normal (“flesh”) finger or within the finger of a cyberarm.

The weapon is prepared for use by extending the finger fully and pressing on a tiny catch, located near the knuckle, which locks the finger rigid. The gun is fired by pressing another stud concealed beneath the skin. If the Fang is installed in the forefinger, the firing stud can be pressed by the thumb of the same hand. On firing, a tiny port opens in the fingertip to allow passage of the bullet.

The single caseless round is loaded through a concealed port in the side of the finger. The Fang is chambered for a special fragmenting 3mm round.

(The Sparrow Fang has a surgery difficulty of T 8/ C 11/L 2 — T 6/C 9/L 1 if installed in a cyberarm — and a surgery effect of *wound*. Its *cyber rating* is +1 if installed in a human arm, and zero if installed in a cyberarm.)

### HISTORICAL BACKGROUND

Sparrow is funded directly by the Cyberchurch for the purpose of developing concealed weapons for the Inquisition, specifically for anti-Resistance counter-insurgency teams. The Fang was created in response to a specific request for a short-range weapon of assassination.

As such, it has seen extensive use in France in recent months. A number of top Resistance leaders, net runners, and even a suspected Templar dignitary met their deaths quite literally at the hands of an Inquisitor so armed.

### EVALUATOR’S COMMENTS

Range is short, and the Fang’s single-shot design limits its effectiveness. But for its express purpose of assassination, it is without peer. If you can touch your target, you can kill him.

The round is small, leaving a tiny entry wound — often overlooked unless an examiner is actively searching for it — but the bullet’s fragmenting design causes massive internal damage.

The bullet is generally ineffective against an armored target, however, since it usually fragments within the armor, minimizing penetration. (T -3/ C -2D/L -2D modifier to damage value when attacking armored target).

Although it doesn’t have a true silencer, the weapon’s report is very quiet — particularly when its muzzle is pressed against the flesh of its target.

Pierre Beaufontaine

Weapons Designer, Hellfire, Inc., Paris, France

### SPARROW FANG

TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 26	18		1	3-8	9-40	—	1000 (15)
C 15	5D		1	3-8	9-40	—	1000
L 3	5Dx3		1	3-8	9-40	—	1000

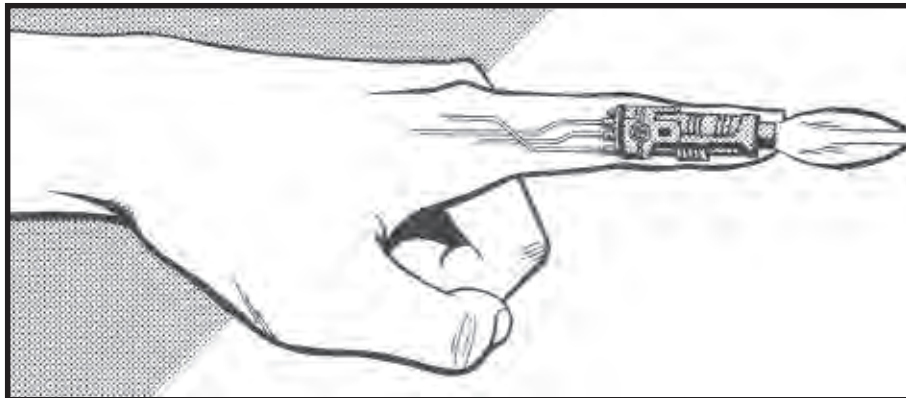


Illustration by A. McClellan



# SPARROW EQUALIZER

## DESCRIPTION

The Equalizer is a light submachinegun designed to be installed in the forearm of a cyberarm. The weapon's overall length is 20 centimeters, with a mass of 1.6 kilograms.

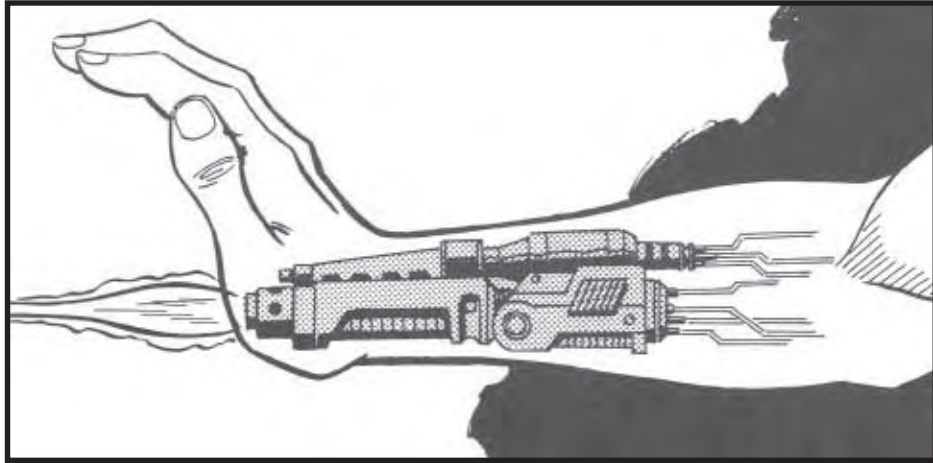
To use the weapon, the user bends his hand back, revealing the firing port in the heel. The user fires the weapon via a mental command, and can switch between single-round, three round burst and full automatic fire at will.

The Equalizer is chambered for 7.65mm ammunition, and can fire standard, explosive, armor-piercing or flechette rounds (all caseless). An internal magazine holds six rounds. A mental command causes the magazine to be ejected through a port in the underside of the forearm. It is through this port that replacement magazines can be inserted. Optionally, a 30-round magazine can be inserted through the port. Due to its length, this magazine extends some 10 centimeters beyond the skin, negating the ability to conceal the weapon.

(The Sparrow Equalizer can be mounted in a cyberarm at the same time that the limb is being attached, or it can be "retrofitted" later. In the former case, all alterations of the cyberarm occur before it is attached. This means that surgery difficulty and surgery effect are as for the unmodified cyber-limb, and that the Equalizer has no additional *cyber rating* [all NeuraCal connections are already in place]. In the latter case, however, surgery difficulty is T 8/ C 11/L 2 and surgery effect is *wound*. The Equalizer's *cyber rating* is +1.)

## HISTORICAL BACKGROUND

As mentioned for the Fang, Sparrow is funded by the Cyberchurch to develop weapons for the Inquisitors. The Equalizer was developed as highly concealable fire support — as its name implies, an "equalizer" in any confrontation.



## EVALUATOR'S COMMENTS

Concealability is this weapon's great strength, in notable contrast to its range or stopping power. Unless the viewer knows exactly what to look for, it proves virtually impossible to detect the firing and reloading ports — that is, if the weapon is not currently firing on full auto, and if an extended magazine is not protruding from the user's arm. This is why single-shot mode seems to be the best choice for most applications: get one shot away fast, and the odds are no one will know just where the round came from. If things get sticky, jam in a 30-round magazine, select autofire and blaze away.

John Todd  
Weapons Designer, Hellfire, Inc., Paris, France

SPARROW EQUALIZER							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 26	18		6/30*	3-15	25	60	1500 (16)
C 15	5D		6/30*	3-15	25	60	1500
L 3	5Dx3		6/30*	3-15	25	60	1500

\* Value before the slash refers to internal magazine; number after the slash refers to extended magazine.



Illustration by A. McClellan



## HELLFIRE SMARTGUN

### DESCRIPTION

The Hellfire Smartgun resembles most other submachineguns on the market, save in one way: it has no trigger assembly. The Smartgun is a standard SMG, firing 9mm shells (standard rounds of flechette only), with a 36-round magazine. It has integral gas-vent recoil compensation (Hellfire Inc.'s patented BlowThru™ design) and a laser sight.

What distinguishes the Hellfire Smartgun from other SMG designs is its integral smartgun interface circuitry. This delicate circuitry establishes a direct neural link between the user's brain, the laser sight and the weapon's firing mechanism. In essence, the technology works like this: the laser sight sends a signal through the interface circuitry to the user's brain when a target is in the weapon's sights. In the other direction, the circuitry picks up the user's neural "fire" reflex and triggers the weapon.

If the user has one or two cybereyes, another wrinkle is added. Smartgun circuitry projects a tiny sighting reticle or crosshairs on to the user's visual field. This reticle can be moved about the visual field under direct mental control. The user positions the crosshairs on to the desired target. When the gun's laser sighting point matches up with the crosshairs, the gun fires automatically. This has the effect of drastically improving accuracy (T +4/C +8/L +1 to the attack difficulty when using the projected crosshairs to aim the weapon).

The Hellfire Smartgun cannot be used by anyone without appropriate interface circuitry. (Installing smartgun interface circuitry has a surgery difficulty of T 10/C 13/L 3 — T 8/C 11/L 2 if installing into a

cyberlimb — and a surgery effect of *mortally wounded*. Smartgun circuitry has a *cyber rating* of +5.)

### HISTORICAL BACKGROUND

Many labs within the Cyberpapacy have been working diligently on developing reliable smartgun technology, including Hachiman's own French facilities. Hellfire, Inc. is the first company to market a complete smartgun package.

### EVALUATOR'S COMMENTS

The Hellfire Smartgun might be the first of its kind on the market, but it is far from perfect. Granted, the surgery required to install the interface circuitry is less invasive than that required by a cyberlimb or rove-eye, but there seems to be something about Hellfire's system that increases the chances of cyberpsychosis by a great amount.

Dorianne Temolo

Weapons Designer, Sparrow Arms, Paris, France

### HELLFIRE SMARTGUN

TECH	DAMAGE		RANGE	PRICE*		
	VALUE	AMMO		S	M	L
T 26	18	12	10-20	30	100	4000 (18)
C 15	5D	12	10-20	30	100	4000
L 3	5Dx3	12	10-20	30	100	4000

\* Weapon only. Implanted interface circuitry costs 2500 (17).

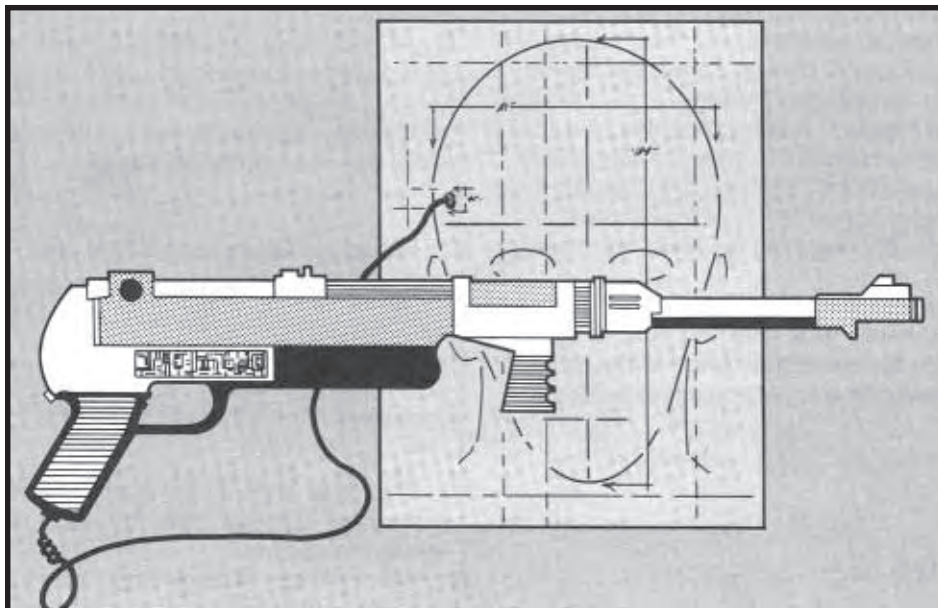


Illustration by C. Hunter



# EXPLOSIVES

Sometimes all you need is a firearm to achieve your ends in combat. One shot from your trusty Kyogo 144 and your enemy goes down in a bloody heap.

But suppose there are 10 opponents, or 20, or 50? Even with your weapon on full-auto, can you be sure you'll get them before they get you? We at Hachiman don't feel you should have to deal with that sort of anxiety, and it is for that reason we have added this section to our catalog.

Great strides have been made in the field of explosives in the past year, ranging from an increase in the destructive capability of the fragmentation grenade to the development of more humane gas and stun bombs. In addition, higher grades of *plastique* are now available for those moments when you want greater control over just how big of an explosion you set off.

Naturally, there have been some concerns on the part of our government as well as others about our offering such dangerous devices to the public. In response, we point to the uncounted thousands of innocent victims of the Possibility Wars — people enslaved by Dr. Mobius, oppressed by Cyberpoppe Malraux, murdered by Baruk Kaah. How many of those people might still be alive and free today if they had had access to weapons like the GG-3 and the GS-7, detailed herein? In good conscience, we at Hachiman cannot sit by and let these weapons gather dust in our warehouses when we know there are people who need them.

