

G U R P S<sup>®</sup>

# MODERN FIREPOWER<sup>™</sup>



BY HANS-CHRISTIAN VORTISCH

STEVE JACKSON GAMES

# LOCK AND LOAD!

From pistols to rocket launchers, targeting lasers to ballistic computers, eyewear to body armor – *GURPS Modern Firepower* is the sourcebook for hand-held weapon systems, accessories, and protective equipment that have come into use in the late 20th and early 21st century. In addition, separate chapters detail ammunition and the cutting-edge weapons in development for service in the immediate future.

*GURPS Modern Firepower* covers:

- ⊙ Detailed descriptions of dozens of ammunition types, along with their game effects . . . from caseless ammunition over underwater darts to multiple-stage antitank warheads.
- ⊙ Dozens of weapon accessories, from scopes and targeting lasers to the latest night vision sights.
- ⊙ Realistic rules for constructing and using sound suppressors.
- ⊙ Over 70 weapon systems described in detail, including many additional sub-variants. Find out about the latest small arms and light support weapons – including some that never reached production!
- ⊙ The latest in personal protection: concealable bullet-resistant vests, riot helmets, ballistic glasses, and full close-assault armor that will keep you alive when the bullets start flying!
- ⊙ Some of the latest international small arms projects for the next ten years, including future military armaments, electric multi-barrel guns, and more!

Exhaustively researched, *GURPS Modern Firepower* is a resource for any campaign involving weapons, realistic or cinematic, historical or futuristic.



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*GURPS Basic Set, Third Edition Revised* and *GURPS High-Tech, Third Edition* are required to use this supplement in a *GURPS* campaign. The material in *GURPS Modern Firepower* can be used with *any* roleplaying game.

## THE ARMOURERS:

Written by

**Hans-Christian Vortisch**

Edited by

**William Stoddard**

Cover by

**Edwin Herder**

Illustrated by

**andi jones**

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# MODERN FIREPOWER



Barrett M107 sniper rifle with Unertl scope. Body armor is Point Blank OTV, PASGT helmet, and SPECS eyewear.

## BY HANS-CHRISTIAN VORTISCH

USEFUL ASSISTANCE BY THE HELLIONS: RUPERT BOLEYN, HAROLD CARMER, DOUGLAS COLE, THOMAS ENGEL, PAULI HAKALA, SAMI HYYPIÄ, ANDI JONES, MATT JONES, NIGEL McCARTY-EIGENMANN, ONND MEYER, KENNETH PETERS, AND PAUL VISSING

### C O N T E N T S

Introduction .....	2
1: Ammunition .....	3
2: Weapon Accessories and Modifications .....	11
3: Infantry Weapons of Today .....	18
4: Body Armor .....	34
5: The Edge of Tomorrow .....	37
Weapon Tables .....	42
Sources .....	47
Index .....	48

LEAD PLAYTESTER:  
Nigel McCarty-Eigenmann

PLAYTESTERS:  
Frederick Brackin,  
Peter Dell'Orto,  
John Freiler,  
Daniel Howard, Bob Huss,  
Steve Schonberger, and  
Lisa Steele

EDITED BY WILLIAM STODDARD  
ILLUSTRATED BY ANDI JONES  
COVER ILLUSTRATION BY EDWIN HERDER

GURPS SYSTEM DESIGN	⊕	STEVE JACKSON
MANAGING EDITOR	⊕	ANDREW HACKRAD
CREATIVE DIRECTOR	⊕	PHILIP REED
GURPS LINE EDITOR	⊕	SEAN PUNCH
PROJECT ADMINISTRATOR	⊕	MONIQUE CHAPMAN
PRODUCTION	⊕	GENE SERBOLT
PRINT BUYER	⊕	MONICA STEPHENS
GURPS ERRATA COORDINATOR	⊕	ANDY VETROMILE
SALES MANAGER	⊕	ROSS JEPSON

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# STEVE JACKSON GAMES



# INTRODUCTION

## ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

*Pyramid* ([www.sjgames.com/pyramid/](http://www.sjgames.com/pyramid/)). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

*New supplements and adventures.* *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our website (below).

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

*Gamer input.* We value your comments, for new products as well as updated printings of existing titles!

*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for an online catalog, errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: [rec.games.frp.gurps](mailto:rec.games.frp.gurps).

*GURPSnet.* This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail [majordomo@io.com](mailto:majordomo@io.com) with “subscribe GURPSnet-L” in the body, or point your web browser to [gurpsnet.sjgames.com](http://gurpsnet.sjgames.com).

The *GURPS Modern Firepower* web page is at [www.sjgames.com/gurps/books/modernfirepower/](http://www.sjgames.com/gurps/books/modernfirepower/).

## Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. AT refers to *GURPS Atlantis*, BE to *GURPS Bestiary*, C to *GURPS Cops*, CII to *GURPS Compendium II*, HT to *GURPS High-Tech*, TM to *GURPS Technomancer*, UT to *GURPS Ultra-Tech*, UTT to *GURPS Ultra-Tech 2*, VE to *GURPS Vehicles*, W to *GURPS WWII*, and W:HS to *GURPS WWII: Hands of Steel*.

