



BAG FULL OF GUNS: RED HEAT

Crafty Games Product Number: 20203

Spycraft, Bag Full of Guns, and all related marks are ® ™ © 2006 and used with permission from Alderac Entertainment Group, Inc. All rights reserved.

All characters, names, places, and text herein is copyrighted by Crafty Games, LLC.
Reproduction without Crafty Games' written permission is expressly forbidden.

www.crafty-games.com

INTRODUCTION

Welcome to *Red Heat*, the second volume in Crafty Games' **Bag Full of Guns** series. This volume presents a baker's dozen of the most intriguing and/or outlandish small arms in use by Soviet and Russian forces in the latter half of the 20th Century. Players of *Spycraft 1.0*, *d20 Modern*, and other d20 and OGL-based games may also find this material useful with some conversion. To see what other fans are doing with our products, visit the License to Improvise forum at www.crafty-games.com, your home for all things *Spycraft*!

OVERVIEW

During the Cold War, Russian weapons designers made many great leaps forward in small arms technology as they developed munitions for use in wildly diverse (and often theoretical) theatres ranging from deep enemy territory to underwater. Following the collapse of the Iron Curtain, these design firms leapt forward yet again, retrofitting traditional weaponry while creating thoroughly modern arm systems that could appeal to a discerning international market.

The weapons in this volume are a different breed from the pedestrian Soviet arms found in the *Spycraft 2.0 Rulebook*, reflecting the twin secret obsessions of the Russian weapon designer: silence and penetration. The emphasis on quiet utility began with the U-2 incident in 1960, when Russian military personnel captured a silent pistol carried by pilot Gary Powers after he crashed near Sverdlovsk. The design so impressed the high command that they ordered their best weapons designers to mimic its technology. The result was not just one or two weapons, but an entire array of silenced guns, ranging from two-shot automatics to revolvers to sniper and assault rifles. While most of these innovations were produced for use by Spetsnaz and other special units in the 70's and 80's, Russia remains the leading producer of silent weapons in the world to this day.

Recently, Russian military leaders, frustrated with aging standards such as the venerable Makarov 9×18mm round, brought the issue of armor penetration to the forefront of weapon design. Since the mid-1980's, the country's top weapons manufacturers have developed no less than a dozen different types of new hot-loaded and armor-piercing munitions to counter the increasingly common use of body armor. The most widely distributed of these are the 9×39mm SP-6 subsonic AP rifle round, the 9×21mm SP-10 handgun round, and the 7N31 AP round (which utilizes many qualities of, and outperforms ammunition designed for, AP weapons such as the FN Five-Seven and H&K MP7 PDW). Though these many ammunition types tend to make Russian weapons overspecialized for fighters hoping to scrounge the field for spare bullets, their effectiveness cannot be denied.

NEW QUALITIES

Submersible (SUB): This weapon is designed for underwater use. Each attack penalty for using this weapon underwater decreases to 1/2 standard, rounded down (*see the Spycraft 2.0 Rulebook, page 349*). Further, a ranged weapon with this quality may be used to attack submerged targets located up to a maximum of 5 range increments away, to a maximum depth listed in parentheses following the quality; when the target is located below this depth, the weapon's range increment decreases to 1/2 standard (rounded down). Despite the weapon's construction, it may *not* be used to make Autofire or Strafe actions while it's underwater, nor may the Burst trick be applied to attacks with it while it's underwater.

EDGED MELEE WEAPONS

Ballistic Knife: This rather bizarre combination of survival knife and improvised firearm is one of a long line of hybrid weapons developed for the Spetsnaz (Soviet special forces). The weapon appears to be a standard military-issue knife with a pin similar to that of a grenade in the pommel. A fighter may use the weapon exactly as a survival knife or, by pulling the pin and flicking a trigger stud in the handguard, may fire the blade at a nearby target via a steel spring concealed in the handle. Though the weapon was designed to grant the element of surprise against enemies who thought the wielder “only had a knife,” the blade’s inaccuracy and limited range made it inferior to handguns and thus a weapon of last-ditch defense at best.

HOLDOUT PISTOLS

Makarov PMM: The venerable Makarov PM has been the sidearm of the Russian police and armed forces for over 50 years. While the pistol has always had an admirable service record, its low-power cartridge started to show its age in the early 1990’s. In response, the Russian government rechambered the old design to accept the new 9×18mm Makarov Improved round already in use by the new Bizon submachine gun. It also increased the ammunition capacity to a more modern twelve-round double-stack magazine.

