

SPYCRAFT™

ROLEPLAYING GAME

VERSION 2.0



**BAG FULL OF GUNS:
THIS IS MY RIFLE**

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Crafty Games Product Number: 20202

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BAG FULL OF GUNS

Welcome to **This is My Rifle...**, the first of the **Bag Full of Guns** Toolkits from Crafty Games for the *Spycraft 2.0* roleplaying game. *Bag Full of Guns* is dedicated to bringing the finest, funkiest, and just-plain-coolest weapons to your *Spycraft 2.0* tables.

This is My Rifle... tackles the newest infantry weapons in use by the U.S. military — deadly assault rifles replete with high-tech features along with new rules to model them with the *Spycraft 2.0* system.

For the last 15 years, the United States military has been on the hunt for new weapons to replace the aging M-16 series of assault rifles. Recent conflicts in the Middle East, Central Asia, and Africa only accentuate the need for small arms better suited for operations in new theatres and against new enemies. Beginning in the 1990s, the U.S. government sponsored a number of design competitions amongst the world's most successful weapons manufacturers, which resulted in three major new designs: Heckler-Koch offered the Objective Individual Combat Weapon (OICW) and XM8 Modular Carbine System, and FN Herstal offered the Special Forces Capable Assault Rifle (SCAR). Two additional items, the FN Enhanced Grenade Launcher Module (EGLM) and the XM26 Lightweight Shotgun System, were developed to work in tandem with these assault rifles. Together, these weapon systems incorporate the latest developments in small arms and are poised to become the next major step forward in infantry armament.

Players of first edition *Spycraft*, *d20 Modern*, or other d20/OGL-based games may also find the rules herein useful with some conversion. To see what other fans are doing with our products, visit the License to Improvise forum at www.crafty-games.com, your new home for all things *Spycraft*!

ASSAULT RIFLES

FN S.C.A.R.: This is the newest assault rifle contracted by the United States military, winning a competition begun the U.S. Special Operations Command (SOCOM) in 2003 to find a weapon ready for the future of American conflict. The SCAR-Light, or SCAR-L, is chambered in 5.56 NATO ammunition and intended to replace the Colt M4A1, Close Quarters Battle Rifle, and Mk. 12. The SCAR-Heavy, or SCAR-H, carries a smaller clip but is chambered for more lethal 7.62 caliber ammunition.

The SCAR includes many features specifically intended to meet the needs of modern U.S. warfare, foremost amongst them a rugged modular design, an action less sensitive to dust and sand, swappable barrels facilitating both urban and battlefield combat, an enhanced grenade launcher module (EGLM), and chambering and clip compatibility with the AK-47 to allow units to scavenge ammo while in-country.

Heckler & Koch XM29 OICW/SABR: The XM29 OICW (Objective Individual Combat Weapon), or SABR (Selectable Assault Battle Rifle), is perhaps one of the most famous mothballed military projects of all time. Developed by Heckler & Koch as part of a search for a new infantry support weapon in the early 1990's, the XM29 combines a 5.56×45 NATO assault rifle with a 20mm light cannon/grenade launcher as a single weapon system. The OICW effectively functions like a standard assault rifle/underbarrel grenade launcher (such as the M16/M203 currently in service), but its futuristic bullpup look and host

of next generation features launched it to great fame in video games, film, and pop culture.

The primary armament of the XM29 is the 20mm semi-automatic grenade launcher. This bulky device, unlike other assault rifle/grenade launcher combinations, is mounted above the rifle module and topped with a large TA/FCS (target acquisition/fire control system). The TA/FCS houses a full suite of battlefield electronics, including a ballistic computer, thermographic and 6× day/night optics, and a laser range finder, which together allow the shooter to make direct and airburst grenade attacks in nearly any inclement condition. When programmed for airburst, the computer in the TA/FCS calculates the distance to the target, translates it into number of rotations to target, then sets the fuse-programmable HEAB (High Explosive Air Burst) ammunition to detonate at the target distance, allowing the shooter to strike above cover and increase the kill zone of his attacks (*for more information and game mechanics, see the New Ammunition section on page 3*). Even when the TA/FCS is disabled, the shooter may still make direct attacks, as with a conventional grenade launcher.

The lower assault rifle (also known as the "Kinetic Energy," or KE, module) is based on the successful HK G36 design, and is the grandfather of the XM8 Carbine. The KE module is intended for use primarily in a defensive and close-quarters combat role, particularly within the 20mm round's arming distance of 150 ft. Like the Colt M203, the KE module can be detached and used independently from the cannon as a short-barreled assault rifle.

