

TWILIGHT 2013

Shooter's Guide:



Alternate Arms



POWERED BY
SPYCRAFT
ROLEPLAYING GAME

TWILIGHT 2013

CREDITS

G-1 (ADMINISTRATION)

Design: Keith Taylor

G-2 (INTELLIGENCE)

Copyright © 2009 by 93 Games Studio.

Except for the purposes of reviews, reproduction without the written permission of 93 Games Studio is expressly forbidden. No part of this publication may be reproduced, by any form or by any means, without the prior written permission of 93 Games Studio. Character sheets and other game aids contained in this book may be reproduced for personal use. All characters, names, places and text herein are copyright by 93 Games Studio.

Twilight: 2013 is based on Twilight: 2000 by Game Designers' Workshop, and is published under license. The mention of or reference to any company or product in this product is not a challenge to any trademark or copyright concerned.

Spycraft and all related marks are TM and © 2006 Alderac Entertainment Group, Inc. and are used under license. All rights reserved.

G-3 (OPERATIONS)

Written By: Clayton Oliver

G-4 (LOGISTICS)

Production Director: Keith Taylor

Editing: Keith Taylor

Layout & Typesetting: Keith Taylor

G-6 (COMMUNICATION)

Additional downloads can be found at the 93 Games Studio website

<http://www.93gamesstudio.com>

Additional information regarding SpyCraft can be found at

<http://www.crafty-games.com>



TWILIGHT 2013

Streeter isn't particularly nationalistic in most things, but he's fiercely defensive of his rifle. The NCOs leave him alone now that they've seen what he can do with it, though they have told him logistics are his problem. He says he's fine with that – he'd rather work twice as hard to scrounge ammo and magazines than have them issue him a "poofy poodle-shooter."

Once I learned enough about rifles to understand the differences – remember, New York City boy here – I asked Streeter what the story was with him and his FAL. He gave me a suspicious look at first, like he thought the sergeants had sent me over to cause trouble, before he remembered who I am and what I do.

"Well, Monk, it's like this," he began. "*When I shoot a man, I like to be sure he stays down. Those little two-two-threes you Yanks are so fond of – present company excepted,*" he put in, gesturing at my AK, "just don't get the job done. Which is something you lot were just starting to figure out in this last war, but if you'd listened to us back in the fifties, NATO wouldn't have a glorified rabbit cartridge."

His voice had an unusual tinge of bitterness to it, so I raised an eyebrow and, with the hand that wasn't taking notes, gestured for him to continue.

"Right, then. *My grandda, see, he worked at Enfield after the war – a bit like working for your Colt, say, 'cept with more history.*" He grinned to take the sting out of it. "He and his team had a beautiful rifle with a nice long-range two-eighty cartridge and NATO was all set to go with it, but your Army pissed and moaned and got the program killed because they had to have homegrown bullets. It wasn't a total loss, because we got these –" he hefted his FAL for emphasis – "but that was really the beginning of the end for our arms industry. Then they turned around and came crying to NATO that ammo was too heavy and recoil was too brutal, boo-hoo, and can we please switch the entire goddamn free world to our wee little rabbit caliber, thank you ever so much." He paused for breath. "And that resulted in the abortion called the SA-eighty, which has killed more good Englishmen than enemy action. So that is why I am content with a man's rifle."

"Huh." I scratched my chin. "So how come I've never heard of this other rifle your granddad worked on?"

"The victors write the history, Monk."

ALTERNATE ARMS

Any branch of engineering has its dead ends and small arms research is no exception. The history of the gun is strewn with designs that never reached large-scale production due to mechanical, political, or personal difficulties. Some existed nowhere but draftsmen's tables, while others went so far as working prototypes or even limited manufacturing runs. Militaries sought out some only to reject them in favor of close competitors, but others seem to be their designers' answers to questions no one ever asked. Every such weapon has proponents who argue vociferously that it would have enjoyed global popularity and uncontested superiority... if only.

This supplement for the Reflex System and Spycraft 2.0 is dedicated to these hoplogical curiosities. In addition to complete traits for both game systems, each weapon entry includes information on its current availability (if any) and a discussion of historical turning points that might have resulted in its full-scale production and deployment.

Why?