Though the PMM’s design and caliber has changed only slightly over the years, its new round has a 25% higher muzzle energy, giving the pistol a surprising punch. As with most modern Russian sidearms, the PMM is often deployed with armor-piercing ammunition to defeat lightly armored foes, making it a fitting self-defense weapon on the modern battlefield.

Tsniitochmach PSS Silent Pistol: Soviet small arms development during the Cold War heavily favored weapons intended for clandestine operations, including espionage and assassinations, and consequently a great many silent weapons were developed during this time. Most notable of these weapons is the PSS (*Pistolet Spetsialny Samozaryadny*, or Special Self-Loading Pistol), which was designed for special KGB and Spetsnaz operatives. This weapon combines the compact size of the Makarov with the discreet power of a full-size silenced pistol.

Every aspect of the PSS is engineered to facilitate the silent kill. Though the weapon appears as a standard blowback autoloader, the PSS features a two-part barrel that recoils inside the frame for a short distance when fired, dampening the sound of the slide cycling in combat. Additionally, it uses the unique SP-4 ammunition, a long subsonic cartridge that’s entirely self-contained, preventing gasses from escaping during the attack. Thanks to these many modifications, PSS shots are flashless and about as loud as an air rifle, greatly enhancing the shooter’s ability to remain unnoticed.

SERVICE PISTOLS

Stechkin APS and APB: The Stechkin APS (*Avtomaticheskii Pistolet Stechkina*, or Stechkin Automatic Pistol) is the world’s first mass-produced machine pistol. Designed concurrently with the Makarov PM as a personal defense weapon for tank and artillery crews in the wake of WWII, this package included a heavy auto-loading pistol with a removable wooden stock that also doubled as a holster. While the Stechkin’s intended role was similar to that of the light SMG for modern armed forces, it quickly proved to be too heavy as a sidearm and, when paired with the removable stock/holster, was also too bulky for practical use in the field. The advent of assault rifles such as the AKM, with their collapsing stocks and bigger punch, became the last nails in the Stechkin’s coffin, and the weapon was phased out of active service in the mid-1960s.

The APS got a new lease on life in the 1970’s, when surplus models were reworked to include a wire stock, threaded barrel, and silencer. The updated gun was renamed the APB (*Avtomaticheskii Pistolet Bezshumny*, or Silent Automatic Pistol) and distributed to Special Forces units like the Spetsnaz, who often needed a discreet and fast-firing sidearm. The APB saw active service in missions during the Soviet war in Afghanistan, particularly those behind enemy lines. Today, it remains in service with the

paramilitary Russian federal units SOBR (*Spetsial'nyye Otryady Bystrogo Reagirovaniya*, or Special Rapid Reaction Unit) and OMON (*Otryad Militsii Osobogo Naznacheniya*, or Special Purpose Military Detachment).

The Stechkin APS and APB designs betray their heritage as contemporaries to the seminal Makarov design, featuring a simple unlocked blowback mechanism and a double action trigger. Both models are substantially heavier than the Makarov, with a 20-round magazine capacity, single-shot and fully automatic fire capability, and a detachable stock for use in full-auto mode. The APS also includes a hollow wooden stock that doubles as a holster, while the APB has a threaded barrel, removable silencer, and a much lighter wire stock.

Tsniitochmach SPP-1M Underwater Pistol: Maritime defense and operations were an important part of Soviet military doctrine throughout the Cold War, when the Soviet Navy maintained the largest nuclear fleet on Earth. During this time, every medium and larger ship in the fleet was assigned a unit of Spetsnaz specially trained to infiltrate by water, raiding priority targets and disrupting infrastructure ahead of a larger invasion force. Because Russian combat divers were expected to face resistance in the form of other amphibious soldiers or anti-frogmen dolphins, they needed a weapon that could outstrip the range and power of the speargun while remaining operational out of the water. Thus was developed the SPP-1M underwater pistol. This strange-looking, boxy pistol accepts a magazine of 4 long cartridges, each of which fires a 115mm (4.6 inch) spike whose power and accuracy are much higher than that of the average speargun. When the trigger is pulled, each barrel fires in succession, after which the weapon must be breech loaded in a fashion similar to that of a break-action shotgun. Though the SPP-1M is best used against underwater targets, it's technically amphibious. "Dry firing" is exceptionally taxing on the weapon's action, however, and expedites the need for diligent maintenance.