For a full list of abbreviations, see p. CI181 or the updated web list at [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html).

“Okay, what do you need – besides a miracle?”

“Guns. Lots of guns!”

– Tank and Neo in *The Matrix*

*GURPS Modern Firepower* is a catalog of state-of-the-art, man-portable combat equipment – an expansion of *GURPS High-Tech*, and a link to *GURPS Ultra-Tech*. Roughly covering the period from 1990 to 2010, it examines the developments at this threshold between TL7 and TL8, ideal for modern day *GURPS Cops*, *GURPS Espionage*, and *GURPS Special Ops* campaigns. It could also prove useful for action adventures using *GURPS Autoduel*, *GURPS Black Ops*, *GURPS Cyberpunk*, *GURPS Horror*, *GURPS Reign of Steel*, *GURPS Technomancer*, or others as a backdrop. The descriptions are detailed enough to allow the book to be mined for gadgets for use with other game systems as well.

## ABOUT THE AUTHOR

Hans-Christian “Grey Tiger” Vortisch is a writer and translator living in Berlin, Germany. He grew up in the Black Forest and studied in Berlin, London (England), and Umeå (Sweden). He has been gaming for almost 20 years, and his ramblings have been published in *Challenge* and *Pyramid* magazines, his own fanzine, *The Armourer*, and several German *Call of Cthulhu* products. He compiled the *Delta Green Agent Armament Archives* on the Internet, co-revised the Third Edition of *GURPS Special Ops*, and contributed to *GURPS Cliffhangers*, *Second Edition*, *GURPS Cops*, *GURPS WWII*, and *GURPS WWII: Hand of Steel*. This is his first *GURPS* book. His interests include punk rock, tigers, science fiction, and languages.

## AMMUNITION OPTIONS

**Match-Grade Ammunition (TL6):** By carefully matching projectile and propellant, a round's accuracy can be increased, especially when made for a specific model of gun or even a specific gun. This adds +1 Acc, or +2 Acc if matched to the gun. The former can be ordered in small lots from some ammunition producers; the latter must be laboriously handloaded using Armoury/TL (Small Arms). It *cannot* be combined with Extra-Powerful, and the projectiles must be Solid, AP, or APHC. Match-Grade ammo is used in sniper rifles or target weapons, *not* automatic firearms. LC 4, 3× cost.

**Extra-Powerful Ammunition (TL7):** By increasing the amount of propellant in rounds such as Solid or HP, damage and range are enhanced. Multiply damage by 1.2 and range by 1.1. Increase Rcl -1/2 to -1 and -1 to -2; otherwise multiply Rcl by 1.5 and round down. Extra-Powerful ammunition is often less accurate (-1 Acc). It is commercially available only for handguns, but rifle rounds can be handloaded to similar effect; use Armoury/TL (Small Arms). Note that some weapons, especially nonmilitary ones, cannot withstand the increased pressure in prolonged service (increase Malf by -1); this applies to all weapons of TL6 or below, and cheap TL7 guns. LC 4, 1.5× cost.

**Subsonic Ammunition (TL6):** Subsonic ammunition has a muzzle velocity below the speed of sound (1,086 fps at sea level), which lowers sound signature and increases effective-

ness of sound suppressors (p. 16). Some handgun chamberings, such as .32 ACP, .380 ACP, 9×18mm Makarov, .45 ACP, and a few rifle chamberings such as the 9×39mm, are already subsonic and don't need this option. Others, such as the .22 LR, the 9×19mm Parabellum, and all PDW and most rifle rounds, are supersonic and will benefit from Subsonic ammunition. Subsonic loads have less power, range, and accuracy. Subsonic handgun ammunition is -1 to Hearing rolls and -1 Acc, and range is multiplied by 0.8. Subsonic PDW and rifle loads are -2 (PDW)/-3 (rifle) to Hearing rolls and -2 Acc, Damage is multiplied by 0.6, and range is multiplied by 0.4. LC 4.

**Silent Ammunition (TL7):** "Silent" rounds use special cartridges that trap propellant gases (and much of the noise) in the case, the projectile being propelled by a piston. This lowers firing noise considerably and eliminates muzzle flash and smoke, reducing the danger of detection. Silent ammunition has an acoustic signature (AS) of only +12 (p. 16), but damage and range are halved. It has been introduced for a number of handguns since the early 1970s, including the 7.62×36mm round fired by the H&K P11 (p. 18). AAI developed Silent ammunition for 12-gauge shotguns in the 1960s and for 40×46mmSR grenade launchers in the 1990s; neither caught on due to shortened range. (Silent grenade cartridges are only truly silent when firing nonexplosive grenades.) LC 4, 4× cost.