In a rigidly realistic game, few of these weapons could plausibly see use. Most of them require ammunition that hasn't been produced in decades. Several of them exhibited design flaws ranging from annoying to potentially lethal. At least one never existed outside engineering drawings. Under no possible circumstances would any of these guns be available and appropriate for combat in the real world. A player claiming that his character has one should have his dice taken away and his mouth washed out with... ahem. You get the point.

Now, having said that... why bother to write this supplement? Well, roleplaying is a hobby about the question, "what if?" When you're telling stories about Byzantine conspiracies within national governments, supernatural horrors preying on unsuspecting populations, or the world ending in plague and atomic fire, it's suddenly not so much of a stretch to say that a certain historical decision over weapon procurement went a different way. So there's a good, healthy rationalization in favor of including one or two of these guns in a setting – if a GM so desires.

Of course, the GM's desire will be the deciding factor in whether a given weapon exists in-game. Will players desire? Of course they will. This isn't really a supplement for the GM (though

we're fairly certain that some GMs will find all manner of fiendish uses for the following items). We've unabashedly written this for the players who like to distinguish their characters through their chosen means of conflict resolution.

Using (Or Not Using) the Guns

Each weapon's entry includes a discussion of possible turning points in history that could have resulted in its widespread adoption. These can serve as starting points for examining the feasibility of allowing a given weapon into a campaign world – and, from there, explorations of alternate histories that could make for interesting games. In such an event, however, any weapons so brought into the mainstream would be commonplace rather than unique, which might make them less desirable in those certain players' eyes. Of course, if that's the GM's intent, who are we to naysay?

Any of these weapons could also make a brief appearance (more likely in a Spycraft game, though not out of the question in a story using the Reflex System for modern espionage/adventure) as a plot device rather than a player character's primary armament. Better options exist for almost any role one of these guns can fill, but their very scarcity can bring incredible prices from collectors. A fully-functional Enfield EM-2 would be far too precious to risk in combat – but what if the PCs have to investigate (or commit) its theft, or even receive it as esoteric payment for services rendered? Ranging a little farther afield, what forensic investigator is likely to successfully identify spent cartridges from a fléchette rifle, let alone the wounds its high-velocity needles produce? And who would bother using such an arcane device for even the most important murder?

Finally, there's the option likely to be most popular with players: the signature weapon. This is likely to require some bending of plausibility – not to mention a healthy serving of well-written character history – in a world where the gun in question never entered full-scale production. How did the character get his grubby little paws on it? Why is he using such a priceless item in everyday duty? How is he keeping it supplied with its unique ammunition, particularly when the ammo itself is out of production? Does he have all the support skills necessary to keep a one-of-a-kind weapon fed and healthy? In a Spycraft game, the GC is fully within his rights to require allocation of the Favored Gear feat tree to such a device. In Twilight: 2013, the ammunition procurement problem should become interesting after a few firefights...

Now, bring on the guns!

HANDGUNS

Colt SCAMP

Colt's first foray into the realm of PDWs (Personal Defense Weapons) came in the late 1960s. Like most other forays into PDW design, the objective of the Colt program was a compact weapon suitable for use by vehicle crews, rear-echelon troops, or heavy weapons crews – all personnel whose duties or loads precluded constant possession of a full-sized rifle. After examining both ballistic and ergonomic factors, Colt's engineers concluded that the ideal PDW was small enough to carry in a holster but would offer greater range, lethality, and volume of fire than a standard pistol.

Having settled on machine pistol parameters for the weapon, the designers turned to ammunition. Colt's body of experience with the M16 design provided a ready answer: a lightweight, high-velocity projectile in .22 caliber. A slight reduction in length of the existing .22 Hornet cartridge yielded a round short enough to fit in a handgun magazine yet powerful enough to match the lethality of existing military pistol calibers.

Other design elements included a plastic frame for reduced overall weight, a compensator and three-round burst limiter to keep automatic fire controllable, and a 27-round magazine. The gun's ergonomics were modeled on those of competition handguns for minimum recoil and an optimal "pointing" feel. The resulting design was christened SCAMP (Small CAliber Machine Pistol). When the weapon debuted in 1972, it was well-received. However, a lack of military interest in, and thus funding for, the project resulted in its rapid demise.

Current Availability: The sole working prototype of the SCAMP still resides in Colt's vault.