The beauty of these weapons is how safe they are to use. As long as you are aware of the blast radius, and so don't hurl one near one of your friends, the chances of an unfortunate accident are very low. In the more advanced explosives, traditional problems of unreliable detonation delay have been eliminated.

Also, most explosives can be carried on your person without anyone around you being the wiser (with the notable exception of the Claymore mine, which is fairly bulky). *Plastique*, in particular, can be molded into any shape and hidden inside any number of innocent-looking devices.

Be aware of the fact that explosives are considered an offensive, rather than a defensive, weapon. Possession of a grenade is grounds for arrest or even immediate execution in some spots on the globe. For that reason, make certain you will truly need such things where you are journeying before adding them to your arsenal.

## TYPICAL THROWN GRENADE RANGES

SYSTEM	RANGE TO TARGET (IN METERS)		
	S	M	L
Torg (distance value)	STR-4	STR-3	STR-2
D6 Classic	7	20	40
D6 Legend (x5)	STR-1	STR	STR+1





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## NO. 36M FRAGMENTATION GRENADE

### DESCRIPTION

The No. 36M fragmentation grenade is approximately the size of a clenched fist, and weighs 0.6 kilograms. Its outer casing of cast iron is divided into segments that will, on detonation, turn into damaging fragments. This design gives the grenade one of its nicknames, the “pineapple.”

A spring-loaded safety handle, or “spoon,” is mounted in the grenade’s head. This spoon is held in place by a cotter pin equipped with a ring. Pulling the pin free allows the spoon to spring away from the head, which ignites the grenade’s fuse. Once the pin is pulled, the spoon can be manually held in place. The fuse is chemical, with a normal duration of seven seconds (in the Hachiman model), although it can be shortened by manipulating the fuse mechanism itself. The explosive is Baratol.

### HISTORICAL BACKGROUND

The British “Mills Bomb” — later designated the No. 36M — appeared on the scene around 1915, and became the model for the American MK2 and the Soviet F-1. Eventually, it was realized that the externally serrated cases of these grenades did not fragment evenly, so it was replaced by more advanced models, such as the American M26, in the 1960s and 1970s. Despite this, Mills Bomb-type grenades were still seen in use on various battlefields up to the present day.

### EVALUATOR’S COMMENTS

This thing is big and bulky — compared to later models — but it does have the characteristic of being instantly recognizable. While a more advanced grenade could be mistaken for a high-tech salt shaker, there’s no way you could mistake a “pineapple” grenade for anything harmless. (This can be an advantage or a disadvantage, depending on the circumstances.)

The Hachiman model balances punch with splinters — i.e., concussive overpressure with fragmentation — to maximize lethality. In an enclosed space, this thing is a frightening weapon. (If a grenade

explodes inside a confined space — a cubic area less than 10 meters on a side — its damage value is increased by T +2/C +1D+1/L +1D.)

The No. 36M is classed as a “defensive grenade” in that it throws splinters a long way. This can be a problem for rapidly advancing infantry, who are in danger from their own grenades. For assault situations, offensive grenades are a much better choice.

Sgt. Ted “Boomer” Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

### NO. 36M FRAGMENTATION GRENADE

TECH	DAMAGE VALUE	EXPLOS. BURST RADIUS			PRICE (VALUE)
		S	M	L	
T 21	19	1-6	15	40	10 (5)
C 5	6D	1-6	15	40	10
L 1	6Dx3	1-6	15	40	10

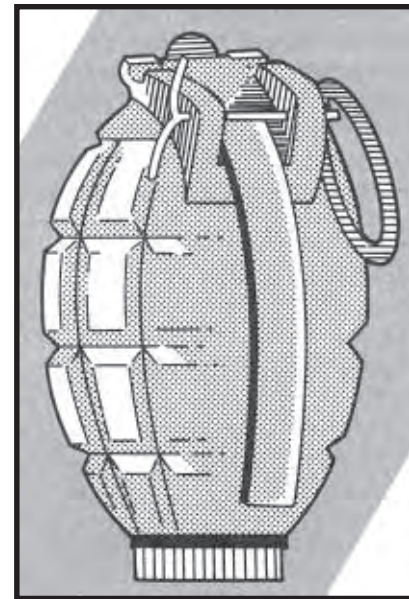
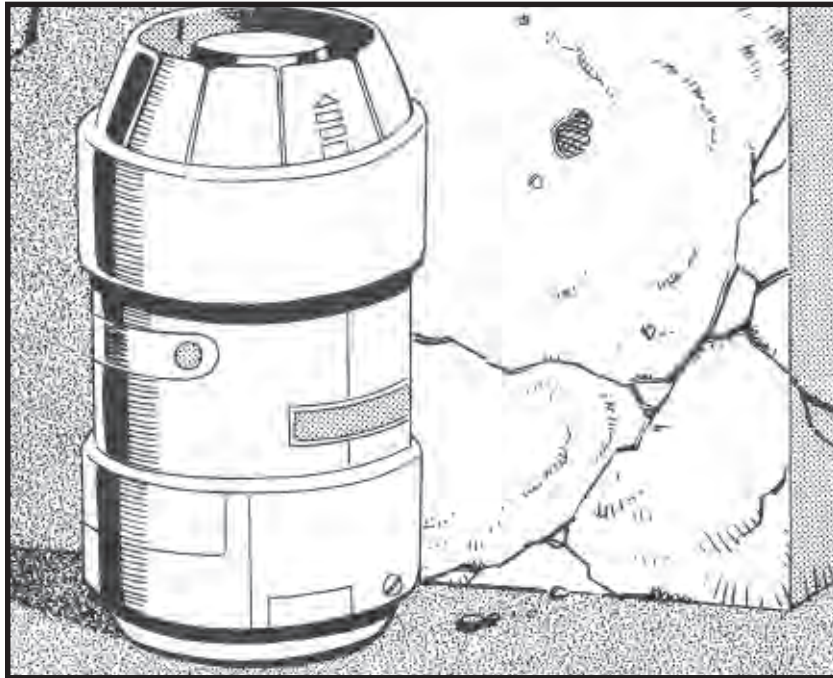


Illustration by C. Hunter

CAT. NO. 69-566893



## GF-9 IMPROVED FRAGMENTATION GRENADE

### DESCRIPTION

The GF-9 is a logical extension of the technology which went into old-style fragmentation grenades like the No. 36M discussed on the opposite page. It is a small cylinder three centimeters in diameter and nine in length, massing 0.4 kilograms. On top of the cylinder is a small knurled knob. The timing of the electronic fuse can be adjusted by turning this knob, while the fuse timer is started by depressing this knob past a click detente (this is to prevent accidental triggering). The fuse timer can be set between one and 60 seconds.

The GF-9 has two alternate fusing strategies. The plastic fusing knob can be removed, revealing a spool of fine monofilament line which can be extended up to 10 meters to serve as a trip-wire. Once the grenade and trip-wire are positioned, any tug on the wire causes the grenade to detonate immediately. Alternatively, a small radio receiver can be attached to the top of the grenade, which allows the explosive to be detonated by a remote radio signal.

### HISTORICAL BACKGROUND

The GF-9 is manufactured by Hachiman, based on a design by Hellfire, Inc. of Paris. It incorporates features of the American M26 and West German DM-51 grenades. The grenades small size and high power depend on the use of the newly formulated C7 as the explosive charge.

### EVALUATOR'S COMMENTS

The major difference users will notice is in the fusing. It's electronic, so when you set it for five seconds you know it will go off in five seconds — not 5.5 or (worse) 4.5. The chemical fuse in the old pineapple would sometimes burn erratically, so a seven second grenade would sometimes go off in six or less.

The GF-9 is virtually a perfect design. It corrects all the flaws present in older-style grenades, and adds no glitches of its own. It's easy to use, reliable, flexible and it packs a serious punch.

This is an offensive grenade, so it depends much more on concussion than on fragments (this is so advancing infantry don't advance into their own shrapnel). What this means is that the GF-9 has a smaller burst radius, but it's much more effective within that radius.

(If a grenade explodes in a space less than 10m x 10m x 10m, its damage value is increased by T +2/ C +1D+1/L +1D.)

Sgt. Ted "Boomer" Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

### GF-9 IMPROVED FRAGMENTATION GRENADE

TECH	DAMAGE VALUE	EXPLOS. S	BURST RADIUS			PRICE (VALUE)
			S	M	L	
T 24	22	1-2	5	10	15 (6)	
C 10	6D+1	1-2	5	10	15	
L 2	6DX3	1-2	5	10	15	

Illustration by A. McClellan

CAT. NO. 69-567893



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## GG-3 GAS GRENADE

### DESCRIPTION

In appearance and operation, the GG-3 is identical to the GF-9 fragmentation grenade described above. When the GG-3 detonates, however, it releases a thick cloud of gas.

Two versions of the grenade are available from Hachiman. The GG-3N releases a cloud of Neuro-4 neurotoxin (nerve gas). The GG-3L releases *Somnus*<sup>™</sup>, Hachiman's patented sleep/stun gas.

(When the grenade detonates, anyone within three meters of it is immediately "attacked" by the gas. On the next round, the cloud expands to cover a five meter radius extending from the blast point. At this point, damage from the gas is reduced by -4 due to its dissipation. The gas will dissipate completely by the third round after detonation. Wind will have an effect, but — since this would add more complexity than some gamemasters may care for — the mechanics are left up to the individual gamemaster to deal with on a case-by-case, common-sense basis.

### HISTORICAL BACKGROUND

Gas grenades of one kind or another have been in use since the first decades of the 20th century. Hachiman has improved the technology extensively, however. The effectiveness of the chemical agents in the GG-3 are orders of magnitude greater than those in less sophisticated grenades.

### EVALUATOR'S COMMENTS

We are very impressed with both versions of the GG-3. The grenade mechanism itself gets the same high marks as the GF-9, and the chemical agents are top-notch. Neuro-4 is a highly effective neurotoxin with very high lethality. It is absorbed through the skin, so breath shields and filters are useless — the only effective protection is a full chemical-warfare suit. *Somnus*, on the other hand, is absorbed only across the permeable membranes of the lungs, so gas masks will prevent its effects.

Dennis Moriarty, Weapons Designer  
 US Army Advanced Weapons Design Facility  
 ("The Shop"), Dallas, TX

### GG-3 GAS GRENADE

TECH	DAMAGE VALUE	EXPLOS. BURST RADIUS			PRICE (VALUE)
		S	M	L	
T 24	27/30*	1-8	15	40	25 (6)
C 10	8D/9D*	1-8	15	40	25
L 2	6Dx4/9Dx3*	1-8	15	40	25

\* Value before the slash refers to damage from the neurotoxin gas; number after the slash refers to the damage from the sleep/stun gas. Armor is not taken into account when determining effects of either gas.

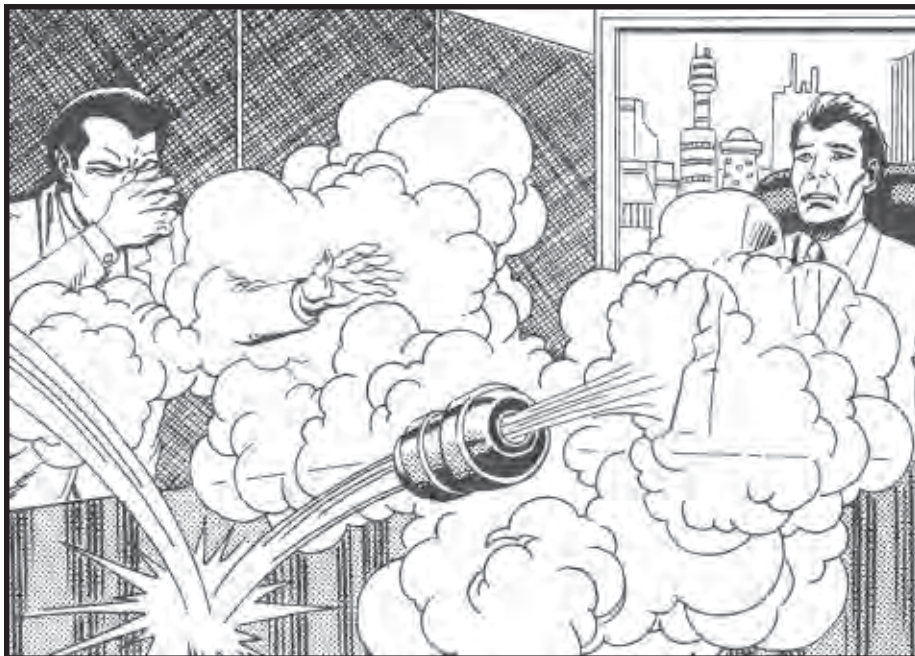
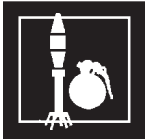


Illustration by A. McClellan



## GS-7 STUN GRENADE

### DESCRIPTION

In appearance and operation, the GS-7 is identical to the GF-9 and GG-3 grenades described above. The effect of this grenade is quite different, however.