**Underwater Dart (UD) (Mid TL7):** A finned underwater projectile for special weapons. Instead of reducing 1/2D and Max range to 1/20, they get 1/10 if fired underwater. Damage is impaling. UD ammo was introduced in the 1970s by both Germany (H&K P11, p. 18) and Russia (TsNIITochMash SPP-1, p. AT63, and TsNIITochMash APS; both are also covered in Chapter 5 of *GURPS Special Ops*). LC 1, 10× cost. Also see pp. AT61-63 for underwater combat.

### Armor-Piercing Projectiles

Armor-piercing ammunition is used vs. armored vehicles or personnel in body armor. Except for SAP, it is often illegal for civilians.

**Semi-Armor-Piercing (SAP) (TL7):** Some bullets are inherently better at penetration than basic Solid, without being "true" AP. They perform better against armor because of a steel insert, or the

projectile's shape and velocity. SAP has Armor Divisor (1.25), but after penetration, it is treated like a normal bullet; there is no Damage Multiplier.

The most common example is the 5.56×45mm FN SS109 round, which has been the NATO standard since 1980 (designated M855 by the U.S. military). SAP also applies to the baseline 4.6×30mm and 5.7×28mm PDW rounds, which are not available as Solid. LC 4, except for PDW rounds, which are LC 1.

**Armor-Piercing (AP) (Early TL6):** An AP bullet features a hardened tip or core, typically made of steel. Multiply basic damage by 0.66; AP has Armor Divisor (2) and Damage Multiplier 0.5. First available for autocannons in the 1880s and available for small arms since 1916. LC 1, 2× cost.

**Armor-Piercing Hardcore (APHC) (Late TL6):** APHC rounds achieve better penetration using a heavy metal core (such as tungsten alloy)

## AUTOMATIC WEAPONS: LIMITED AND CONTROLLED BURSTS

**Limited Bursts:** To discourage soldiers' tendency to switch to full automatic fire and "rock 'n' roll" during combat, the burst-limiter was invented in the 1960s. Setting the selector on burst prevents the weapon from firing more than a preset number of rounds. The number varies according to model (between 2 and 10), but 3-round bursts have long been accepted to be most efficient in terms of hit probability. Since the early 1990s, 2-round burst-limiters have appeared. Some weapons fire only single shots and bursts, while others still allow fully automatic fire. Burst-limiters are installed primarily in weapons with a high cyclic rate.

Burst-limiters can be retrofitted by exchanging the trigger assembly; replacing it on an H&K MP5A3 changes the gun to an MP5A5, which offers bursts in addition to single shots and full auto (see pp. C64 and HT116, and *GURPS Special Ops*).

**Controlled Bursts:** Also in the 1960s, burst-controllers were designed that improved accuracy by firing a short burst at a cyclic rate high enough so that the rounds exited the barrel before the shooter was affected by recoil and muzzle climb. The burst-controller requires a specially engineered weapon with a mechanism fine-tuned to the burst; it cannot be added to an existing weapon. An example is the Izhmash AN-94 (p. 27), which fires a 2-round controlled burst at 30 rounds per second.

In game terms, limited and controlled bursts may be fired three times per turn, as if the weapon were firing single shots. Guns skill specialization remains either (Light Auto) or (Machine Pistol). For purposes of hits and recoil, limited bursts are treated as "groups" in a full-auto burst. Three bursts fired in a turn would get Rcl, 2 × Rcl, and 3 × Rcl, and so on. Hits and recoil work differently for controlled bursts, due to their high cyclic rate. A

burst-controller increases hits with a group of rounds: use the following table instead of the one on p. B120. Recoil for controlled bursts is 0 for the first group, but subsequent groups are affected by recoil normally, beginning with 2 × Rcl for the second group, 3 × Rcl for the third, etc.

Rounds in Burst	Roll Made by						
	-2	-1	0	1	2	3	4+
2	0	1	1	1	2	2	2
3	0	1	2	2	3	3	3
4	0	1	2	3	3	4	4
10	1	2	5	5	7	7	10

**Walking Bursts:** If set for controlled or limited bursts, the weapon cannot be used for *Walking the Burst* (p. HT78).

In military parlance, burst limiters and controllers fire a single burst with each pull of the trigger. By the above rules, each of these bursts is a separate to-hit roll. *GURPS* also defines a burst as multiple shots fired by one trigger-pull (p. B119), but uses the term *group* to define the subdivision of the burst that constitutes each attack. Limited and controlled bursts are, in effect, also groups. On full-auto, it is recommended that all groups consist of 4 rounds, except for remainders, as in the case of RoF 10; this is more realistic, and makes the recoil rules more consistent.

**Notation:** Weapons equipped with a burst-limiter are noted with "\*\*\*" and those with a burst-controller are noted with "#." RoF 3\*\* means that a weapon fires three single shots or three limited bursts per turn. RoF 12\*\* means three single shots, three limited bursts, or full automatic at 12 shots per second. And RoF 8# means it fires three single shots, three controlled bursts, or full automatic at 8 shots per second. Burst lengths are listed in each weapon's description.

camouflage, and chrome/pink – the Lady Lorcin), hundreds of thousands were sold before the company folded in 1999.