Alternate History: With limited civilian applications, only a military contract would have brought the SCAMP into full production. At the time of the weapon's introduction, many U.S. Air Force crewmen still carried .38 Special revolvers into combat. Had interest in a replacement handgun reached criticality in the 1960s rather than the 1970s, the SCAMP could have been the standard USAF aircrew survival weapon as early as the end of the Vietnam War. It's also not out of the question for NATO's later interest in the PDW concept to have rekindled SCAMP development in the 1990s.

H&K G11 PDW

Heckler & Koch's sidearm equivalent to the G11 (q.v.) never made it off the drawing board. The G11 PDW was a proposed design for a machine pistol firing a shorter, lower-powered version of the G11's 4.73mm caseless round from a 20- or 40-round magazine. However, motivation to further develop this PDW died with the cancellation of the G11 program. Some of the weapon's engineering characteristics can be seen in the later MP7 series.

Current Availability: No working models of the G11 PDW are known to have been constructed.

Alternate History: The same twists of fate that would have led to the G11's creation most likely would have funded production of the G11 PDW. In such an event, the weapon would have received an MP-series model designator (perhaps MP11) in keeping with Heckler & Koch's naming conventions of the time.

MBA Gyrojet Pistol

The flagship (and only) product line of ill-fated MBAssociates was a series of gyrojet weapons: small arms firing rather unique ammunition. A gyrojet cartridge is a solid-fuel rocket with four small nozzles in its base, canted to spin-stabilize it. The trigger mechanism drives a firing pin into a standard primer to start the rocket burning. The projectile begins its flight at low velocities but accelerates as it moves downrange until the propellant burns out. A gyrojet lacks a muzzle blast but has a distinctive firing signature, sounding something like a bottle rocket being fired, with a supersonic crack coming a half-second later as the round breaks the sound barrier.

The initial MBA Gyrojet Pistol designs were offered for military use during the Vietnam War. Later civilian versions with identical performance reduced the diameter of the rockets from 13mm to 12mm to comply with U.S. federal laws limiting civilian-market weapons to .50 caliber or smaller (for game purposes, weapons in both calibers are identical, though the ammunition is not interchangeable). Unfortunately, even offering the Gyrojet line to the general public didn't save it. With ammunition costing over \$1/round (in late 1960s dollars), a 1% failure rate of the solid rocket propellant, and indiscriminate accuracy, Gyrojet weapons were never more than curiosities. No records exist of a Gyrojet ever being used in a gunfight, including the two that are known to have gone to Vietnam as American soldiers' personal property.

Special Rules (Spycraft): A gyrojet round's damage depends on how far it's traveled. Close-range hits occur at a lower velocity but have the potential to start fires because the propellant is still burning:

Spycraft Traits	
Range	Damage
Melee	1 fire
5 ft.	1d4 fire
10 ft.	1d4+2 fire
15 ft.	1d6+2 fire
20 ft.	1d8+1 fire
25 ft.	1d12 fire
30-55 ft.	2d6 fire
60-120 ft.	1d12+1
125-180 ft.	2d6
185-240 ft.	1d12
245-300 ft.	1d10+1
305-350 ft.	2d4+1
355-400 ft.	1d8+1
405-450 ft.	1d6
455-500 ft.	1d4
505-600 ft.	1d2

Table A: Spycraft Traits (Gyrojet Ammunition)

In addition, the thermite-based solid rocket propellant in gyrojet ammunition degrades over time. For every full five years of age of the ammunition, increase the base error range of any attack by 1 (to a maximum of 1-10).

Actually, it is rocket science...

Making new gyrojet rockets is theoretically possible, but nowhere near as easy as hand-loading conventional ammunition.

Spycraft 2.0

Creating new gyrojet ammunition requires separate Complex Tasks for the creation of the propellant and the assembly of the rockets: respectively, Science (Chemistry) (4 challenges, DC 20, error range +4) and Science (Fabrication) (4 challenges, DC 26, error range +1). Success yields 6 rockets.

Reflex System

Creating new gyrojet ammunition requires separate checks for the creation of the propellant and the assembly of the rockets. Mixing solid fuel is an incremental Education (TN -4, period 2 days, target total 4) check requiring at least one degree in chemistry to even attempt. Success yields enough fuel for a number of rockets equal to the total margin of success of all successful checks. Fabricating a rocket body and loading the fuel takes two hours and a simple Mechanics/Machinist check (EDU, TN -4).