When the grenade detonates, three events occur in sequence, separated by approximately 0.5 seconds. The first is a blinding flash of light; the second is a loud explosion, intended to burst the eardrums of anyone within the blast radius; the third is the emission of a high-frequency screech, so tuned as to cause incapacitating pain to the inner ear no longer protected by the (now ruptured) eardrum. The general effect is disorientation at the least, incapacitation or even loss of consciousness in more severe instances.

### HISTORICAL BACKGROUND

The GS-7 is based in concept on the "flash-bang-crash" stun grenades used in the 1970s and 1980s by the British SAS and other anti-terrorist services. The Hachiman design has improved upon the execution, although the concept — valid and effective as it is — needs little enhancement.

### EVALUATOR'S COMMENTS

This is a really brutal device. Experimental subjects — when they could talk again, of course — reported the experience as the most painful thing they've ever had happen to them. Various pieces of protective gear can ameliorate the effects, of course. Anti-glare goggles or cyberoptics with flare compensation diminish the dazzling effects of the flash, while ear protectors minimize the damage done by sonic effects. Even fully protected victims, how-

ever, will find that the concussion punch is strong enough to distract and disorient them.

A very nasty way of achieving a nonlethal takedown. It is slightly less effective — in absolute terms — than *Somnus* gas, but it does have the advantage that the subject does not have to inhale to be affected.

(Goggles or other eye protection, such as cybereyes with flare compensation, decrease damage by T -1/C -2/L -1D. Industrial grade ear protection, or cyberears with dampers, decrease damage by T -2/C -1D+1/L -1D. These bonuses are cumulative. If a grenade explodes in a confined space less than 10m x 10m x 10m, its damage value is increased by T +1/C +2/L +1D.)

Lt. Eichiro Ohara, Active Response Team  
Yamatetsu Corp., Kyoto, Japan

### GS-7 STUN GRENADE

TECH	DAMAGE VALUE	EXPLOS. BURST RADIUS			PRICE (VALUE)
		S	M	L	
T 23	27**	0-3	8	15	40 (8)
C 5	8D**	0-3	8	15	40
L 1	6Dx4**	0-3	8	15	40

\*\* Stun damage only.

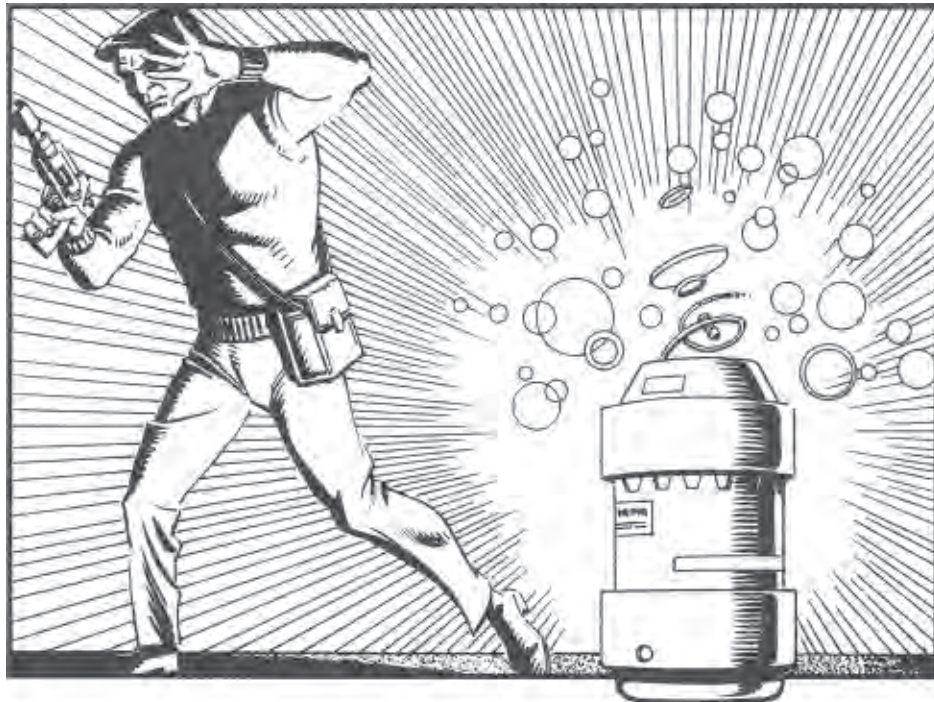
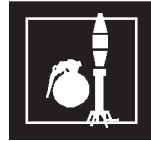


Illustration by A. McClellan

CAT. NO. 69-569893



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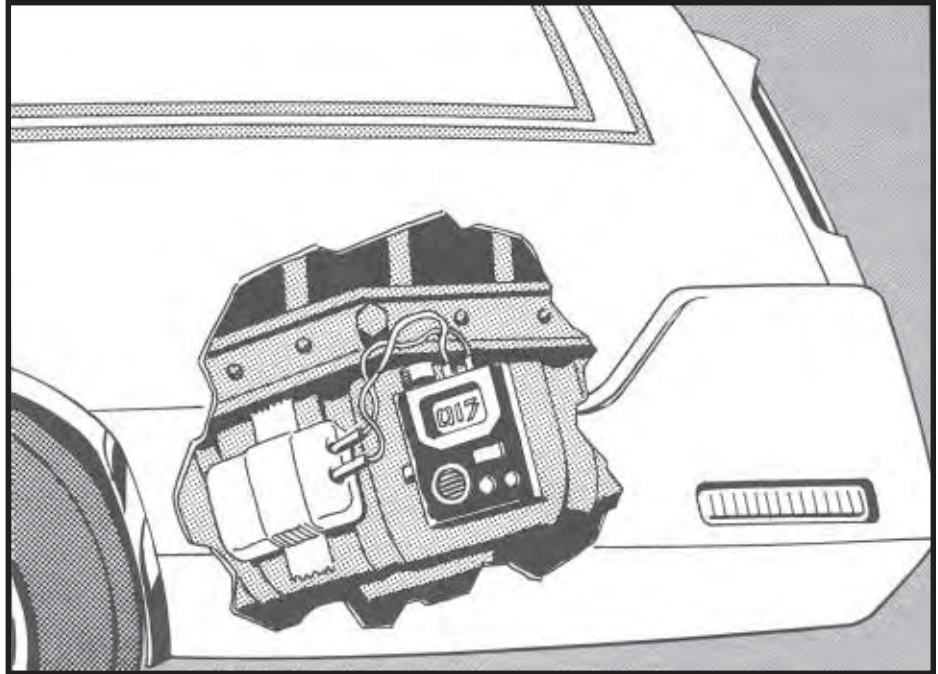


## PLASTIC EXPLOSIVES (*PLASTIQUE*)

### DESCRIPTION

*Plastique* is a generic name applied to a variety of highly-effective chemical explosives. Hachiman sells three grades, coded C5, C6 and C9. In consistency, all are similar to putty or modeling clay, and can be molded easily. They are very stable, both thermally and kinetically. In general, a temperature of 500° C or more is necessary to detonate *plastique*, while no amount of impact (dropping, etc.) will detonate it. Instead, all three formulations are triggered electrically.

For convenience, *plastique* is sold in 30-gram packages.



### HISTORICAL BACKGROUND

The original “plastic explosives” first saw wide use during the 1960s. Modern formulations have increased stability and explosive yield by, literally, orders of magnitude.

### EVALUATOR’S COMMENTS

You can’t say all that much about *plastique*. Either it goes boom when you trigger it, or it doesn’t. All three of these formulations go boom. They are very stable, and pack an almost unbelievable punch. If you build a big enough charge, you can blow up virtually **anything!**

Sgt. Ted “Boomer” Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

**In Game Terms:** *Plastique* is handled differently from other explosives, such as grenades, in that the more explosive you use, the bigger the blast radius and the greater the damage. Explosive burst radius and damage as listed below is for 30 grams of *plastique*. Burst radius — for each range category — is multiplied by the number of 30 gram packages used. Thus, three packages of CF will have the following ranges: Short, 0-9 (3x3), Medium 18 (3x6), and Long 30 (3x10).

Damage increases in this manner: every doubling of the number of packages used, rounding up, results in a T +2/C +2/L +1D bonus to the damage value. For instance, one package of C6 has a damage value of T 18/C 5D/L 4Dx4. Using two packages adds T +2/C +2/L +1D for a total damage of T 20/C 6D/L 8Dx3. Using three or four packages adds T +4/C +4/L +2D for a damage value of T 22/C 6D+2/L 9Dx3, etc.

*Plastique* is not intended to be thrown. Rather, it is used for booby traps or demolition charges.

### PLASTIQUE

TECH	DAMAGE VALUE	EXPLOS. S	BURST M	RADIUS L	PRICE (VALUE)
<b>C5</b>					
T 23	16	0-3	6	10	25 (7)
C 5	4D+1	0-3	6	10	25
L 1	4Dx3	0-3	6	10	25
<b>C6</b>					
T 24	18	0-5	10	15	40 (8)
C 10	5D	0-5	10	15	40
L 2	5Dx3	0-5	10	15	40
<b>C9</b>					
T 25	21	0-8	12	18	100 (10)
C 10	6D	0-8	12	18	100
L 2	6Dx3	0-8	12	18	100

Illustration by A. McClellan

CAT. NO. 69-570893



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## CLAYMORE MINE

### DESCRIPTION

The Claymore is a directional anti-personnel mine that scatters a hail of steel balls in a specific direction. The area of effect is a 60° arc, with a maximum range of about 250 meters. The mine consists of a plastic case holding a curved slab of explosive, faced with hundreds of ball-bearings set in plastic.

The Hachiman Claymore can be triggered by trip-wire, time delay, or remote switching (electronic, through wires or radio).

### HISTORICAL BACKGROUND

The Claymore concept was developed in the 1950s, and various Claymore-type devices saw extensive use in Vietnam. These effective mines are still in use with armies all across the globe.

Claymores have been used with varying success in the battle for the United States. While they have been effective against early waves of gospog, by the time the weather changes and the edeinosaurs warriors begin to attack, they have ceased to function. The exception to this seems to be if a U.S. soldier approaches one to check on the mechanism, at which point it often explodes, killing the trooper. For this reason, the Army is turning away from the concept of mining portions of the Living Land, but is still working at laying Claymores along the borders of Baruk Kaah's realm.

### EVALUATOR'S COMMENTS

Highly effective, if used properly. Anyone right in front of an exploding Claymore gets literally shredded.

Don't believe the 250-meter range. That's **extreme** range — in other words, in one or two tests a couple of balls were found to fly that far. Effective range is closer to 50 meters.

The best way to use this device is a combination of command-triggered and trip-wired (or better yet, proximity-fused). This avoids an embarrassing problem the U.S. Army had in Vietnam: the Viet Cong would sneak up at night and turn the Claymores around so they faced the other way. Then they'd jump out and go, "Boo." Unpleasant.

(The Claymore has two areas of effect: One is the 60° arc from the front face of the device. The second is a spherical area completely surrounding the device. The former area of damage is due to flying steel balls; the latter is due simply to the concussion of the detonating explosive.)

Sgt. Ted "Boomer" Nakamura  
Weapons Instructor, USMC, Fort Bragg, NC

### CLAYMORE MINE CONE

TECH	DAMAGE VALUE	EXPLOS. S	BURST RADIUS			PRICE (VALUE)
			M	L		
T 22	22/14*	0-10	20	50	200 (12)	
C 5	6D+1/3D+2*	0-10	20	50	200	
L 1	6Dx3/5Dx2*	0-10	20	50	200	

### Claymore Sphere

T 22	22/14*	0-1	3	5	200 (12)
C 5	6D+2/4D*	0-1	3	5	200
L 1	6Dx3/5Dx2*	0-1	3	5	200

\* Value before the slash refers to damage when targets are caught within the 60° forward arc of the weapon. The value after the slash refers to the spherical area of damage surrounding the device.