The *Jennings J-25* (1981), *Phoenix Raven* (1992), *Raven Arms MP-25* (1984), and *Sundance A-25* (1989, Shots 7+1) are almost identical.

**TsNIITochMash P-9 Gyurza, 9×21mm Gyurza, Russia, 1994 (Holdout -1):** The Gyurza ("snake") is a high-capacity service

handgun for use against armored opponents. APHC and APHC-T rounds are issued as service ammunition, as are HP and Frangible. One of the first Russian pistols with a synthetic frame, the Gyurza has been the sidearm of the Russian intelligence services FSB and GRU since 1996. It is also used by Russian SWAT units (MVD OMON). It has recently been renamed the SR-1 Vektor. Not sold to civilians.

## FAILED EXPERIMENTS: CAW AND ACR

In the search for the perfect infantry weapon, the U.S. military funded a number of small arms programs during the late 20th century. The experiments provided valuable information on various ideas, but none led to a new service weapon.

In 1979, the U.S. military formulated a requirement for a *Close Assault Weapon (CAW)*, a fully automatic shotgun feeding from a box magazine.

**AAI CAW, 18.5×79mmPC, United States, 1985 (Holdout -6):** AAI offered a weapon of conventional appearance, firing an MF load. The high-pressure plastic-cased shell could not be fired in other shotguns, but with an adapter, the CAW could use standard 12-gauge 3-inch Magnum rounds as well (Damage 4d+2). It had an integral reflex sight (p. 13).

In 1983, the U.S. military embarked on the ambitious search for an *Advanced Combat Rifle (ACR)*, intended to offer twice the damage potential of the Colt M16A2 (p. 22). Four main contenders took part in the final trials in 1990:

**AAI ACR, 5.56×45mm AAI, United States, 1990 (Holdout -6):** An outgrowth of AAI's experience with the 5.6×57mm AAI M19 SPIW prototype, this conventional-looking rifle fired sabotaged Flechette ammo. It could not fire standard 5.56×45mm NATO rounds. The AAI ACR fired single shots or 3-round controlled bursts from a rotating breech with three chambers. A reflex sight (p. 13) was fitted as standard.

**Colt ACR, 5.56×45mm NATO, United States, 1990 (Holdout -6):** A product-improved rifle based on the M16-series, this

gun was optimized to fire a Duplex cartridge, but could also fire conventional 5.56×45mm ammo. It fired single shots or full automatic, and featured ergonomically improved furnishing and a retractable stock. It had a detachable carrying handle like the M16A4 (p. 22) and was trialed with the 3.4× ELCAN scope (p. 13).

**H&K ACR, 4.73×33mm CLTA,**

**Germany, 1990 (Holdout -5):** A variant of the G11 (p. 23), it differed little from that weapon, except for the lack of rails for spare magazines and a 50-round instead of a 45-round magazine.

**Steyr ACR, 5.56×45mmPCTA, Austria, 1990 (Holdout -5):** This completely new design resembled the Steyr AUG, but was internally quite different, using a rising chamber. It was a bullpup weapon firing PCTA (p. 3) ammunition with a sabotaged Flechette. It fired single shots or 3-round controlled bursts and featured a 1.5× sight. Ejection could be changed from right to left. This weapon was judged the most reliable.

None of the above weapons provided the (unrealistic) 100% performance increase over the M16A2 that was hoped for, and the program was subsequently terminated.



Top: Colt ACR with Leitz C79 ELCAN scope. Bottom: Steyr ACR.

**H&K-Olin CAW, 18.5×76mmB, Germany/United States, 1985 (Holdout -5):** H&K developed this gun, with Olin of the United States designing the ammunition. It was a bullpup-configuration weapon chambered for a high-pressure belted shotgun shell loaded with SAP Shot. Each pellet does 1d(1.25). An MF load was under development. Alternatively, it could fire conventional 12-gauge 3-inch Magnum ammunition (Damage 4d+2). Ejection could be changed from left to right. The H&K-Olin CAW had an integral 1× collimating sight for quick target acquisition.

While both designs looked promising, the program was canceled in the late 1980s and neither gun entered production. Eventually, a conventional semiautomatic shotgun, the Benelli M1014 (p. 21), was adopted.