Yarygin PYa: Russian armed and police forces have long lamented the stopping power of the standard Makarov round, and Soviet engineers have long attempted workarounds ranging from oddly sized cartridges to the 9mm Makarov Improved standard. Only with the end of the Cold War, however, was the door opened for the first serious redevelopment of Russian sidearms in over 50 years. The result was the Yargin PYa (*Pistolyet Yargina*), also known as the *Grach*, or Rook. This heavy, all-steel service pistol incorporates many 21st Century handgun features, including a locking breech, ambidextrous safety, partially shrouded hammer to prevent snagging on the draw, and use of the common 9mm Parabellum round.

This conversion to the "Wonder 9" was not enough for the power-starved Russian engineers, however, and so the PYa chambers a hot-loaded armor-piercing 9mm Parabellum round (designated the 7N21 of the SP-10 series). This further improved the stopping power and flexibility of the weapon, and coupled with the PYa's rugged construction and ability to defeat light armor, helped it to become the standard sidearm for Russian Federation forces in 2003. The PYa is currently deployed with soldiers fighting in Chechnya.

SERVICE REVOLVERS

KBP OTs-38 Silent Revolver: Not surprisingly, the Russians are also responsible for the world's only silent revolver, the KBP OTs-38. This was the last design of the great Russian weapon designer I. Stechkin, father of the Stechkin APS and APB automatic handguns (*see page 3*). It was commissioned by the Russian FSB (Federal Security Forces) as an alternative to the aging PSS silent pistol, and in addition to improving on that weapon's basic features, it incorporates a number of noteworthy modern features that set it apart from other standard revolvers.

Like the PSS, the OTs-38 uses subsonic SP-4 ammunition and is integrally silenced, allowing it to be fired with nearly no noise and absolutely no muzzle flash. The weapon fires the bottom chamber of the cylinder (rather than the top, as with most revolvers), greatly mitigating the recoil of each shot. Loading is also unusual; the cylinder opens to the right side (most revolvers open to the left) and its rimless SP-4 cartridges are automatically ejected, clearing the way for flat five-round clips to be fed in behind. This provides the reliability of a revolver with the loading speed of a semiautomatic.

The OTs-38 is also fitted with an integral laser sight directly above the trigger guard.

LIGHT SUBMACHINE GUNS

KBP PP-2000 PDW: Developed by the famous Instruments Design Bureau (KBP), the PP-2000 represents one of the first serious steps toward a truly modern small arms design in Russia. Unlike the vast majority of weapons in the Russian arsenal, the PP-2000 is not based upon a popular design like the Kalashnikov. Rather, it shares many characteristics of contemporary personal defense weapons like the Steyr TMP and H&K MP-7, with features intentionally developed to appeal to both the domestic and international markets. It includes a composite receiver, a small frame for close quarters combat, and chambering for both 9mm Parabellum and 7N31 9mm armor-piercing ammunition.

In the true spirit of Russian weapon design, the PP-2000 is built with absolute efficiency in mind. It is comprised of as few parts as possible to increase reliability, and innovatively turns its features into accessories: the weapon's oversized trigger guard acts as a makeshift tactical foregrip, while spare magazines can be inserted in the hollow of the weapon's butt to act as a crude stock.

Tsniitochmach SR-2 Veresk: The SR-2 (*Spetsialnaya Razrabotka*, or Special Development #2) is one of the first submachine guns developed after the fall of the Soviet Union. Design of the weapon launched in the mid-1990s, the idea to build a companion weapon to the SR-1 service pistol utilizing the new SP-10 armor-penetrating round. The FSB adopted the weapon in 2001 and it has since become a premiere weapon of choice for elite law enforcement units across Russia thanks to its attractive combination of compact size, penetration, and stopping power.

The SR-2's action is gas-powered and based on a scaled-down version of the SR-3 micro assault rifle, with Kalashnikov-styled fire selectors and safeties that make it instantly familiar to most Russian shooters. Its folding stock flips up over the top of the weapon to accommodate a standard-issue red dot sight in any position, and a folding vertical foregrip located just below the muzzle further increases user control and accuracy. The weapon is also small enough to easily be concealed under a coat, particularly when snug in its proprietary shoulder harness.