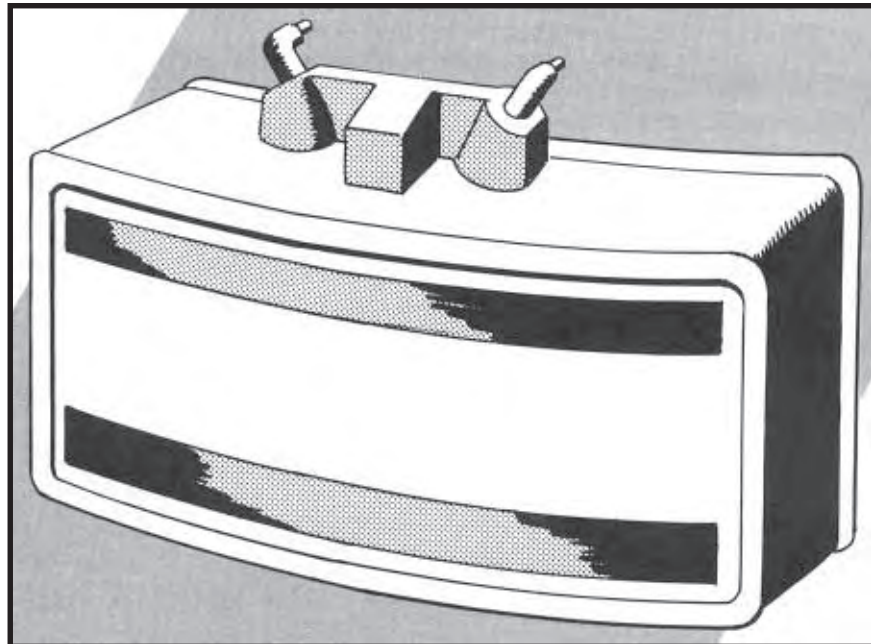
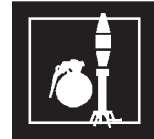


Illustration by A. McClellan

CAT. NO. 69-571893



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# ESPIONAGE

This section is devoted to the tools normally used by members of the intelligence community — sophisticated pistols disguised as common household objects, radical new technologies that can be used to stop better-armed and armored opponents. For decades, these weapons were available only to the world's secret agents, but with ordinary citizens now bravely fighting for their countries, the time has come to put every available arm into the hands of the common man.

Of course, we know that not everyone has the need or the desire to own a weapon of espionage. There is virtually no intimidation factor connected to these weapons, as their true nature is invariably concealed. Their unique abilities often lend themselves to easily unnoticed malfunctions (as is detailed later in this section, how does one find out his Mk.3 Microwaver isn't working until one actually tries it on a charging enemy?)

On the other hand, there are places where one's foes are not clearly identified, and it might be wise to hide hostile intentions until the targets are clear. For forays into such areas, these weapons are ideal — there is, after all, nothing overtly threatening about someone carrying a pen and an umbrella. Espionage weapons practically guarantee you will have the advantage of surprise in combat.

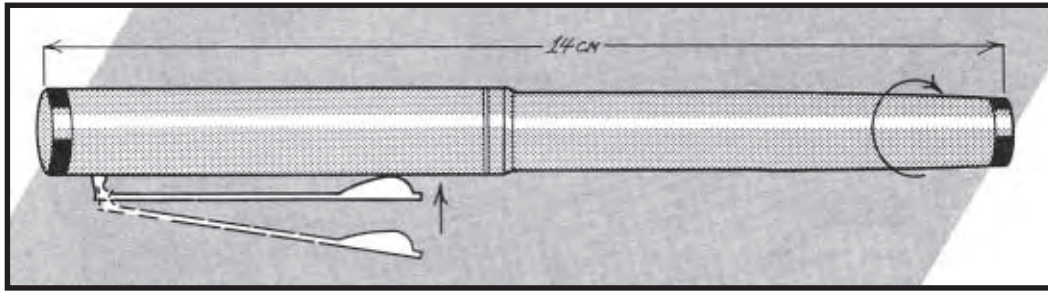
# AMMUNITION

The biggest problem one will face when purchasing weapons from the espionage list is finding the proper ammunition for them once in the field. Hachiman, of course, offers bullets and power packs for the weapons, but few other arms dealers have this specialized ammo in stock. Thus, prior to traveling far from your local Kanawa Corporation representative, make sure to stock up on bullets, darts, or batteries, depending on the weapon you have purchased.

A final word of caution: if covert weapons like the JB-1 Gun Pen or the KILOGRAMS-5 Dart Gun Umbrella are included in your order, be extremely careful when operating them. Keep in mind that these are not commonplace guns with clearly defined trigger assemblies. Accidentally grabbing the KILOGRAMS-5 when you're going for an umbrella can result in a nasty accident, not to mention a horrendous waste of ammunition. As with any other weapon offered by Hachiman, caution and simple common sense should be the rules of the day.



# JB-1 GUN PEN



## DESCRIPTION

This unique weapon appears to be a normal fountain pen, 14 centimeters long and one in diameter, massing 80 grams. Concealed within it is a single-shot 5.65mm gun mechanism.

To prepare the weapon for use, the user twists the base of the pen body 90 degrees. This opens the firing port in the bottom of the device and cocks the mechanism. It is fired by pressing down on the clip. The single caseless round is loaded through the muzzle. The weapon will accept standard or flechette rounds.

The JB-1 does operate as a fountain pen, although its ink reservoir is rather small, and it is available in a range of designer colors.

## HISTORICAL BACKGROUND

The tendency to design small guns into virtually anything has been around for several centuries. A pair of tiny pistols built into the handles of a knife and fork date from the 18th century. It is unknown where the concept of placing a weapon within a pen originated, however.

The JB-1 has been used of late as a weapon of "inadvertent assassination." Recently, the owner of a small electronics firm was signing over the rights to his company to the Kanawa Corporation. At the signing ceremony, someone apparently substituted

a rigged JB-1 for the executive's fountain pen. He signed his name, and as he passed the pen to the Kanawa representative, the gun went off. Kanawa's man fell dead, and the small businessman was killed in a hail of bullets from Kanawa security men.

## EVALUATOR'S COMMENTS

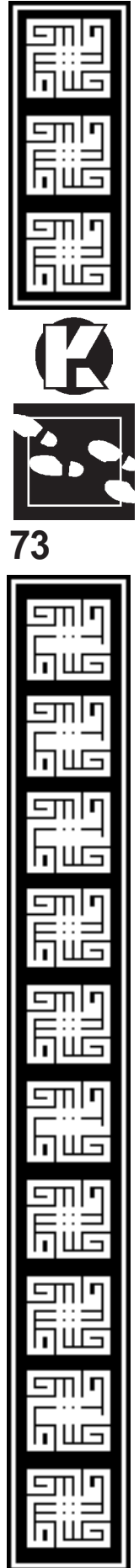
Come on, guys, admit it. (We watch old James Bond movies, too ...)

The weapon has only a very short range, but what do you want? There's no space for sound suppression, but the propellant charge isn't too big, so the discharge is surprisingly quiet.

One of our evaluators insists I point out that the balance of the pen is lousy, and it tends to leak into your shirt pocket.

Dennis Moriarty, Weapons Designer  
 US Army Advanced Weapons Design Facility  
 ("The Shop"), Dallas, TX

JB-1 GUN PEN						
TECH	DAMAGE		S	RANGE		PRICE (VALUE)
	VALUE	AMMO		M	L	
T 22	12	1	1-2	5	8	200 (12)
C 5	3D	1	1-2	5	8	200
L 1	3DX3	1	1-2	5	8	200



## KG-5 DART GUN UMBRELLA



### DESCRIPTION

The KG-5 appears to be a standard umbrella, 91 centimeters long, massing 0.4 kilograms. The umbrella mechanism itself is fully functional and spring-loaded.

The metal “spike” on the end of the umbrella contains a small CO<sub>2</sub>-powered dart gun that fires a tiny spherical capsule. This capsule can contain either high-lethality neurotoxin or a tranquilizing drug. The weapon is triggered by pressing a concealed stud on the umbrella’s handle. The discharge is virtually silent. Range is very low, since the weapon is intended to deliver its dart into a nearby target. The dart is so small, and leaves so tiny a break in the skin, that it is unlikely that either the victim or a subsequent investigator will be able to determine exactly what happened.

The weapon contains ammunition and sufficient CO<sub>2</sub> for four shots. It is reloaded by unscrewing the entire spike assembly and replacing it.

### HISTORICAL BACKGROUND

The genesis of the KG-5 springs from a Soviet assassination weapon used in London and elsewhere in the world during the 1970s. This device also resembled an umbrella, and jabbing it into a target drove a tiny poisoned pellet into his flesh. The KG-5 builds on this idea by giving the weapon slightly better range. While a subject might remember being poked by an umbrella, and possibly be able to identify his attacker, he will probably not remember something that feels like the bite of an insect. Even

if he does, it is unlikely he will associate it with the umbrella-carrying figure who was nearby at the time.

### EVALUATOR’S COMMENTS

Range is absolutely negligible, but this isn’t an issue. The KG-5 is quite possibly the perfect assassin’s weapon.

Our one complaint is with the toxin used in the capsules. It’s too fast-acting. We think it would be much better to use a toxin with a longer time-course, so that the victim shows symptoms only minutes or hours later — long after the assassin is clear of the area.

Of course, one is also limited by weather condition when using this weapon. A man walking with an umbrella on a bright, sunny day might seem a bit suspicious, so you have to pick your spots if you want to hit your target and get away clean.

Dennis Moriarty, Weapons Designer  
US Army Advanced Weapons Design Facility  
 (“The Shop”), Dallas, TX

### KILOGRAMS-5 DART GUN UMBRELLA

TECH	DAMAGE		S	RANGE		PRICE (VALUE)
	VALUE	AMMO		M	L	
T 22	*	4	0-1	—	—	400 (13)
C 5	*	4	0-1	—	—	400
L 1	*	4	0-1	—	—	400

**Tranquilizer:** Damage value T 27/C 8D/  
L 6Dx4, stun only.

**Neural Toxin:** Damage value T 22/C 6D+1/  
L 6Dx3.

\* Damage variable, depending on pellet load.

Illustration by A. McClellan

CAT. NO. 69-574893



# YAMAGUCHI MK.3 MICROWAVER

## DESCRIPTION

The Mk.3 resembles a battery-operated flashlight. It is 22 centimeters long by 14 centimeters wide by 13 centimeters high (not including the handle atop the device). It masses 0.7 kilograms. Its case is red plastic, with a white bezel around the bulb-lens assembly.

The Mk.3 will operate as a normal flashlight with a beam range of 20 meters. Flipping a concealed switch on the underside of the handle, however, puts it in weapon mode. At that point, pressing — rather than sliding — the on/off switch causes the Mk.3 to emit a concentrated, invisible beam of high-energy microwaves. The persistence of the beam is 0.1 seconds for each press of the button. The power pack contains sufficient energy for eight shots.

The microwave beam does damage to living tissue through local heating. It also has a disruptive effect on electronic devices, particularly those that are more delicate and intricate, such as computers.

(If the beam strikes a piece of electronic equipment, there is a chance that the equipment will be rendered inoperative for 1 to 20 rounds. To determine whether the equipment fails, generate an appropriate weapons skill total against the "Microwaver Damage" table. If the equipment is damaged, roll again to determine the number of rounds it is inoperative.)

## HISTORICAL BACKGROUND

It has long been known that microwaves can disrupt the functioning of delicate electronics. (During the 1960s and 1970s, microwave ovens were frequently blamed for "crashing" pacemakers.) Mi-

crowaves also heat by exciting water molecules within materials. Yamaguchi was the first company to combine these two features of microwaves into a weapon.

## EVALUATOR'S COMMENTS

Rate of fire is an issue with the Mk.3. Despite the background above, the Mk.3's capacitors aren't as beefy as Yamaguchi would like. If you pump the button too fast, they'll overload and blow up the weapon. (Rate of fire is limited to one shot every two rounds. If this is exceeded, the weapon explodes, destroying itself and attacking everything within two meters with a damage value of T 12/C 3D/L 5Dx3.)

Lt. Eichiro Ohara, Active Response Team, Yamatetsu Corporation, Kyoto, Japan

YAMAGUCHI MK.3 MICROWAVER						
TECH	DAMAGE		RANGE			PRICE (VALUE)
	VALUE	AMMO	S	M	L	
T 25	19	8	3-5	15	40	10,000 (20)
C 10	5D+1	8	3-5	15	40	10,000
L 2	5Dx3	8	3-5	15	40	10,000

Microwaver Damage	
EQUIP. TECH	DIFFICULTY
T 20/C 5/L 1	T 16/C 19/L 6
T 23/C 5/L 1	T 14/C 17/L 5
T 24/C 10/L 2	T 13/C 16/L 5
T 26/C 15/L 3	T 11/C 14/L 4

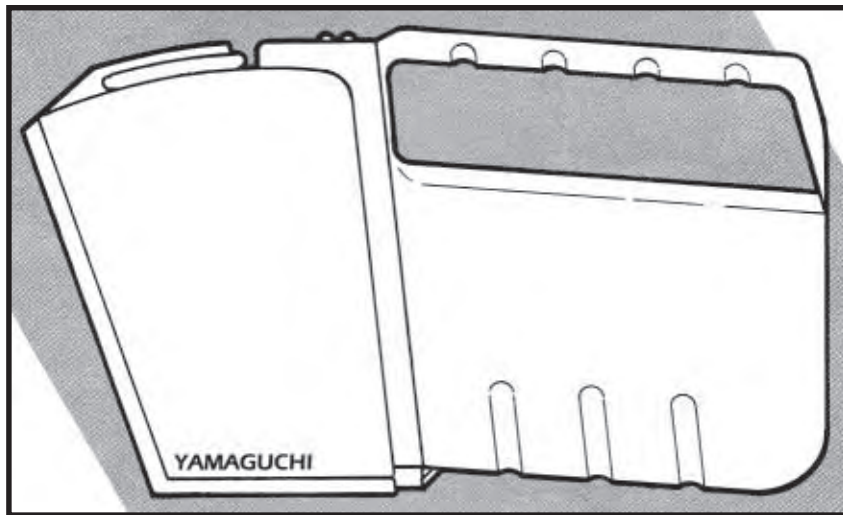


Illustration by S. Crane



## HACHIMAN STUN GLOVE

### DESCRIPTION

The Hachiman Stun Glove is a full-hand gauntlet comprised of nonconducting polymer fabric interlaced with fine wire mesh. A small capacitor and battery pack is mounted on the vambrace of the glove.