# I N D E X

- AAI, *ACR*, 39, 43; *CAW*, 39, 44.  
Accessories, 11-17; *rails*, 11.  
Accuracy International AWM  
  Super Magnum and variants,  
  24, 43; *magazine*, 18.  
Accuracy modifiers, 12-15;  
  *ammunition options and, 6; less-  
  than-lethal ammunition and, 8.*  
Acoustic signals, 16.  
ADI-Metal Storm AICW, 41, 44, 45.  
Advanced combat rifles (ACRs), 23, 39.  
Aerosol ammunition, 21.  
Aiming aids, 12-15.  
Air Force, 25, 26, 30, 34-36, 38-41.  
Air guns, 20, 25, 28.  
AK-74, 27, 31.  
Alliant-H&K OICW, 40, 44, 45.  
Ammunition, 3-10; *basic classes, 3;  
  cased telescoped, 3; caseless, 4;  
  caseless telescoped ammunition, 4;  
  conventional, 3; identifying, 18;  
  options, 6; also see Projectiles.*  
AN-94, 27, 31.  
Anesthetic rifle, 25.  
Anti-terrorism, *see Counterterrorism.*  
ArmaLite AR-10, 25.  
Armor, 34-36.  
Armor-piercing (AP) ammunition, 4, 5,  
  6-7; *depleted uranium (APDU), 7;  
  explosive (APEX), 7; hardcore  
  (APHC), 6-7, 19, 20, 22, 24, 25, 30,  
  41; hardcore explosive (APHEX), 7,  
  27, 30; sabotaged (APS), 7, 21, 30, 41.*  
Army, 22, 25, 26, 34-36, 38-41.  
Australia, 24, 38, 41; *special ops*, 26.  
Austrian GEK, 21.  
Automatic fire, 19, 37.  
Baffle suppressor, 15, 17.  
Ball ammunition, 4.  
Barrett M107, M95, and M82A1, 27, 44.  
Basic classes of ammunition, 3.  
Baton ammunition, 8, 21, 28, 31.  
Batteries, 11.  
Bazalt, *RGN-86 Offensive Grenade*, 32,  
  46; *PG-27 Tavolga*, 33, 46.  
Beanbag ammunition, 8, 21, 31, 38.  
Belgium, 24, *special ops*, 20.  
Benelli M1014, 21, 38, 39, 44;  
  *M4 Super 90*, 21.  
Beretta M9, 38.  
Body armor, 34-36.  
Border Patrol, 26, 29.  
Brazilian military, 32.  
Britain, 24; *military*, 24, 32, 34, 38, 41;  
  *Royal Marines*, 22; *special ops*, 18,  
  20, 22, 27, 29.  
Browning M2HB, 15, 30.  
Bulgarian military, 32.  
Bullet-resistant vests, 35-36.  
Bullpup rifles, 22, 23, 25, 27, 28, 39.  
Bunkerfaust 1, 33.  
Burst fire, 19, 37.  
Canadian military, 22, 27, 41.  
Cased Telescoped Ammo (CTA), 3.  
Caseless ammunition, 4, 24.  
  Caseless Telescoped Ammunition  
  (CLTA), 4, 23.  
  CAWs, 39.  
  Chilean military, 32.  
  Chinese military, 25, 31, 33.  
  CIS 50MG, 30, 45.  
Clamped magazines, 15, 25.  
Close assault weapons, 39.  
Coast Guard, 21.  
Collimating sights, 13.  
Colt, *ACR*, 39, 43; *AR-15 series*, 22;  
  *CAR-15 series*, 15, 26, 28-29, 44;  
  *M16 magazine*, 18; *M16 series*, 11,  
  15, 22, 38, 39-40, 43; *M203*, 22,  
  26, 38, 40; *M4 series*, 11, 13, 22,  
  26-27, 28, 38, 40, 43; *M79*, 31.  
Colombian special ops, 22.  
Combat helmets, 14, 34-35.  
Computer sights, 14-15.  
Controlled bursts, 19.  
Conventional ammunition, 3.  
Counterterrorism, 5, 21, 25, 26.  
Customs Service, 20.  
Cypriot special ops, 20.  
Czech Republic, 24.  
Dan-Inject JM Standard, 25, 43.  
Danish, *Frømandskorps*, 18, 25, 27;  
  *military*, 22, 27.  
  Dart gun, 25.  
  DEA, 20, 22, 28, 29.  
  Department of Energy, 28.  
  Diehl HGR DM51 Grenade, 32, 46.  
  Diemaco, *C7s*, 22; *C8s*, 26-27.  
  Drum magazines, 15.  
  Duplex ammunition, 8, 39.  
  Dutch, *7 NL SBS*, 18; *army*, 22, 27, 32.  
  Dynamit Nobel PZF3, 33, 46.  
  Electronic guns, 37-38, 41.  
  Encumbrance from armor, 36.  
  Enfield Sten Mk IIS, 17.  
  Explosive ammunition, 9-10.  
  Explosively formed projectile (EFP),  
  10; *high explosive, follow-through  
  (EFP-HE-FT)*, 10, 33.  
  Extended magazines, 15.  
  Extra-powerful ammunition, 6, 29.  
  FA-MAS-5.56-F1, 41.  
  Face masks, 35.  
  Fatigue from armor, 36.  
  FBI, 20, 22, 29, 35-36.  
  Flechette ammo, 7, 39; *multiple*, 8, 31.  
  FN, *F2000*, 28, 32, 37, 41, 44;  
  *Five-seveN*, 20, 42; *LGI*, 32, 45;  
  *M249A1*, 38; *M303*, 8, 28, 44;  
  *MINIMI and Para SPW*, 30; *MK46  
  MOD 0*, 30, 45; *P90*, 13, 20, 28.  