ASSAULT RIFLES

Tsniitochmach APS Underwater Assault Rifle: This younger, larger sibling of the SPP-1M underwater pistol was designed to the needs Soviet Russia's guard frogmen. At the time these soldiers were equipped with an SPP-1M, an AK-47, and a knife as standard issue, but range problems with the underwater pistol and obvious issues with firing an AK in their most common theatre left the soldiers essentially unarmed when they weren't on the attack. In response, the Naval Command called for a weapon with superior range, accuracy, and penetration to eliminate threats *before* they approached too close to the frogmen.

The solution: the APS underwater assault rifle, which can fire at combatants at range, in or out of the water. For this weapon the designers took the basic AK action back to the drawing board, re-envisioning and loosening it to allow water to pass through as a round is cycled. They also fitted the gun with MPS underwater ammunition, a wicked 5.66mm cartridge replacing the standard ball with a hydrodynamic spike that allows the firearm to outdistance all competition before or since. As an added bonus, MPS rounds can punch through wet- and dry suits, air tanks, and even the light plastic canopies often seen in small underwater vehicles!

Like most late-century Russian assault rifles, the APS is based on the famous Kalashnikov design, though with some notable changes, most distinctively its clip. While the rifle uses the trademark "banana" pattern found throughout the AK series, it also includes a smaller extension to accommodate its extremely long MPS ammunition (139mm, or over 5 inches long!). Also, its stock has been removed to increase underwater mobility and a ported barrel allows it to blow excess water out of the weapon as it's fired.

Tsniitochmash AS Silent Assault Rifle: Also known as the "Val," the AS (*Avtomat Specialny*, or Special Assault Rifle) is the quietest assault rifle on Earth. As with most other Russian silenced weapons, the Val's roots date back into the 1960s, when the Soviet government tasked the Central Institute for Precision Machinery Construction to develop a suite of sophisticated silenced weapons during the Cold War. The AS and its sister rifle, the VSS silent sniper rifle (*see below*), represent the pinnacle of these developments, combining exceptional suppression with deadly penetration and efficiency.

The AS combines familiar Russian weapons features, such as a Kalashnikov-pattern magazine, a gas-operated rotating bolt, and a MA submachine gun receiver, with new features like a long integral dual-chamber suppressor that can totally obscure the weapon's report even at extremely short distances. Like the PSS silent pistol, the AS uses a proprietary subsonic round (designated SP-6) to better achieve quiet action. This round's unusual 9×39mm caliber has a greater weight than a standard 9mm cartridge, granting it far greater range and armor penetration than other silenced weapons without increasing its volume. In conjunction with the Val's collapsing stock and light construction, this presents an excellent weapon for assassins seeking equal measures of discretion and lethality.

SEMI-AUTOMATIC RIFLES

Tsiinotchmach VSS Silent Sniping Rifle: The VSS silent sniping rifle is a close sibling to the AS assault rifle (*see above*), having as much or more in common with an accurized battle rifle than any true semi-automatic sniper weapon. Like its sister design, the VSS is a select-fire rifle whose stealth owes primarily to two features: its subsonic armor piercing SP-6 round and its barrel acting as a huge silencer. The weapon deviates from the AS in that it includes a standard issue 4× scope and does away with a folding stock in favor of an ergonomic, fixed wood extension.

The flexibility and stealth of the VSS make it popular with sharpshooters operating in Chechnya, where it is widely employed.