The XM29 is not without its problems, however. First and foremost, the complexity of the TA/FCS makes units prohibitively expensive — so much so that some debate whether the weapon's cost makes it worth risking in battle at all. Further, the units are extremely bulky and awkward, weighing in at approximately 15 lbs. when fully loaded. Some also doubt the combat effectiveness of the weapon's 20mm round, particularly when deployed against light armored vehicles and hard targets.

Despite successful field tests in 2000, the controversy over the XM29 caused the project to falter. In 2004, behind schedule and over budget, H&K changed the development model of the XM29 to a "spiral approach," where each subsystem (rifle and grenade launcher) would be developed independently, tested, and later integrated into a single weapon. In 2005, the decision was made to halt Phase 3 development of the XM29 until issues with the XM8 and weapon weight could be resolved. As of this writing, it is undetermined whether the project will resume. Still, in spite of these issues, the XM29 remains a highly coveted prize for characters looking for a weapon that can "do it all."

Heckler & Koch XM8 Lightweight Modular Carbine System: Originally developed as the Phase I kinetic energy component of the XM29 OICW, the XM8 has evolved into the next-generation assault rifle of the United States Army. The XM8 is a derivative of the HK G36 assault rifle and was intended to replace the aging M16/M4 family in the U.S. arsenal until the project was suspended in Fall 2005 due to concerns over the non-competitive procurement of the system from Heckler-Koch USA. Some battle-ready prototypes do remain in circulation, however, and are available to exceptionally wealthy or connected individuals and organizations.

The XM8 possesses a number of advantages over its predecessors, including a modular design allowing for quick reconfiguration among

4 variants (basic carbine, sharpshooter, squad automatic weapon, and ultra compact carbine for close-quarters battle); a pre-zeroed red dot combat optic incorporating an infrared laser aimer and illuminator; flush-mounted attachment points; polymer bodies that can be changed to fit the theatre of operations; 20% lower weight than an equivalent M4 carbine; specially-treated surfaces to improve user grip in inclement weather; a greater degree of common parts to reduce maintenance issues; and full compatibility with the Land Warrior infantry combat system.

GRENADE LAUNCHERS

FN Enhanced Grenade Launcher Module (EGLM): Developed as a companion component to the FN SCAR, the Enhanced Grenade Launcher Module (EGLM) provides a substantial upgrade to the U.S. military's current underbarrel grenade launcher, the venerable M203. Like the M203, the EGLM can accurately fire 40mm grenades out to a distance of 600 feet, but improves the its predecessor's performance with a side-opening barrel, ambidextrous handling, a stock for independent deployment, and compatibility with rifles equipped with the Picatinny rail (including current Colt M16 and M4 assault rifles).

Additionally, the EGLM incorporates a state of the art fire control system using a laser range finder to determine elevation and distance to target; the reticle glows red when an attack is aimed high or low, and green when an attack is on target. Also, the shooter may set fuse programmable grenades for airburst attacks against targets behind cover.

SHOTGUNS

XM26 Lightweight Shotgun System: The descendent of the Remington Masterkey underbarrel shotgun improves on that venerable design with a new bolt-operated system, 5 round box magazine, and compatibility with both the M4 carbine, as well as next generation small arms such as the SCAR and XM8. Additionally, it may be fitted with a separate stock and deployed independently.

The XM26 was first deployed in Afghanistan, seeing heavy use where units expected to breach doors, fight in close quarters, and needed less lethal ammunition. Operators have spoken well of its reliability and smooth action, and its compatibility with current and future U.S. small arms ensures its popularity will only continue to grow.

WEAPON QUALITIES

Limited Upgrades (LUG): This weapon's design is unusual enough that certain accessories may not be attached. A weapon with this quality may not gain any upgrades with a rail, optic, or underbarrel location other than those it receives from the UPG quality.

Modular (MOD): This weapon is designed to include various parts, such as barrels or upgrades, that may be quickly exchanged or removed in the field without the need for tools or re-zeroing. Modular weapons come with multiple stat lines, allowing a character to switch between them during play by spending an amount of time noted in the parentheses and making a successful Mechanics/Modify or Science/Fabrication check against the weapon's Complexity (as if he were adding or removing an upgrade). The Gear and Gear-Only tags

are ignored when making this check.

Modular weapons sometimes change categorizations when reconfigured. A reconfigured modular weapon is considered to be a weapon of the listed category and follows all rules affecting that weapon as normal (*see the Non-Standard Proficiencies quality below*).

Non-Standard Proficiencies (NSP): This weapon requires special handling or operation, as it is functionally part a different weapon category despite being purchased as part of a collection of weapons or a combination weapon. A character must possess the proficiency following this quality in order to use this weapon without penalty; otherwise he suffers the standard penalty for the listed weapon category. Any special rules that apply to weapons of this type apply to this entry also.