  FN-Browning HP-35, 15.  
  Franchi SPAS 12 and 15, 21, 44.  
  Frangible ammunition, 7-8, 21, 22, 29.  
  French, *GIGN*, 24, 25; *Legion  
  Étrangère*, 24; *military*, 32, 34-35,  
  38, 41; *special ops*, 22.  
  Fuel-air explosive (FAE), 9, 31, 33.  
  Full-metal-jacketed ammunition, 4.  
  Future weapons, 37-41.  
  GD-Bofors MK47 MOD 0 Striker or  
  CG40, 15, 31-32, 45.  
  General Electric, *GAU-19/A*, 30, 45;  
  *M134 minigun*, 30.  
  German, *army*, 24, 25, 31-36, 38, 41;  
  *GSG9*, 25, 36; *Kampfschwimmer*,  
  18; *KSK*, 29, 36; *special ops*, 26.  
  GIAT, *AIF*, 41, 44, 45; *FA-MAS-5.56-  
  F3*, 41, 44.  
  Glock, *17*, 15, 20; *18-19*, 22-28, 31-36,  
  20, 42.  
  Greek special ops, 22.  
  Grenade launchers, 31-32, 46.  
  GURPS rules modifications, 4.  
  H&K, *ACR*, 39; *AG36*, 31, 45;  
  *G11 series*, 4, 23, 39, 41, 43,  
  45; *G36 series*, 13, 14, 15, 25-26,  
  31, 40-41, 43, 45; *MG43*, 30, 45;  
  *MK23 MOD 0*, 13; *MP5 series*, 12,  
  15, 17, 19, 26, 29, 31, 44; *MP7*, 29,  
  44; *P11*, 6, 18, 37, 42; *SL8 and  
  SL9*, 26; *UMP and USP magazines*,  
  18; *UMP series*, 16, 29, 44; *USC*,  
  29; *USP series*, 11, 12, 13, 20, 42.  
  H&K-Olin CAW, 39, 44.  
  Hämmerli 280 and SP20, 18, 42.  
  Hand grenades, 32.  
  Hearing gunshots, 16.  
  Helmets, 14, 34-35.  
  Hemispherical anti-tank (HEMAT)  
  ammo, 10; *high explosive, follow-  
  through (HEMAT-HE-FT)*, 10, 33.  
  High explosive (HE) ammo, 9, 31;  
  *dual-purpose (HEDP)*, 10, 31, 40.  
  High explosive anti-tank (HEAT)  
  ammunition, 10, 31, 33;  
  *multipurpose (HEAT-MP) and  
  multistage (MS-HEAT)*, 10, 33.  
  Hollow-point ammo, 4-5, 22, 24, 29, 38.  
  Hong Kong SWAT, 21.  
  Identifying weapons and ammo, 18.  
  IFF, 38, 41.  
  Image-intensifying sights, 14.  
  IMI Galil ARM, 15.  
  Incendiary ammunition, 5, 33.  
  Indian army, 27, 33.  
  Infrared, 5, 12-13; *passive sights*, 14.  
  INS, 21.  
  Iraqi military, 32.  
  Ireland, 24.  
  Israel, *border guards*, 27; *military*, 26,  
  35-36; *special ops*, 22, 25, 30.  
  ISTEC ISL201, 31, 45.  
  Italy, 24; *COMSUBIN*, 18, 24, 26; *GIS*, 21;  
  *military*, 21, 33; *special ops*, 22, 24.  
  Izhmash, *AN-94*, 19, 27, 43; *Bizon-2*,  
  29, 44; *SV-99*, 27, 44.  
  Izhmekh, *PB*, 15; *PYa and PM*, 20, 42.  
  Jacketed hollow- and soft-point  
  ammunition, 4-5.  
  Japanese military, 33.  
  Jennings J-25, 19.  
  Jordanian special ops, 22.  
  KAC SR-25 and MK11 MOD 0, 25, 43.  
  KBP, *GM-94*, 31, 45; *GP-30 Obuvka*,  
  31, 45; *RPO-A Shmel*, 33, 46; *U-94  
  UDAR*, 21, 43.  
  Kel-Tec P-11 and P-40, 20, 42.  
  Kinetic-energy projectiles, 4-8.  
  Lady Lorcin, 18-19.  
  Land Warrior, 38, 40.  
  Lasers, 12-13.  
  LAWS, 33.  
  Less-than-lethal ammunition, 8.  
  Light amplifiers, 14.  
  Limited bursts, 19.  
  Locked Martin Predator, 33, 46.  
  Lorcin L-25, 18-19, 42.  
  LPO-50, 33.  
  Machine guns, 30, 46.  
  Magazines, 15, 18.  
  Malaysia, 24.  
  Manufacturer acronyms, 42.  
  Marines, 22, 26, 33, 34-36, 38-41.  
  Marshals' Service, 28.  
  Match-grade ammo, 6, 22, 24, 27.  
  MDHC MK153 MOD 1 SMAW, 33.  
  Mechem NTW20, 27, 44.  
  Metal Storm, 37-38, 41.  
  Mexico, 24.  
  Modifications, 11-17.  
  MR-443 Grach, 20.  
  Multicaliber pistol, 21.  
  Multiple projectiles, 8.  
  Multistage high explosive anti-tank  
  (MS-HEAT) ammunition, 10, 33.  
  Navy SEALs, 25, 26, 30.  
  Nepal, 26.  
  Netherlands, 24.  
  New Zealand, 24; *SAS*, 26.  
  Non-armor-piercing projectiles, 4-6.  
  NORINCO, *87 Shi*, 31, 45;  
  *95 Shi*, 25, 43.  
  Norway, 24; *Jæger*, 27.  
  O'Dwyer VLE SmartGun, 38, 42.  
  OICWs, 38, 40-41.  
  Oman, 24.  
  P&R Model 47 Medusa, 21, 43.  
  Paint ammunition, 8, 21, 28.  
  Panzerfaust 3 or 91, 33, 46.  
  PAPOP, 41.  