Bag Full of Guns: Red Heat

Table 1: Red Heat Weapons													
Weapon Name	Damage	E/T	Ammo	Recoil	Rng	SZ/Hand	Qualities	Weight	Upg	Comp	Year	SV	
Edged Melee Weapons													
<i>Caliber IV</i>													
Ballistic knife*	1d6+1 (AP 1)	1/19–20	—	—	10 ft. × 4	D/1h	BLD, IMP (only when fired), INA (–2, only when fired), SLD (3)	1 lb.	—	22/+1	1982	R\$150	
Backup Pistols													
<i>Caliber I</i>													
Makarov PMM													
9×18mm Improved	1d12	1–2/20	12M3	17	20 ft.	D/1h	—	1.6 lbs.	0	17/+0	1993	\$250	
Tsniitochmash PSS Silent Pistol**													
7.62×41mm SP-4	2d4	1–2/20	6M9	8	20 ft.	D/1h	DST, INS	1.8 lbs.	0	20/+1	1983	R\$1,900	
Service Pistols													
<i>Caliber I</i>													
Stechkin APS													
9×18mm Makarov	2d4	1–3/20	20M4	12	20 ft.	D/1h	CLS, NFM (S/B/F)	2.6 lbs.	1	22/+1	1951	R\$650	
Stechkin APB													
9×18mm Makarov	2d4	1–3/20	20M4	12	20 ft.	D/1h	CLS, NFM (S/B/F), TBR, UPG (removable suppressor)	2.6 lbs.	0	22/+1	1972	R\$1,300	
<i>Caliber II</i>													
Tsniitochmash SPP-1M Underwater Pistol													
4.5mm×40R SPS	1d8+2 (AP 2)	1–2/20	4M15	11	20 ft.	D/1h	QKY, SLD (2), SUB (50 ft.)	2.2 lbs.	3	20/+1	1971	\$800	
Yarygin PYa													
9×21mm SP-10	1d12 (AP 1)	1–2/20	17M3	14	25 ft.	D/1h	RGD	2 lbs.	3	20/+1	2003	\$550	
Service Revolvers													
<i>Caliber II</i>													
KBP OTs-38**													
7.62×41mm SP-4	2d4	1/20	5M12	7	20 ft.	D/1h	INS, UPG (standard laser sight)	2 lbs.	3	16/+0	2000	R\$2,000	
Light Submachine Guns													
<i>Caliber II</i>													
KBP PP-2000													
9mm P	1d10+1	1–2/20	20M6 or 40M3	12	15 ft.	D/1h	CLS, CMP, UPG (permanent vertical foregrip)	3.3 lbs.	2	25/+1	2004	R\$1,200	
9×19mm 7N31	1d10+1 (AP 4)	1–2/20	20M6 or 40M3	12	15 ft.	D/1h	CLS, CMP, UPG (permanent vertical foregrip)	3.3 lbs.	0	25/+1	2004	R\$1,200	
Tsniitochmash SR-2 Veresk													
9×21mm SP-10	1d12 (AP 1)	1–2/20	20M5 or 30M4	10	25 ft.	T/1h	CLS, UPG (red dot sight, vertical foregrip)	3.8 lbs.	1	25/+1	1999	R\$1,500	
Assault Rifles													
<i>Caliber III</i>													
Tsniitochmash APS Underwater Assault Rifle													
5.66×39mm MPS	2d6+2 (AP 2)	1–3/20	26M7	7	30 ft.	S/2h	QKY, SUB (50 ft.), UPG (ported barrel)	7.5 lbs.	3	25/+1	1974	R\$1,800	
Tsniitochmash AS Silent Assault Rifle**													
9×39mm SP-6	1d12+1 (AP 4)	1–3/20	20M10 or 10M20	10	100 ft.	S/2h	CLS, INS, NUL (1R)	5.5 lbs.	2	25/+1	1988	R\$1,700	
Semi-Automatic Rifles													
<i>Caliber III</i>													
Tsniitochmash VSS Silent Sniping Rifle**													
9×39mm SP-6	1d12+1 (AP 4)	1–3/20	20M4 or 10M8	8	125 ft.	S/2h	INS, NFM (S/B/F), NUL (1R), SPA, UPG (4× telescopic sight)	7.5 lbs.	1	25/+1	1988	R\$2,200	
* When used in melee combat, the ballistic knife uses the Edged proficiency; when fired, the ballistic knife uses the Hurling proficiency instead.													
** This weapon's proprietary ammunition is subsonic (<i>see the Spycraft 2.0 Rulebook, page 265</i>).													

OPEN GAMING LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures, characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

Bag Full of Guns: Red Heat

15. COPYRIGHT NOTICE: Open Game License v1.0a Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. Spycraft 2.0 Rulebook, Copyright 2005, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Scott Gearin, and Patrick Kapera. Spycraft Espionage Handbook Copyright 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson. Spycraft 1960s Decade Book Copyright 2003, Alderac Entertainment Group, Inc.; Authors Robert J. Defendi, B.D. Flory, Scott Gearin, Clayton A. Oliver. Spycraft Agency Copyright 2004, Alderac Entertainment Group, Inc.; Authors Steve Crow, Alexander Flagg, B.D. Flory, Clayton A. Oliver, Steven Peterson. Spycraft Battlegrounds Copyright 2005, Alderac Entertainment Group, Inc.; Authors Andy C. Davis, Alexander Flagg, Clayton A. Oliver, Jason Olsan, Patrick Parrish. Spycraft Mastermind Guide Copyright 2004, Alderac Entertainment Group, Inc.; Authors Steve Crow, Alexander Flagg, B.D. Flory, Clayton A. Oliver. Spycraft U.S. Militaries Guide Copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera. Spycraft World Militaries Guide Copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera. Spycraft Modern Arms Guide Copyright 2002, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Tim D'Allaird, Rob Dake, Michael Fish, Scott Gearin, Owen Hershey, Patrick Kapera, Michael Petrovich, Jim Wardrip, Stephen Wilcoxon. Spycraft Faceman/Snoop Class Guide Copyright 2003, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Clayton A. Oliver. Spycraft Fixer/Pointman Class Guide Copyright 2003, Alderac Entertainment Group, Inc.; Authors Scott Gearin. Spycraft Soldier/Wheelman Class Guide Copyright 2003, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Shawn Carman, B.D. Flory, Scott Gearin, Patrick Kapera.