When the wearer strikes or grabs an opponent, the capacitor discharges a jolt of up to 30 kilovolts. This is enough to cause the disorientation and loss of consciousness characteristic in a taser weapon.

The Hachiman Stun Glove is available in both left- and right-handed models. The battery pack contains enough energy for eight discharges. The battery can be fully recharged in one hour, or replaced.

### HISTORICAL BACKGROUND

The basic concept of the Stun Glove is drawn from the taser, a weapon developed in the early 1980s. Certain applications require greater concealability than a taser supplies, while **not** requiring stand-off range. The Stun Glove is Hachiman's answer to these specific requirements.

Beware of grasping and holding an opponent while wearing the glove (assuming, of course, you want to keep him alive). (The victim will take stun damage for each round in which he is held by someone using the glove.)

### EVALUATOR'S COMMENTS

In essence, these things are for a person who wants cyberware ShockKnucks™ without having to have someone remodel his body with very sharp knives. The battery can be larger than in ShockKnucks, and the insulation is much better, so the glove can pack a bigger electrical punch.

Don't be fooled. While effective, these things aren't as good at the instant takedown as are tasers, and you need to get in hand-to-hand range to make them work. While they've proven to be very reliable, should one short out (damage value T 16/C 4D+1/L 4Dx3), it could cost you the use of your hand.

The other problem with the Hachiman is concealability. Anyone at all familiar with this weapon who sees you wearing it will do their best to stay away from you. If there is some way to keep your hand hidden while you close on your enemy, do it — having the advantage of surprise makes all the difference when using a weapon like this one.

Chie Takanwa  
Yamaha Special Weapons Lab, Tokyo, Japan

### HACHIMAN STUN GLOVE

TECH	DAMAGE VALUE	AMMO	S	RANGE			PRICE (VALUE)
				M	L		
T 25	18**	8	TOUCH	—	—	800 (15)	
C 10	5D**	8	TOUCH	—	—	800	
L 2	5Dx3**	8	TOUCH	—	—	800	

\*\* Stun damage only.

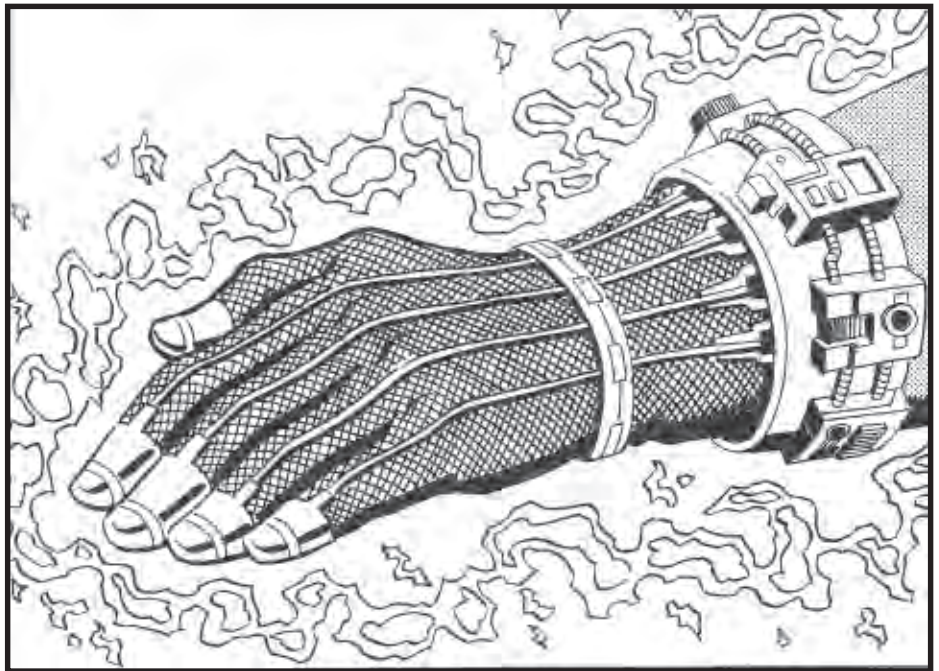


Illustration by A. McClellan



# YAMAGUCHI STARBURST

## DESCRIPTION

The Yamaguchi Starburst is a small and light plastic unit — 9.5 centimeters long by 6 centimeters wide by 2.5 centimeters thick, massing 200 grams — designed to be easily held in the palm. It contains a series of high-power quartz halogen strobes and the capacitors necessary to fire them in a rapid sequence. The brilliant flashes of light generated by the Starburst are more than bright enough to flash-dazzle — and perhaps even blind — an opponent looking in the direction of the device.

(Anyone who was facing the device when it was triggered suffers a T -4/C -8/L -2 penalty to all actions which require vision to perform. The initial penalty is decreased by T -1/C -2 for each subsequent round [L -1 for every two subsequent rounds] until it reaches zero, at which point full vision has returned.)

The Starburst is triggered by pressing a small button on the upper edge. Pressing the button generates one round of flashes. The replaceable battery pack has sufficient energy for four such sequences.

## HISTORICAL BACKGROUND

The phenomenon of flash-dazzle has been known for centuries, and is the basis of the flash grenades that have been around for decades. Yamaguchi's significant contribution to the field is the realization that a reusable device is often much more effective than a one-use device such as a grenade.

## EVALUATOR'S COMMENTS

The principle is just great. It's like having a whole pocketful of flash grenades, all in something the size of a cigarette pack. Although Yamaguchi claims there is the possibility of permanent blindness, we think this is an exaggeration: the Starburst simply doesn't kick out enough lumens of flux. (Sorry, Yamaguchi.)

As a joke, one of our guys used this on a visiting evaluator from Paris' Hellfire, Inc. The visitor had cybereyes with flare compensation, so we didn't expect it to have any effect. Surprise! This thing is so powerful, flare compensation doesn't totally eliminate the effect. (For characters with flare/flash-compensating implants, devices, or powers, the base penalty caused by the Starburst is halved, with the deductions as described above, regardless of mechanics presented in the implant, device, or power's description.)

Chie Takanwa  
Yamaha Special Weapons Lab, Tokyo, Japan

YAMAGUCHI STARBURST							
TECH	DAMAGE		AMMO	RANGE			PRICE (VALUE)
	VALUE			S	M	L	
T 24	*		4	—	—	—	250 (13)
C 10	*		4	—	—	—	250
L 2	*		4	—	—	—	250

\* See description above for effects.

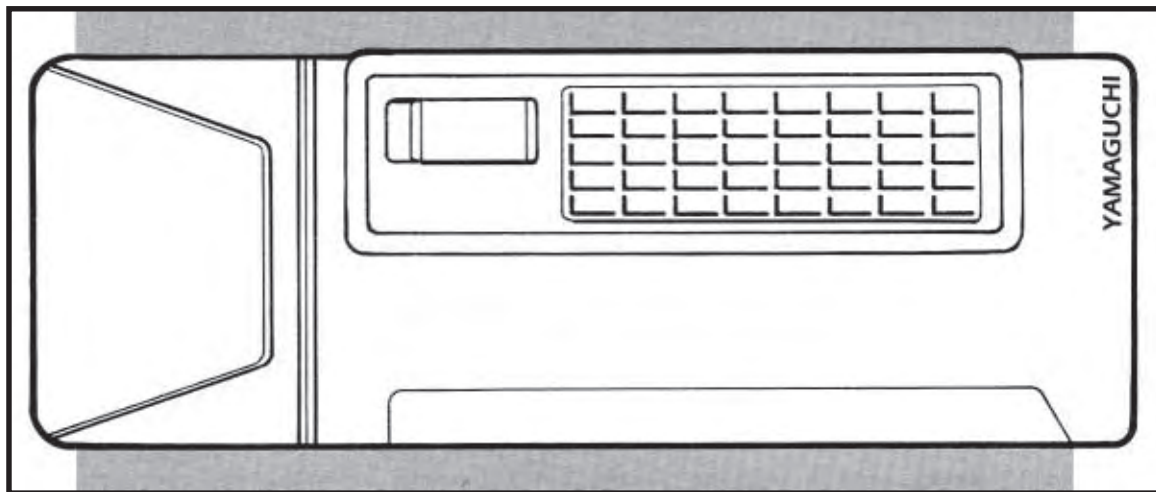


Illustration by S. Crane



## YAMAGUCHI “KILLER SHADES”

### DESCRIPTION

This surprising device appears to be a normal pair of aviator-style sunglasses. Its weight is not perceptibly greater than a normal pair of glasses. It boasts high-grade polarizing lenses.

Built into the two “limbs” are tiny compressed-gas devices which shoot 0.5mm poison needles out through the front of the glasses. The needles emerge through the two mounts that attach the limbs to the frames. These needles are treated with *Neo-Fugu* neurotoxin.

The weapon has two integral safeties. The first prevents the device from firing unless both limbs are fully extended, as when the glasses are being worn. The second is an electronic safety which is released by pressing upward on the upper portion of the nosepiece.

The weapon can be triggered in two ways. The first is by pressing inward on the nosepiece. The second, and more subtle, method is by tensing the muscles behind the ears. When the weapon is triggered, both darts are fired at once.

The weapon is reloaded by unclipping the limbs from the frame and replacing them with new limbs. Both limbs must be replaced for the weapon to function.

### HISTORICAL BACKGROUND

No background is available on this device as such — Yamaguchi claims it has been asked by the government to keep the data classified. *Neo-Fugu* is derived from the natural neurotoxin of the Japanese puffer fish.

### EVALUATOR’S COMMENTS

Initial reaction: this has got to be some kind of bad joke, right?

Final reaction: Wow! I want to meet the twisted guy who came up with this little beauty.

These things may be the ultimate assassination or holdout weapon. The discharge is inaudible, and the needles are so small they are virtually unnoticeable. One of the characteristics of *Neo-Fugu* is that it’s an instant analgesic, so the victim won’t even feel the needles hit him. Something else I like: you can fire these little suckers even with your hands tied behind your back!

Sure, the range is lousy. But for something like this, who really cares? At short range, the accuracy is pretty good. The needles land exactly where you’re looking (which only makes sense).



Be the first kid on your block with a new pair of these. No undercover operative should be without them. (Oh, yeah, the lenses are good, so they won’t screw up your eyes.)

Jack “Dude” Mitchel, Weapons Designer  
US Army Advanced Weapons Design Facility  
 (“The Shop”), Dallas, TX

### YAMAGUCHI “KILLER SHADES”

TECH	DAMAGE		S	RANGE			PRICE (VALUE)
	VALUE	AMMO		M	L		
T 24	16	1	1-2	5	8	800 (15)	
C 10	4D+1	1	1-2	5	8	800	
L 2	4DX3	1	1-2	5	8	800	

Illustration by A. McClellan

CAT. NO. 69-578893



# GAME NOTES

## GAME MECHANCS

Difficulties, modifiers, damage values, and tech levels for each item have been provided in *Torg*, *D6 Classic*, and *D6 Legend* terms. Mechanics relating to *Torg* are preceded by a T, for *D6 Classic* by a C, and for *D6 Legend* by an L.

## SKILL NAMES

Skills names have been rendered as generic as possible. Players should ask their gamemasters what the appropriate skill is for the game system they're using.

## UNIVERSE REFERENCES

As this book was originally designed for use with the *Torg* roleplaying game, players of that game will find the game mechanics and terms herein familiar. Those using any version of the *D6 System* and not playing in the *Torg* universe, however, can ignore the world-specific references to people, places, and organizations. The equipment descriptions and statistics remain useful.

## LEGEND DAMAGE VALUES

The damage values given for use with the *D6 Legend System* assume that Body Points are being used to track injuries taken. Should the gamemaster chose to use Wounds with the *Legend* system, he will need to make some conversions to the values. Using the *D6 Classic* value, if the number of pips equals zero or 1, drop the pips; if the number of pips equals 2, add 1 to the number in front of the "D" (and drop the pips).