  Papua New Guinea, 24.  
  Personal armor, 34-36.  
  Personal defense weapons  
  (PDWs), 28-29, 46.  
  Phoenix Raven, 19.  
  Picking up empty casings, 4.  
  Pistols, 18-21, 46.  
  Plastic-Cased Telescoped Ammunition  
  (PCTA), 3, 39.  
  Police, 5, 8, 12, 20-22, 24-29, 31, 34-36.  
  Polish GROM, 26.  
  Portuguese military, 33.  
  Postapocalyptic campaigns, 21.  
  P-rails, 11.  
  Precision bursts, 37-38.  
  Precision Ordnance M452 Stingball  
  Riot Grenade, 32, 46.  
  Prefragmented ammunition, 8.  
  Projectiles, 4-10.  
  Qing Buqiang Zu 95, 25.  
  R/M M203PI, 41.  
  Radiation, 7.  
  Ramo GAU-18/A, 30.  
  Raven Arms MP-25, 19.  
  Reactive armor plate (RAP), 10.  
  Red-dot sights, 13.  
  Reflex sights, 13.  
  Revolvers, 21.  
  RGN-5, 32.  
  Rifles, 22-28, 46.  
  Riot gas, 8, 21, 28, 31, 40.  
  Rocket launchers, 33.  
  RPG-7, 33.  
  RPK-74, 27.  
  Rubber ammunition, 8, 21, 31.  
  Ruger 10/22, 27.  
  Russian, *army*, 27, 30, 32-34, 36; *FSB*,  
  19, 22, 24, 36; *GRU*, 19; *Ministry  
  of the Interior (MVD)*, 21, 31;  
  *special-ops and SWAT units (MVD  
  OMON)*, 19, 22, 24, 27; *Spetsnaz*,  
  21, 22, 24, 27.  
  S&W, *MK22 MOD 0*, 15, 16; *Model  
  5900 and 4000 series*, 20; *SW99*, 20.  
  Saboted ammunition, 7, 39.  
  "Satan Stick," 33.  
  Scopes, 13.  
  SEALs, 25, 26, 30.  
  Secret Service, 26.  
  Self-forging projectile (SEFOP), 10.  
  Semi-armor-piercing (SAP) ammo, 6,  
  20, 22, 29, 30, 41; *shot*, 8.  
  Semiautomatic pistols, 18-20.  
  Shaped-charge ammunition, 10.  
  Shot ammunition, 8, 21.  
  Shotguns, 21, 46; *silent ammo for*, 6.  
  Side-by-side magazines, 15, 25.  
  SIG, *GL5140*, 25; *SG551 SWAT and  
  SG52 Commando*, 25, 43.  
  Sights, 12-15.  
  Silencers, *see Suppressors.*  
  Silent ammunition, 6.  
  Silver "bullets," 20.  
  Singaporean military, 30.  
  Slide locks, 15.  
  SM HG 85 Defensive Grenade, 32, 46.  
  Solid bullet, 4.  
  South African Recce Commandos, 27.  
  South Korean military, 33.  
  Spain, 24; *counterterrorist GEO unit*,  
  25; *military*, 26, 27, 31, 32.  
  Speed-loading, 15.  
  SR-1 Vektor, 19.  
  Starlight scopes, 14.  
  Sterling L34A1, 17.  
  Steyr, *ACR*, 39, 43; *AUG*, 15, 22, 39,  
  41; *Scout*, 27, 43.  
  Submachine guns (SMGs), 28-29, 46.  
  Subsonic ammo, 6, 16, 20, 22, 24, 25.  
  Sundance A-25, 19.  
  Suppressors, 15-17; *cinematic*, 17; *gas  
  bleed enhanced*, 17; *homemade*, 17;  
  *slide locks and*, 15; *subsonic  
  ammunition benefits*, 6; *wet*, 17;  
  *also see specific weapons.*  
  SWAT, *see Police.*  
  Sweden, 24.  
  Switzerland, 24, 25; *military*, 32, 33.  
  Synthetic magazines, 15.  
  Tables, 42-46.  
  Tactical lights, 12, *combined with  
  targeting laser*, 13.  
  Tandem warheads, 10.  
  Targeting aids, 12-15; *lasers*, 12-13.  
  Telescopic sights, 13.  
  Terrorism, *see Counterterrorism.*  
  Thai special ops, 20, 22.  
  Thermal-imaging weapon sights, 14.  
  Time-travel campaigns, 21.  
  Tracer rounds, 5, 24.  
  Tritium sights, 12; *collimating*, 13.  
  TsKIB SOO OTs-14 Groza series, 24,  
  43.  
  TsNIITochMash, *6P41 Pecheneg*, 30,  
  45; *AS Val*, 22, 25, 43; *KS-23 Drozt*,  
  21, 44; *MA Vikhr*, 25, 43; *P-9  
  Gyurza*, 19, 42; *VSS Vintorez*, 22.  
  Turkish special ops, 22.  
  U.S. special ops, 26, 32, 34-36, 38-41.  
  Underwater-dart ammunition, 6.  
  Variance from earlier GURPS books, 4.  
  Vests, armored, 35-36.  
  Vision modifiers, 14; *aiming aids and*,  
  12-15; *tracer rounds and*, 5.  
  Voere VEC91, 4, 24-25, 37, 43.  
  Walking bursts, 19.  
  Walther P99 and CP99, 20, 42.  
  Weapons, *identification*, 18; *tables*, 42-  
  46; *of the future*, 37-41.  
  Wiper suppressor, 15-17.  
  Yugoslavian, *counterterrorist units*, 21;  
  *fighting*, 27.  
  Zoo keeper rifle, 25.