OPEN GAME CONTENT

This release of Bag Full of Guns: Red Heat is done under version 1.0a of the Open Game License and the draft version of the d20 System Trademark License, d20 System Trademark Logo Guide and System Reference Document by permission of Wizards of the Coast. Subsequent releases of this document will incorporate final versions of the license, guide and document.

Crafty Games' intention is to open up as much of this document as possible to be used as Open Game Content (OGC), while maintaining Product Identity (PI) to all aspects of the Spycraft intellectual property. Publishers who wish to use the OGC materials from this book are encouraged to contact pat@crafty-games.com if they have any questions or concerns about reproducing material from this document in other OGL works. Crafty Games would appreciate anyone using OGC material from this document in other OGL works to kindly reference Bag Full of Guns: Red Heat as the source of that material within the text of their work. Open Game Content may only be used under and in accordance with the terms of the OGL as fully set forth in the opposite column.

DESIGNATION OF PRODUCT IDENTITY: The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License, version 1.0a: Any and all Spycraft logos and identifying marks and trade dress, including all Spycraft product and product line names including but not limited to The Spycraft 2.0 Rulebook, The Crucible, Farthest Star, Flags, Shatterpunk, Ten Thousand Bullets, the Toolkit series, World on Fire, The Spycraft Espionage Handbook, Control Screen, Agency Guide, Battlegrounds Sourcebook, Mastermind Guide, Modern Arms Guide, Faceman/Snoop Class Guide, Fixer/Pointman Class Guide, Soldier/Wheelman Class Guide, Season Book #1: Gentleman's Agreement and all subsequent Season Books, 1960s Decade Book and all subsequent Decade Books, The Shadowforce Archer Worldbook, The African Alliance Chamber Book, The Archer Foundation Chamber Book, The Company Chamber Book, The European Commonwealth Chamber Book, The Guardians of the Whispering Knife Chamber Book, The Pan-Asian Collective Chamber Book, The Room 39 Chamber Book, The Russian Confederacy Chamber Book, and all subsequent Chamber Books, The Hand of Glory Threat Book, The P.E.R.I.L. Threat Book, The Shop Threat Book, and all subsequent Threat Books, website support materials (including, but not limited to, all free game support items such as Living Spycraft, Shadowforce Archer, and other setting missions and the Errata and Master Rules Documents), and all Spycraft logos; any elements of any Spycraft setting, including but not limited to capitalized names, organization names, Faction names, project names, code names, characters, gadgets, historic events, and organizations; any and all stories, storylines, plots, thematic elements, documents within the game world, quotes from characters or documents, and dialogue; and all artwork, logos, symbols, designs, depictions, illustrations, maps and cartography, likenesses, and poses, except such elements that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

DESIGNATION OF OPEN CONTENT: Subject to the Product Identity designation above, all portions of Bag Full of Guns: Red Heat are designated as Open Gaming Content.

USE OF MATERIAL AS OPEN GAME CONTENT: It is the clear and expressed intent of Crafty Games to add all classes, skills, feats, gear, and NPC statistics contained in this volume to the canon of Open Game Content for free use pursuant to the Open Game License by future Open Game publishers.

Some of the portions of this release which are delineated OGC originate from the System Reference Document and are © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE: "Spycraft Copyright 2006, Crafty Games."

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

'd20 System' and the 'd20 System' logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0a. A copy of this License can be found at www.wizards.com.

Dungeons & Dragons® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, and are used with permission. All contents of this release, regardless of designation, are copyrighted year 2006 by Crafty Games. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for the purposes of review of use consistent with the limited license above.