## NEW CONCEPTS

This book introduces a few new concepts to *D6 System* players. These concepts can be ignored, or the gamemaster can incorporate them into his game.

## TECH LEVEL

The tech level of an item refers to how technologically advanced it is. This concept is very important in the *Torg* universe, and it can be applied in non-*Torg* games. *D6 System* tech levels described in the "D6 System Tech Level" table. Based on the character's backgrounds and the type of campaign, the game master first selects the tech level for each player's character. Most of the characters in a campaign will be of the same tech level, though not necessarily.

In general, the tech level has no effect on game play, as most characters will use things that are of the same tech level they are. When they come across an item that is from a more technologically advanced society, such as 1920s secret agents trying to use cyberware, then the gamemaster can simulate the increased complexity of the device with a tech modi-

## D6 SYSTEM TECH LEVELS

Level	Classic*	Legend	Torg**
Primitive	0	0	0–14
Modern†	5	1	15–23
Postmodern	10	2	24–25
Advanced	15	3	26–31
Superior	20	4	32+

\* *D6 Classic* gamemasters may feel free to further subdivide each level, considering the value given as the low end of the level in question.

\*\* *Torg* values are given as a base reference, should *D6 System* gamemaster wish to convert other *Torg* supplements

† Most 20th-century Americans and Europeans are of this level.

fier. The tech modifier, added to the difficulty to use the item, equals the tech level of the equipment minus the tech level of the character. The modifier can never be less than zero. If desired, the gamemaster may allow characters to learn, either on their own or through a teacher, how to use the item and thereby eliminate the tech modifier for that item. (Note that tech modifiers will apply to other advanced items that they haven't practiced on.) As a rule of thumb, learning how to use an advanced item takes 10 percent of the game system–specified time to learn a new skill, though the gamemaster may lengthen or shorten this time depending on totals generated each the character uses the item. (Obviously, higher skill totals means that the character is "picking up on" how to use the item more quickly.)

## SIIMPLE ACTION

*Simple action* (italicized in the text) refers to an action that, while taking some thought, does not require a die roll to determine success. A character may perform one simple action along with any other one action in the round without penalty. The equipment's text specifies when an action is simple.

## PARTIAL CONCEALMENT

*Partial concealment* indicates that the item somehow makes it more difficult to hit the user. All attacks made against a character under *partial concealment* add C +1D/L +1 to the difficulty.

## STUN DAMAGE

Several weapons in this catalog indicate that they only inflict *stun damage* on their victims.







With a Wounds system, resisting the damage is determined as normal, but all stun and wounds indicated by the chart are treated as stun.

With a Body Points system, damaged is determined as normal, but only half of the final total is taken off of the target's Body Points. Equipment that does stun damage only has no effect on inanimate, nonelectrical objects, though it does inflict 25% of the damage total to electrical components. If the gamemaster has blunt damage mechanics, treat stun damage as blunt damage.

### CYBERWARE

The cyberware described in this volume includes difficulties for installing it, as well as affects on the system. The following *D6 System* rules are adapted from the *Cyberpacity Sourcebook*.

#### Cyberware Surgery & Recovery

Cyberware may only be installed by a skilled medical practioner of the same tech level or higher as the cyberware. Installation of cyberware involves some degree of surgery, followed by a period of recovery. Details of these times can be found in the descriptions below.

An appropriate medical skill is used to install and uninstall cyberware. The difficulty of the task varies according to the system being installed. For example, fitting a cybernetic hand has a difficulty of C 11/L 4; but fitting an artificial heart has a difficulty of C 15/L 5.

Success indicates that the cyber system has been installed. Characters are always unconscious for 30 minutes after undergoing surgery, and are likely to be injured. This damage is healed at the same rate as normal wounds. Each cyber system is rated according to the level of surgery required and the anticipated level of wounding caused during the operation (see the chart for the amount of damage taken based on the level given). For example, the fitting of a cybernetic hand merely inflicts a *wound*, but the fitting of cybernetic lungs or a heart results in a *mortal wound*. These wounds are automatic and cannot be resisted. Additionally, if your game normally allows it, a character cannot spend Character Points to reduce damage suffered during surgery.

#### Level of Success

**Abysmal Failure** (medical skill total missed difficulty by C 10/L 3 or more): The character suffers from internal bleeding and a one level increase in wounds; for example, a *wound* becomes a *heavy wound*. A successful medical skill check at difficulty C 15/L 5 is required to prevent death. If your gamemaster requires recovery checks to recuperate from surgical damage, they are made with a difficulty modifier of C +10/L +2.

**Failure** (medical skill total missed difficulty by C 5-9/L 1-2): The operation is unsuccessful. The char-

### D6 SYSTEM CYBERWARE SURGERY DAMAGE

Level	Wounds*	Body Points**
Wound	1	25%
Heavy Wound	2	50%
Mortal Wound	3	75%

\* Wound 1 refers to the first actual wound (not stun) taken.

\*\* The percentage is based on the maximum Body Points the character has when fully healed, regardless of the number the character currently has.

acter takes the listed damage, and the cyber system is removed. Alternatively, a failure indicates that the system is fitted but fails to function correctly. Another operation is required to fix it. In either case, if your gamemaster requires recovery checks to recuperate from surgical damage, they are made with a difficulty modifier of C +10/L +2.

**Minimal success** (medical skill total equals difficulty): The system is only barely installed; malfunctions occur not only when a critical failure shows up on the Wild Die, but also when the player rolls the least total possible without a critical failure when using the cyberware. (In *D6 Classic*, this value equals the relevant die code plus 1; for example, a 6D skill has a least possible total of 7. In *D6 Legend*, this value equals zero.) (See "Systems Failures" below for details on systems failures). Characters take the anticipated damage. If your gamemaster requires recovery checks to recuperate from surgical damage, they are made with a difficulty modifier of C +10/L +2.

**Average success** (medical skill total beat difficulty by C 1-5/L 1-2): The cyber system is fitted. Characters take the anticipated damage. If your gamemaster requires recovery checks to recuperate from surgical damage, they are made with a difficulty modifier of C +6/L +1.

**Good success** (medical skill total beat difficulty by C 6-9/L 3-4): The system is fitted and the character takes the anticipated wound damage. However, there is no penalty to the recovery checks.

**Superior success** (medical skill total beat difficulty by C 10-14/L 5-6): As for a good success, though if your gamemaster requires recovery checks to recuperate from surgical damage, they are made with a difficulty modifier of C -6/L -1.

**Spectacular success** (medical skill total beat difficulty by C 15/L 7 or more): The system is fitted perfectly, though the character still takes the anticipated damage. It responds instantly to commands from the character's central nervous system; the

system does not experience system failure (see below) under normal circumstances. If your gamemaster requires recovery checks to recuperate from surgical damage, they are made with a difficulty modifier of C -10/L -2.

### Systems Failures

Cyberware is an advanced science, but it is not a perfect one. Even the most carefully crafted products have been known to malfunction or suffer stress through use. Any character who relies too much on technology could be in for a shock when that technology responds in an unpredictable way.

Whenever a character uses a skill or attribute enhanced by cyberware and rolls a critical failure on the Wild Die, there is the chance of a systems failure. Systems failures vary from minor annoyances to dangerous malfunctions which can injure the user. Whenever die results indicate a systems failure, the gamemaster generates a number and consults the Systems Failure table. With *D6 Classic*, the gamemaster rolls 3D (including the Wild Die) and compares the result to the table. With *D6 Legend*, the gamemaster rolls 11D (including the Wild Die) and compares the result to the table.

**Faulty Systems:** Some cyberware systems are poorly maintained or manufactured. Devices fitted by cyberleggers using secondhand parts are subject to system failure rolls on when a critical failure shows up on the Wild Die and when the player rolls

the least total possible without a critical failure when using the cyberware.

### Cyberpsychosis (optional)

If it's appropriate for the gamemaster's campaign, the gamemaster may say that medical science has been unable to effectively counter the effects of cyberware on the human psyche. As more items of cyberware are added and bodily functions are performed by machinery, a character becomes progressively dehumanized.

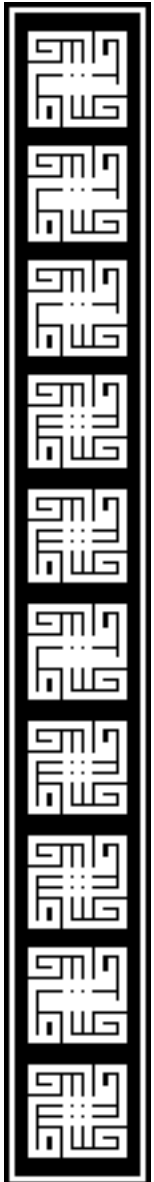
Every item of cyberware is rated according to its dehumanizing effects. Each time a character has a new system implanted, the *cyber rating* of the system is noted on the character sheet next to the cyberware. The sum of a character's *cyber ratings* are added together to determine his *cyber value*; this should also be noted on the character sheet.

### Occurrence

Cyberpsychosis occurs whenever a character gets a critical failure when using an interaction skill (such as *intimidation* or *charm*).

### Result

The gamemaster generates a cyber total (the afflicted character's cyber value plus a modifier), from which is subtracted a cyberpsychosis resistance value. In *D6 Classic*, the cyber total modifier equals 3D (including the Wild Die). In *D6 Legend*,



## SYSTEMS FAILURE

Classic	Legend	Effect
1-2	0 or less	Cyberware functions normally.
3-6	1-2	Cyberware functions sluggishly. It does not impart any powers or skill increases to the character for that round.
7-8	3-4	Cyberware surges, imparting none of its powers to the character for one round. Also, the character suffers a C +2/L +1 difficulty modifier to one action only.
9, 15	5	Cyberware fails to operate and momentarily locks. If the character's intended action depends entirely on the function of the cyberware, the action fails. Otherwise, the cyberware provides no skill bonus to the attempted action. Until repaired, the cyberware is subject to systems failure on critical failures or least total rolls.
10, 16	6	Cyberware shuts down requiring repairs by a skilled technician.
11-12	7	Cyberware goes erratic: Limbs start to convulse; sensory apparatus boost signals to uncomfortable levels or blank out entirely; ChipWare scrambles giving no benefits; chargers and boosters release potentially lethal doses into the bloodstream; etc. Requires repairs by a skilled technician.
13-14, 17-18+	8+	Cyberware malfunctions. It goes erratic as above. In addition, the character is affected by an electrical surge with a damage value equal to the systems failure result; armor and protection powers provide no protection from this surge. The system then shuts down requiring repairs by a skilled technician.



the cyber total modifier equals  $5Dx2$  (including the Wild Die). The passive cyberpsychosis resistance value equals 3 times the target's *Willpower*, *Presence*, *Confidence*, or similar skill or attribute value designated by the gamemaster (in *D6 Classic*, adding any pips to the total).

The gamemaster may choose one of two ways to use the resulting cyberpsychosis value. In the easy way, the cyberpsychosis represents how immobile and irrational the character becomes. Divide the cyberpsychosis value by 3, round down, and include it in the difficulty of all actions taken for the next round. (Negative values are subtracted from the difficulty, while positive values are added to it. The difficulty may never be less than 1.)

Alternatively, the gamemaster can read the value on the Cyberpsychosis table on page 78 of the *Cyberpapacy Sourcebook* PDF or page 91 of the *Cyberpapacy Sourcebook* softcover; note that the cyberpsychosis has negative result points.

#### *Resisting Cyberpsychosis*

A player may choose to have his character resist cyberpsychosis. He must declare this before the gamemaster rolls the die for the cyberpsychosis check. The player generates for his character a total with *Willpower*, *Presence*, *Confidence*, or other skill or attribute designated by the gamemaster. With *D6*

*Classic*, then this is multiplied by 4. With *D6 Legend*, then this is multiplied by 6, with a minimum of result 4. Resisting cyberpsychosis is a form of active defense, like an active dodge.

#### *Reducing Cyber Values*

A character may reduce his cyber values by having cyberware removed from his body. This is done on a one-to-one basis, so the removal of a CSI LtFiltA (*cyber rating* +2) reduces the character's cyber value by 2. The gamemaster may designate other ways in which characters may lower the cyber value.

#### *Maximum Cyberware*

No character can continue to add on cyberware without totally losing her humanity. If a character has a cyber value that is at least 10 higher than 3 times her *Willpower*, *Presence*, *Confidence*, or other appropriate skill or attribute, cyberpsychosis will doom the character within the span of a few adventures. The gamemaster is strongly urged not to let any player's character layer on cyberware past this 10-point limit. Characters with that much cyberware pose a grave hazard to themselves, and the rest of their group, and could prove disruptive to the flow of the adventure. Gamemaster character's are, of course, a different story.