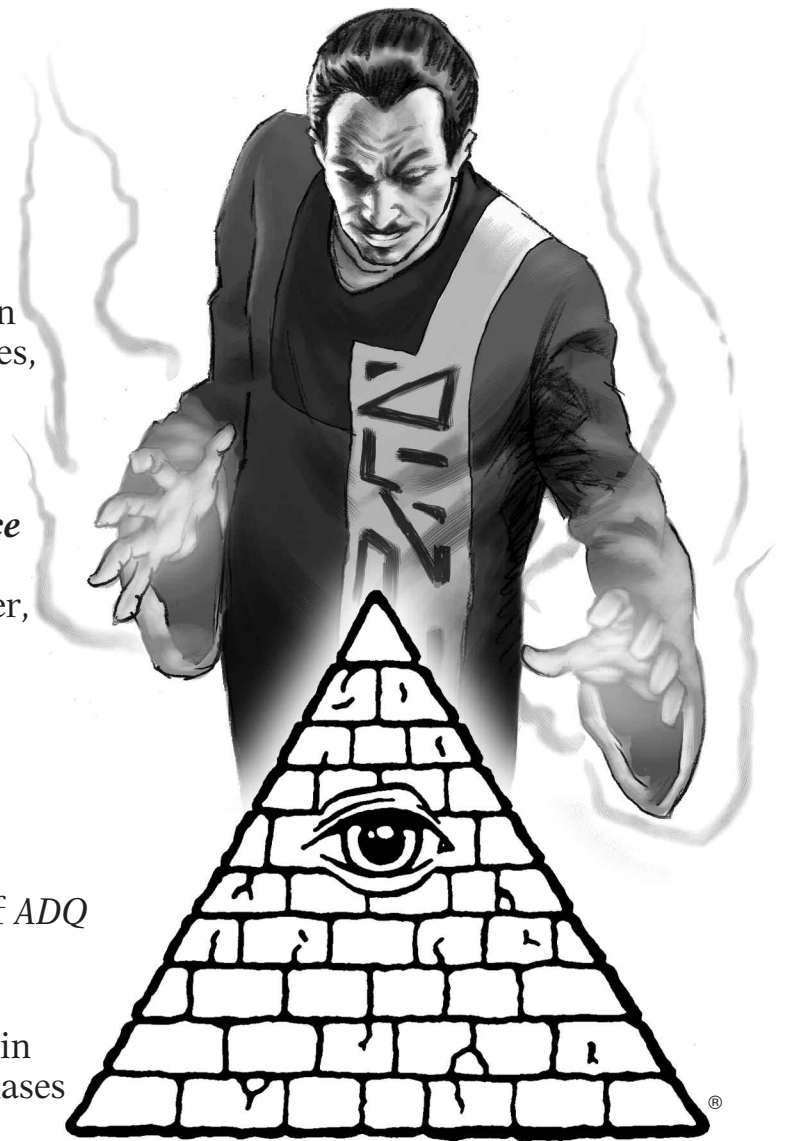


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