Example: The 20mm grenade launcher/cannon mounted on the XM29 is a grenade launcher, despite being acquired as part of a part of a weapon from the Assault Rifle category. A character requires the Tactical or Indirect weapon proficiency to use the weapon without penalty, as determined by its use (i.e. Tactical for direct fire and Indirect for indirect fire).

UPGRADES

Airburst Fire Control System: This bulky upgrade contains a laser range finder, ballistic computer, and transmitter that are used to control airburst programmable ammunition (*see page 3*). When firing a weapon with this upgrade at a target in the shooter's line of sight, the shooter may spend 1 half action to use the laser range finder. This decreases attack penalties inflicted by the *inaccurate (INA)* quality with the next attack made using the weapon to 1/2 standard (rounded up).

AMMUNITION

Airburst Programmable HE: This ammunition may only be used with weapons with the Airburst Fire Control System. These grenades are fitted with a small receiver that collects signal data from the fire control system, setting the rounds to detonate after a specified number of tumbles, allowing the shooter to make airburst attacks.

A character using airburst programmable ammunition may spend 1 additional half action to set a loaded shot for airburst, after which he may target a 5-ft. square within the weapon's maximum range. With a hit, the DC of any Reflex save made to avoid the attack's damage increases by 5.



TABLE 1: ASSAULT RIFLES

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	SZ/Hand	Qualities	Wgt	Upg	Comp	Year	SV
<i>Caliber IV</i>												
FN S.C.A.R.-L (Mk. 16) — 5.56×45mm NATO												
Standard	4d4	1–2/20	30M5	10	100 ft.	S/2h	CLS, DEP, MOD (10 min.), RGD, UPG (vertical foregrip)	7.8 lbs.	1	22/+1	2006	R\$4,295
Carbine	4d4	1–2/20	30M5	12	50 ft.	T/2h	CLS, DEP, MOD (10 min.), RGD, UPG (vertical foregrip)	7 lbs.	—	22/+1	2006	R\$4,295
Sniper	4d4	1–2/20	30M5	10	125 ft.	S/2h	CLS, DEP, MOD (10 min.), RGD, SPA, UPG (extended barrel mod)	8.5 lbs.	—	22/+1	2006	R\$4,295
FN S.C.A.R.-H (Mk. 17) — 7.62×39mm												
Standard	3d6	1–2/20	30M5	12	100 ft.	S/2h	CLS, DEP, MOD (10 min.), RGD, UPG (vertical foregrip)	8.5 lbs.	1	22/+1	2006	R\$4,250
Carbine	3d6	1–2/20	30M5	13	50 ft.	S/2h	CLS, DEP, MOD (10 min.), RGD, UPG (vertical foregrip)	7.8 lbs.	—	22/+1	2006	R\$4,250
Sniper	3d6	1–2/20	30M5	11	125 ft.	S/2h	CLS, DEP, MOD (10 min.), RGD, SPA	9.2 lbs.	—	22/+1	2006	R\$4,250
H&K XM8 Lightweight Modular Carbine* — 5.56×45mm NATO												
Standard	4d4	1–2/20	10M10, 30M5, or 100D1	13	125 ft.	S/2h	CLS, CMP, DEP, MOD (10 min.), SUR, UPG (advanced combat sight)	6.2 lbs.	—	25/+1	2005	R\$3,75
SAW**	4d4	1–2/20	10M10, 30M5, or 100D1	11	125 ft.	T/2h	CLS, CMP, DEP, MOD (10 min.), NSP (tactical), SUR, UPG (advanced combat sight, bipod)	8.5 lbs.	—	25/+1	2005	R\$3,750
Sharpshooter	4d4	1–2/20	10M10, 30M5, or 100D1	12	150 ft.	S/2h	CLS, CMP, DEP, MOD (10 min.), SPA, SUR, UPG (advanced combat sight, extended barrel mod)	7 lbs.	—	25/+1	2005	R\$3,750
Ultracompact	4d4	1–2/20	10M10, 30M5, or 100D1	16	50 ft.	T/2h	CLS, CMP, DEP, DST, MOD (10 min.), SUR, UPG (advanced combat sight)	5.5 lbs.	—	25/+1	2005	R\$3,750
<i>Caliber V</i>												
FN S.C.A.R.-H (Mk. 17) — 7.62×51mm NATO												
Standard	4d4+2	1–2/19–20	20M7	17	150 ft.	S/2h	CLS, DEP, MOD (10 min.), RGD, UPG (vertical foregrip)	8.5 lbs.	—	22/+1	2006	R\$4,395
Carbine	4d4+2	1–2/19–20	20M7	19	75 ft.	S/2h	CLS, DEP, MOD (10 min.), RGD, UPG (vertical foregrip)	7.8 lbs.	—	22/+1	2006	R\$4,395
Sniper	4d4+2	1–2/19–20	20M7	15	175 ft.	S/2h	CLS, DEP, MOD (10 min.), RGD, SPA, UPG (extended barrel mod)	9.2 lbs.	—	22/+1	2006	R\$4,395
H&K XM29 OICW†												
5.56x45mm NATO	4d4	1–2/20 or 30M5	20M7	8	50 ft.	S/2h	LUG	15.2 lbs.	—	27/+1	2000	R\$12,000
20mm Grenade	Δ	1–2/ΔΔ	6M5	15	100 ft.	S/2h	BLK, IMP, LUG, QKY, NFM (S), NSP (tactical/indirect), UPG (6x day/night sight, airburst fire control system, thermographic sight)††	15.2 lbs.	—	27/+1	2000	R\$12,000