# TORG WEAPONS LIST

LOW TECH PERSONAL WEAPONS	TECH	DAMAGE		S	RANGE		PRICE (VALUE)
		VALUE	AMMO		M	L	
Matchlock Musket	15	14	1	3-10	20	40	1200 (16)
Wheelock Musket	15	15	1	3-10	25	60	1200 (16)
Wheelock Pistol	15	13	1	3-5	10	25	1500 (16)
Flintlock Musket	17	14	1	3-25	40	100	1500 (16)
Flintlock Pistol	17	14	1	3-5	15	25	1500 (16)
Sword Pistol	17	13	1	3-8	9	20	1500 (16)
Pocket Pistol	17	14	2	3-5	10	18	1200 (16)
Blunderbuss	19	17	1	3-12	20	30	1500 (16)
Percussion Revolver	19	15	5	3-5	15	40	500 (14)
"Muff" Pistol	19	13	1	1-8	12	14	500 (14)
Chassepot Rifle	19	18	1	3-40	200	400	1000 (15)
Colt 1862 Police Revolver	19	14	5	3-5	15	40	400 (13)
Colt "Peacemaker"	19	15	6	3-5	15	40	500 (14)
Winchester '73	19	18	8	3-40	250	600	900 (15)
"Lemon Squeezer"	19	11	7	1-5	8	12	500 (14)
"Apache" Pistol	19	12	6	1-5	8	12	500 (14)

## WEAPONS OF THE EARLY 20TH CENTURY

Colt .38 Police Positive	20	14	6	3-10	25	50	150 (11)
.45 Colt Automatic	20	16	7	3-10	15	40	450 (14)
Glock 17	22	15	17	3-10	25	40	500 (14)
Heckler & Koch HK 4	22	14/15*	10/8*	3-10	25	40	1000 (15)
.30 M1 Carbine	22	19	8	3-45	450	600	200 (12)
Pardini Fiocchi Free Pistol	22	13	1	10-50	60	65	950 (15)
Luger Parabellum P.08	20	15	8	3-10	25	40	600 (14)
Walther P.88	22	15	15	3-10	25	40	800 (15)
Bergmann SMG	20	17	11	3-10	25	80	500 (14)
Thompson SMG	20	20	17	3-15	25	100	900 (15)
Schmeisser MP40	21	17	11	3-15	40	100	400 (13)
M16 Assault Rifle	22	20	10	3-40	250	400	300 (13)
M249 Squad Automatic	22	23	24	3-150	550	1.3k	1500 (16)
Heckler & Koch G11	23	21	16	5-50	300	500	1000 (15)
Heckler & Koch MP5	22	17	10	3-15	40	100	400 (13)
Uzi SMG	22	17	11	3-15	40	100	400 (13)
Kalashnikov AK47	21	21	10	3-40	150	400	1500 (16)
TEC 9 Scorpion	23	16	12	3-15	25	50	300 (13)

## EXTENDED TECHNOLOGY

Tiger Arms Defender	24	18	18	3-14	40	50	800 (15)
with smartgun interface	26	18	18	3-25	45	55	1200 (16)
Yamaguchi Improved Taser	24	27**	5	2-5	8	16	1000 (15)
Komatsu Viper	24	15	14	3-10	30	40	350 (13)
Komatsu Wakizashi	24	14	6	3-5	15	25	350 (13)
Okawa Daishyu	24	19	100	3-25	40	100	1200 (16)
Militech Ronin Pistol	24	15	7	3-10	40	50	800 (15)
Hachiman Heavy Pistol	24	19	6	3-10	30	50	1000 (15)
Militech MP-11 "Nailgun"	24	17	9	3-10	30	45	800 (15)





■ EXTENDED CONT'D.	TECH	DAMAGE		S	RANGE		PRICE (VALUE)
		VALUE	AMMO		M	L	
Militech Hornet SMG	24	18	10	3-15	40	80	400 (13)
Yamaguchi Shotgun	24	22	10	10-15	20	25	900 (15)
Militech A-35	24	22	25	3-50	250	500	1000 (15)
Yamaguchi Paintball Gun	24	*	10	3-8	15	35	350 (13)
Komatsu Requirer	24	20	25	3-40	750	2k	2000 (17)
Toler Heavy Assault Rifle	24	21	36	3-40	200	400	2000 (17)

### ■ ADVANCED TECHNOLOGY

Ichiwa Disrupter	25	20	13	3-15	40	50	1200 (16)
Militech Laser Rifle	25	23	10	10-40	80	150	220k (27)
Yamaguchi Stunbolt	25	28**	8	3-10	25	50	200k (27)
Komatsu Highbeam Laser	25	23	4	10-40	150	300	300k (28)
Komatsu Radiant	25	20/26*	7	5-10	35	60	280k (28)
FN Jammer Wrist Gun	26	23	7	3-10	11-60	—	1500 (16)
Sparrow Fang	26	18	1	3-8	9-40	—	1000 (15)
Sparrow Equalizer	26	18	6/30*	3-15	25	60	1500 (16)
Hellfire Smartgun	26	18	12	10-20	30	100	4000 (18)*

■ EXPLOSIVES	TECH	DAMAGE VALUE	EXPLOSIVE BURST RADIUS			PRICE (VALUE)
			S	M	L	
No. 36M Grenade	21	19	1-6	15	40	10 (5)
GF-9 Improved Grenade	24	22	0-2	5	10	15 (6)
GG-3 Gas Grenade	24	27/30*	1-8	15	40	25 (6)
GS-7 Stun Grenade	23	27**	0-3	8	15	40 (8)
C5 Plastique	23	16	0-3	6	10	25 (7)
C6 Plastique	24	18	0-5	10	15	40 (8)
C9 Plastique	25	21	0-8	12	18	100 (10)
Claymore Mine — cone	22	22/14*	0-10	20	50	200 (12)
Claymore Mine — sphere	22	22/14*	0-1	3	5	200 (12)

■ ESPIONAGE	TECH	DAMAGE		S	RANGE		PRICE (VALUE)
		VALUE	AMMO		M	L	
JB-1 Gun Pen	22	12	1	1-2	5	8	200 (12)
KG-5 Dart Gun Umbrella	22	*	4	0-1	—	—	400 (13)
Yamaguchi Mk.3	25	19	8	3-5	15	40	10,000 (20)
Hachiman Stun Glove	25	18**	8	touch	—	—	800 (15)
Yamaguchi Starburst	24	*	4	—	—	—	250 (13)
Yamaguchi Killer Shades	24	16	1	1-2	5	8	800 (15)

■ MELEE WEAPONS	TECH	DAMAGE VALUE/MAX.	PRICE (VALUE)
M1866 Bayonet	19	STR+3/17	100 (10)
Apache Dagger	8	STR+3/17	***

\* See note in text

\*\* Stun damage only

\*\*\* Included in price of weapon

# D6 WEAPONS LIST

LOW TECH PERSONAL WEAPONS	TECH	DAMAGE VALUE	AMMO	RANGE			PRICE
				S	M	L	
Matchlock Musket	C 5/L 1	C 3D+2/L 5Dx2	1	3-10	20	40	1200
Wheelock Musket	C 5/L 1	C 4D/L 4Dx3	1	3-10	25	60	1200
Wheelock Pistol	C 5/L 1	C 3D+1/L 5Dx2	1	3-5	10	25	1500
Flintlock Musket	C 5/L 1	C 3D+2/L 5Dx2	1	3-25	40	100	1500
Flintlock Pistol	C 5/L 1	C 3D+2/L 5Dx2	1	3-5	15	25	1500
Sword Pistol	C 5/L 1	C 3D+1/L 5Dx2	1	3-8	9	20	1500
Pocket Pistol	C 5/L 1	C 3D+2/L 5Dx2	2	3-5	10	18	1200
Blunderbuss	C 5/L 1	C 4D+2/L 7Dx2	1	3-12	20	30	1500
Percussion Revolver	C 5/L 1	C 4D/L 4Dx3	5	3-5	15	40	500
"Muff" Pistol	C 5/L 1	C 3D+1/L 4Dx4	1	1-8	12	14	500
Chassepot Rifle	C 5/L 1	C 5D/L 5Dx3	1	3-40	200	400	1000
Colt 1862 Police Revolver	C 5/L 1	C 3D+2/L 5Dx2	5	3-5	15	40	400
Colt "Peacemaker"	C 5/L 1	C 4D/L 4Dx3	6	3-5	15	40	500
Winchester '73	C 5/L 1	C 5D/L 5Dx3	8	3-40	250	600	900
"Lemon Squeezer"	C 5/L 1	C 3D+2/L 5Dx2	7	1-5	8	12	500
"Apache" Pistol	C 5/L 1	C 3D/L 3Dx3	6	1-5	8	12	500

## WEAPONS OF THE EARLY 20TH CENTURY

Colt .38 Police Positive	C 5/L 1	C 3D+2/L 5Dx2	6	3-10	25	50	150
.45 Colt Automatic	C 5/L 1	C 4D+1/L 4Dx3	7	3-10	15	40	450
Glock 17	C 5/L 1	C 4D/L 4Dx3	17	3-10	25	40	500
Heckler & Koch HK 4	C 5/L 1	C 3D+2/4D* L 5Dx2/4Dx3*	10/8*	3-10	25	40	1000
.30 M1 Carbine	C 5/L 1	C 5D+1/L 4Dx4	8	3-45	450	600	200
Pardini Fiocchi Free Pistol	C 5/L 1	C 3D+1/L 5Dx2	1	10-50	60	65	950
Luger Parabellum P.08	C 5/L 1	C 4D/L 4Dx3	8	3-10	25	40	600
Walther P.88	C 5/L 1	C 4D/L 4Dx3	15	3-10	25	40	800
Bergmann SMG	C 5/L 1	C 4D+2/L 7Dx2	11	3-10	25	80	500
Thompson SMG	C 5/L 1	C 5D+2/L 4Dx4	17	3-15	25	100	900
Schmeisser MP40	C 5/L 1	C 4D+2/L 7Dx2	11	3-15	40	100	400
M16 Assault Rifle	C 5/L 1	C 6D/L 6Dx3	10	3-40	250	400	300
M249 Squad Automatic	C 5/L 1	C 6D+2/L 5Dx4	24	3-150	550	1.3k	1500
Heckler & Koch G11	C 5/L 1	C 6D/L 6Dx3	16	5-50	300	500	1000
Heckler & Koch MP5	C 5/L 1	C 4D+2/L 7Dx2	10	3-15	40	100	400
Uzi SMG	C 5/L 1	C 5D/L 5Dx3	11	3-15	40	100	400
Kalashnikov AK47	C 5/L 1	C 6D/L 6Dx3	10	3-40	150	400	1500
TEC 9 Scorpion	C 5/L 1	C 4D+1/L 4Dx3	12	3-15	25	50	300

## EXTENDED TECHNOLOGY

Tiger Arms Defender	C 10/L 2	C 5D/L 5Dx3	18	3-14	40	50	800
with smartgun interface	C 15/L 3	C 5D/L 5Dx3	18	3-25	45	55	1200
Yamaguchi Improved Taser	C 10/L 2	C 8D**/L 6Dx4**	5	2-5	8	16	1000
Komatsu Viper	C 10/L 2	C 4D/L 4Dx3	14	3-10	30	40	350
Komatsu Wakizashi	C 10/L 2	C 3D+2/L 5Dx2	6	3-5	15	25	350
Okawa Daishyu	C 10/L 2	C 5D+1/L 4Dx4	100	3-25	40	100	1200
Militech Ronin Pistol	C 10/L 2	C 4D/L 4Dx3	7	3-10	40	50	800
Hachiman Heavy Pistol	C 10/L 2	C 5D+1/L 4Dx4	6	3-10	30	50	1000
Militech MP-11 "Nailgun"	C 10/L 2	C 4D+2/L 7Dx2	9	3-10	30	45	800





EXTENDED CONT'D.	TECH	DAMAGE VALUE	AMMO	RANGE			PRICE
				S	M	L	
Militech Hornet SMG	C 10/L 2	C 5D/L 5Dx3	10	3-15	40	80	400
Yamaguchi Shotgun	C 10/L 2	C 6D+1/L 6Dx3	10	10-15	20	25	900
Militech A-35	C 10/L 2	C 6D+1/L 6Dx3	25	3-50	250	500	1000
Yamaguchi Paintball Gun	C 10/L 2	*	10	3-8	15	35	350
Komatsu Requiter	C 10/L 2	C 5D+2/L 4Dx4	25	3-40	750	2k	2000
Toler Heavy Assault Rifle	C 10/L 2	C 6D/L 6Dx3	36	3-40	200	400	2000