* The XM8 can accept the XM26 LSS shotgun or the H&K AG36 underbarrel grenade launcher as attachments when in its carbine and ultra-compact carbine configurations. These underbarrel attachments must be removed from the XM8 in order to change the weapon to sniper or SAW mode.

** While in SAW mode, the XM8 is considered a squad automatic weapon.

† Both parts of the XM29 — the KE assault rifle module and the grenade launcher — count as a single pick. They cannot be requested separately and neither component may be attached to or used in conjunction with other weapons. Further, a character must spend 4 full actions to separate the KE from the 20mm grenade launcher. While detached, the KE module gains the DST quality, its recoil increases to 14, and its weight decreases to 5.5 lbs.

†† All upgrades included with this weapon are combined as a single optic upgrade (the TA/FCS), which possesses a Complexity of 40/+3.

Δ As 20mm grenade

ΔΔ As ammunition

TABLE 2: HEAVY WEAPONS — UNDERBARREL GRENADE LAUNCHERS

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	SZ/Hand	Qualities	Wgt	Upg	Comp	Year	SV
<i>Caliber IV</i>												
FN EGLM*	Δ	1-3/ΔΔ	156	—	60 ft.	D/2h	INA (-10), SLD (2), UPG (airburst fire control system)	4.1 lbs.	—	25/+1	2006	R\$4,000

* This weapon may be attached to any Colt M4, M16, or FN SCAR assault rifle as an underbarrel grenade launcher. Alternately, it may be fitted with the included stock and used as a standalone grenade launcher. While deployed independently, the EGLM gains the CLS quality and its weight increases by 2 lbs.

Δ As 40mm grenade

ΔΔ As ammunition

TABLE 3: PUMP ACTION SHOTGUNS

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	SZ/Hand	Qualities	Wgt	Upg	Comp	Year	SV
<i>Caliber III</i>												
XM26 LSS*												
12 gauge shot	5d4	1/20	5M8	16	15 ft.	S/2h	IMP, TKD, TRO	3.5 lbs.	—	20/+1	2002	R\$2,500
12 gauge slug	2d12	1/19-20	5M8	16	15 ft.	S/2h	IMP, TKD, TRO	3.5 lbs.	—	20/+1	2002	R\$2,500

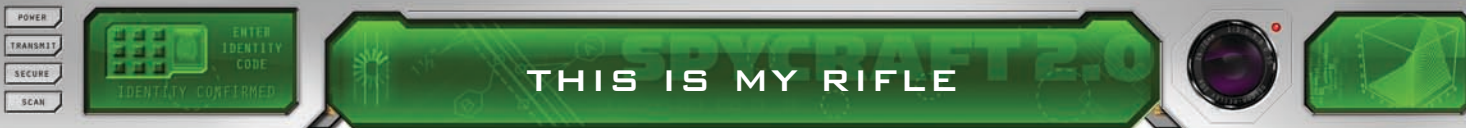
* This weapon may be attached to any Colt M4, M16, FN SCAR, or XM8 assault rifle as an underbarrel shotgun. Alternately, it may be fitted with the included stock and used as an independent bolt action shotgun. While deployed independently, the XM26 gains the CLS quality, its weight increases by 2 lbs., and it is considered a pump-action shotgun for all game mechanics purposes.

TABLE 4: UPGRADES

Upgrade	Available For	Location	Cost	Street Value	Time	Comp	Wgt
Airburst Fire Control System	Any standalone or underbarrel grenade launcher	—	3	R\$5,000	1 hr.	35/+2	2 lbs.

TABLE 5: AMMUNITION

Ammunition Type	Damage	Blast Increment	Threat Range	Weight	Street Value
<i>Grenade Launcher Ammunition</i>					
20mm airburst programmable HE	4d6 (explosive)	5 ft.	20	0.2 lbs	R\$75
40mm airburst programmable HE	4d10 (explosive)	10 ft.	20	0.5 lbs.	R\$250



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