### ADVANCED TECHNOLOGY

Ichiwa Disrupter	C 10/L 2	C 5D+2/L 4Dx4	13	3-15	40	50	1200
Militech Laser Rifle	C 10/L 2	C 6D+2/L 5Dx4	10	10-40	80	150	220k
Yamaguchi Stunbolt	C 10/L 2	C 8D+1/L 5Dx5**	8	3-10	25	50	200k
Komatsu Highbeam Laser	C 10/L 2	C 6D+2/L 5Dx4	4	10-40	150	300	300k
Komatsu Radiant	C 10/L 2	C 5D+2/7D+2* L 4Dx4/L 6Dx4*	7	5-10	35	60	280k
FN Jammer Wrist Gun	C 15/L 3	C 6D+2/L 5Dx5	7	3-10	11-60	—	1500
Sparrow Fang	C 15/L 3	C5D/L 5Dx3	1	3-8	9-40	—	1000
Sparrow Equalizer	C 15/L 3	C5D/L 5Dx3	6/30*	3-15	25	60	1500
Hellfire Smartgun	C 15/L 3	C5D/L 5Dx3	12	10-20	30	100	4000*

EXPLOSIVES	TECH	DAMAGE VALUE	EXPLOSIVE BURST RADIUS			PRICE
			S	M	L	
No. 36M Grenade	C 5/ L 1	C 6D/L 6Dx3	1-6	15	40	10
GF-9 Improved Grenade	C 10/L 2	C 6D+1/L 6Dx3	0-2	5	10	15
GG-3 Gas Grenade	C 10/L 2	C 8D/9D* L 6Dx4/9Dx3*	1-8	15	40	25
GS-7 Stun Grenade	C 5/ L 1	C 8D/L 6Dx4**	0-3	8	15	40
C5 Plastique	C 5/ L 1	C 4D+1/L 4Dx3	0-3	6	10	25
C6 Plastique	C 10/L 2	C5D/L 5Dx3	0-5	10	15	40
C9 Plastique	C 10/L 2	C 6D/L 6Dx3	0-8	12	18	100
Claymore Mine — cone	C 5/ L 1	C 6D+1/3D+2* L 6Dx3/5Dx2*	0-10	20	50	200
Claymore Mine — sphere	C 5/ L 1	C 6D+1/3D+2* L 6Dx3/5Dx2*	0-1	3	5	200

ESPIONAGE	TECH	DAMAGE VALUE	AMMO	RANGE			PRICE
				S	M	L	
JB-1 Gun Pen	C 5/ L 1	C 3D/L 3Dx3	1	1-2	5	8	200
KG-5 Dart Gun Umbrella	C 5/ L 1	*	4	0-1	—	—	400
Yamaguchi Mk.3	C 10/L 2	C 5D+1/L 4Dx4	8	3-5	15	40	10,000
Hachiman Stun Glove	C 10/L 2	C5D/L 5Dx3**	8	touch	—	—	800
Yamaguchi Starburst	C 10/L 2	*	4	—	—	—	250
Yamaguchi Killer Shades	C 10/L 2	C 4D+1/L 4Dx3	1	1-2	5	8	800

MELEE WEAPONS	TECH	DAMAGE VALUE	AMMO	RANGE			PRICE
				S	M	L	
Sword Pistol Dagger	C 0/L 0	C STR+1D/L 1D		***			
M1866 Bayonet	C 5/L 1	C STR+1D/L 1D		100			
Apache Dagger	C 0/L 0	C STR+1D/L 1D		***			

\* See note in text

\*\* Stun damage only

\*\*\* Included in price of weapon

# BONUS WEAPONS LIST

Note: Some items appeared in the Torg rulebook or other Torg supplements; some are new to that game. Prices have not been given due to space restrictions. For rough estimates, most melee and missile weapons have a price of \$100; handguns, rifles, and shotguns are \$1,000, and most machine and submachine guns are \$4,000.

MELEE WEAPONS	TECH	DAMAGE VALUE/MAX
Awl/Icepick/Screwdriver	T 8/C 0 / L 0	T STR+2/16 • C STR+2 • L 1D
Axe, Large	T 8/C 0 / L 0	T STR+7/22 • C STR+3D+1 • L 3D
Ball and Chain	T 10/C 0 / L 0	T STR+6/21 • C STR+2D • L 3D
Blackjack	T 8/C 0 / L 0	T STR+2/18 • C STR+2 • L STR bonus only
Brass Knuckles	T 9/C 0 / L 0	T STR+4/19 • C STR+1D+1 • L 1D
Bullwhip	T 9/C 0 / L 0	T STR+2/18 • C STR+1D • L 2d
Club/Large Stick	T 5/C 0 / L 0	T STR+3/18 • C STR+1D+1 • L 2D
Rope		
Silk cord	T 12/C 0 / L 0	T STR+1/15 • C STR+1 • L STR bonus only
Hemp	T 8/C 0 / L 0	T STR+2/16 • C STR+2 • L STR bonus only
Hatchet	T 16/C 1 / L 1	T STR+4/19 • C STR+1D+1 • L 1D
Hedge Clippers	T 19/C 1 / L 1	T STR+3/17 • C STR+1D • L 1D
Knife (large)/Dagger	T 7/C 0 / L 0	T STR+3/17 • C STR+1D • L 2D
Mace	T 8/C 0 / L 0	T STR+4/16 • C STR+1D+1 • L 1D
Machete	T 16/C 1 / L 1	T STR+5/20 • C STR+1D+2 • L 2D
Manrikigusari	T 8/C 0 / L 0	T STR+5/19 • C STR+1D+2 • L 2D
Nunchaku	T 9/C 0 / L 0	T STR+5/19 • C STR+1D+2 • L 2D
Rapier	T 15/C 1 / L 1	T STR+5/19 • C STR+2D • L 2D
Sai	T 8/C 0 / L 0	T STR+4/18 • C STR+1D+1 • L 1D
Sword, Broad	T 9/C 0 / L 0	T STR+6/20 • C STR+2D+2 • L 4D
Sword, Short	T 8/C 0 / L 0	T STR+4/19 • C STR+1D+2 • L 2D
Sword, Two-Handed	T 10/C 0 / L 0	T STR+7/21 • C STR+3D+1 • L 3D
Tonfa	T 5/C 0 / L 0	T STR+5/20 • C STR+1D+2 • L 2D

MISSILE WEAPONS	TECH	DAMAGE VALUE	S	RANGE M	L
Blowgun	T 7 C 0 / L 0	T STR+4/19 C STR+1D+1/L 1D	3-10	40	100
Bow, Composite & Arrow	T 13 C 0 / L 0	T STR+7/22 C STR+3D+1/L 3D	3-10	60	250
Bow, Long, & Arrow	T 12 C 0 / L 0	T STR+6/20 C STR+2D+2/L 3D	3-10	100	250
Bow, Short, & Arrow	T 8 C 0 / L 0	T STR+5/19 C STR+1D+2/L 2D	3-10	100	250
Crossbow, Light	T 10/C 0 / L 0	T 15/C 4D/L 4Dx3	3-10	100	200
Crossbow, Heavy	T 11/C 0 / L 0	T 16/C 4D+1/L 4Dx3	3-10	100	300
Crossbow, Wrist-Mounted	T 11/C 0 / L 0	T 15/C 4D/L 4Dx3	3-10	25	50
Gasoline Bomb	T 21/C 1 / L 1	T 23/C 6D+2/L 5Dx4	STR-3	STR-2	STR-1
Spear, Wooden Tip	T 5 C 0 / L 0	T STR+4/18 C STR+1D+1/L 1D	3-5	25	40
Throwing Dagger	T 7 C 0 / L 0	T STR+3/18 C STR+1D/L 1D	3-5	10	15
Throwing Star	T 15 C 1 / L 1	T STR+3/17 C STR+1D/L 1D	3-5	10	15







HANDGUNS	TECH	DAMAGE		AMMO	S	RANGE	
		VALUE				M	L
BP 1856	T 18/C 1 / L 1	T 15/C 4D/L 4Dx3	1	3-5	15	40	
Colt M1911	T 20/C 1 / L 1	T 16/C 4D+1/L 4Dx3	8	3-10	15	40	
Glock .22	T 20/C 1 / L 1	T 16/C 4D+1/L 4Dx3	15	3-10	15	40	
Smith & Wesson .38	T 20/C 1 / L 1	T 15/C 4D/L 4Dx3	6	3-10	25	40	
S&W .357 Magnum	T 21/C 1 / L 1	T 17/C 4D+2/L 7Dx2	6	3-10	25	50	
Walther PP08	T 21/C 1 / L 1	T 15/C 4D/L 4Dx3	8	3-10	25	40	
Walther P38	T 21/C 1 / L 1	T 15/C 4D/L 4Dx3	8	3-10	25	60	
Webley Mark 6	T 21/C 1 / L 1	T 17/C 4D+2/L 7Dx2	6	3-10	25	50	
Wheelock Dag	T 16/C 1 / L 1	T 13/C 3D+1/L 5Dx2	1	3-5	10	25	
.357 Desert Eagle	T 22/C 1 / L 1	T 16/C 4D+1/L 4Dx3	6	3-10	25	50	
.38 Special	T 18/C 1 / L 1	T 13/C 3D+1/L 5Dx2	6	3-10	15	25	
.44 Magnum	T 21/C 1 / L 1	T 17/C 5D/L 5Dx3	6	3-10	15	40	
7.65 Walther PPK	T 21/C 1 / L 1	T 16/C 4D+1/L 4Dx3	7	3-10	20	40	
7.62 TT-33 Tokarev	T 21/C 1 / L 1	T 16/C 4D+1/L 4Dx3	8	3-10	25	50	
9mm Beretta	T 22/C 1 / L 1	T 15/C 4D/L 4Dx3	9	3-10	25	40	
<b>RIFLES</b>							
Kentucky Rifle	T 16/C 1 / L 1	T 16/C 4D+1/L 4Dx3	1	3-40	100	250	
Enfield .30	T 20/C 1 / L 1	T 19/C 5D+1/L 4Dx4	5	5-20	75	175	
Lee Enfield MK 1	T 20/C 1 / L 1	T 19/C 5D+1/L 4Dx4	10	3-40	600	1.5k	
M1 Garand	T 22/C 1 / L 1	T 20/C 5D+2/L 4Dx4	8	3-40	400	600	
Remington Mod 30	T 20/C 1 / L 1	T 19/C 5D+1/L 4Dx4	6	5-20	75	200	
Sharps 1855	T 19/C 1 / L 1	T 18/C 5D/L 5Dx3	7	3-40	250	600	
Springfield Rifle	T 20/C 1 / L 1	T 19/C 5D+1/L 4Dx4	19	5-15	50	150	
5.56mm Galil ARM	T 22/C 1 / L 1	T 20/C 5D+2/L 4Dx4	20	4-20	60	180	
7.62mm Dragunov	T 21/C 1 / L 1	T 20/C 5D+2/L 4Dx4	10	4-15	50	150	
7.62mm M14	T 21/C 1 / L 1	T 21/C 6D/L 6Dx3	30	4-30	75	200	
<b>SHOTGUNS</b>							
Remington Mod 31 (20 gauge)	T 20/C 1 / L 1	T 20/C 5D+2/L 4Dx4	5	5-20	30	75	
Remington Mod 32 (12 gauge)	T 20/C 1 / L 1	T 19/C 5D+1/L 4Dx4	2	5-10	20	40	
Mossberg (12 gauge pump)	T 21/C 1 / L 1	T 19/C 5D+1/L 4Dx4	5	4-20	30	75	
Franchi SPAS 12 (12 gauge)	T 22/C 1 / L 1	T 19/C 5D+1/L 4Dx4	6	4-20	30	75	
Hammer Shotgun	T 20/C 1 / L 1	T 17/C 4D+2/L 7Dx2	2	3-15	25	40	
Savage 77E	T 22/C 1 / L 1	T 18/C 5D/L 5Dx3	5	3-15	40	60	
<b>SUBMACHINE GUNS &amp; MACHINE GUNS</b>							
Ingram MAC 10 SMG	T 22/C 1 / L 1	T 18/C 5D/L 5Dx3	10	3-15	25	50	
Schmeisser MP38 SMG	T 21/C 1 / L 1	T 17/C 4D+2/L 7Dx2	32	5-10	20	50	
Vickers Mk.1 MG	T 20/C 1 / L 1	T 23/C 6D+2/L 5Dx4	20	3-100	500	1k	
Spandau 7.92 MG	T 20/C 1 / L 1	T 24/C 7D/L 7Dx3	15	3-100	500	1k	
Maxim MG	T 19/C 1 / L 1	T 23/C 6D+2/L 5Dx4	25	3-50	500	1k	
Browning.50/.303/MG-17	T 21/C 1 / L 1	T 25/C 7D+1/L 7Dx3	11	3-250	1k	2k	
Maremont M60 MG	T 23/C 1 / L 1	T 23/C 6D+2/L 5Dx4	15	3-100	600	1.5k	
Nato 7.62mm (.30 cal) MG	T 22/C 1 / L 1	T 24/C 7D/L 7Dx3	15	3-150	600	2k	
7.62 Minigun MG	T 22/C 1 / L 1	T 27/C 8D/L 6Dx4	10	3-250	1k	2k	