Special Rules (Reflex): Damage and Penetration depend on range:

Reflex Traits		
Range	Damage	Penetration
Personal	1	Nil
Gunfighting	3	x4
CQB	5	x3
Tight	4	x3
Medium	3	x4

Table B: Reflex Traits (Gyrojet Ammunition)

For every full five years of the ammunition's age, there is a cumulative 1% chance that each round fails to ignite.

Current Availability: Gyrojet pistols are collector's items and curiosities today, with presentation models (add the ORN quality for Spycraft) fetching up to three times the normal price. Ammunition has been out of production as long as the weapons and unfired rounds cost upwards of \$100 each, even with their known unreliability.

Alternate History: It is highly unlikely that Gyrojets ever would have been made economical enough to deploy en masse in the hands of ordinary troops, let alone to succeed on the civilian market. However, the propellant carried its own oxidizer and was nearly perfectly recoilless, making it ideal for one very specialized application. In any divergent history in which the 1967 Outer Space Treaty was not signed, the first combat troops deployed in space might have used Gyrojets or later refinements thereof (supplemented by melee weapons for combat at ranges too short for the rockets to reach lethal velocity, if you're looking for serious space opera).

SUBMACHINE GUNS

AAI Rocket Submachine Gun

In the early 1970s, America's Defense Advanced Research

Projects Agency (DARPA) sponsored research into the feasibility of using a smoothbore rocket gun to drive multiple sub-caliber projectiles. AAI Corporation received the contract for the project, producing several prototypes of an 18.5mm rocket launcher in a submachine gun-sized package. The initial designs had no shoulder stock, though plans were made to mount one on later models (and the game traits given here reflect a stocked design).

The rocket SMG's primary ammunition type was a multi-projectile round nicknamed "Scimitar." A single Scimitar rocket contained 14 fléchettes. To prevent exhaust damage to the shooter, the weapon used a conventional gunpowder charge for the round's initial impetus, with the rocket motor igniting after a 48-millisecond delay at a range of 6 meters. The motor burned for another 18 milliseconds, reaching maximum velocity at 13 meters downrange. When the rocket motor burned out, a separator charge fired to break open the rocket's outer casing, releasing the subprojectiles in a spreading pattern similar to that of a shotgun (indeed, the 18.5mm rocket rounds superficially resembled 12 gauge magnum rounds).

A second 18.5mm round without a rocket motor was developed for engaging targets impervious to the Scimitar fléchettes. This was a fragmenting high explosive round that effectively functioned as a small fragmentation grenade, providing superior accuracy when compared to contemporary 40x46mm grenades.

As with many small arms projects of the middle Cold War era, the rocket submachine gun was too far ahead of its time, and a decreasing American military budget in the post-Vietnam era led to its demise.

Current Availability: Any surviving prototypes are in the hands of AAI and the U.S. Army, and any ammunition is likely to be unreliable and unstable.

Alternate History: Due to constraints imposed by ammunition bulk, the most effective employment of the rocket submachine gun seems to be as a squad support weapon rather than an individual infantry rifle replacement. Had the program continued, the rocket SMG would have replaced the assault rifle/grenade launcher combination at the squad or fireteam level, serving alongside conventional assault rifles and machine guns. Further development could have produced a variety of ammunition types to replace specialized grenades, as well as rocket-boosted armor-penetrating warheads.

Special Rules (Spycraft): As with a gyrojet weapon, a Scimitar round's damage (and overall behavior) depends on the range. Damage is given in the following table. In addition, at a range of 50 feet or more, a Scimitar round behaves like shotgun fléchette ammunition (see Spycraft 2.0, p. 268).

An HE-Frag round functions as a grenade launcher round with damage 3d8 explosive, blast increment 10 ft., and threat range 20.

Spycraft Traits	
Range	Damage
Melee to 20 ft.	1d8+1
25 ft.	1d8+2
30 ft.	1d12
35 ft.	3d4
40 ft.	3d4+1
45+ ft.	4d4

Table C: Spycraft Traits (Gyrojet Scimitar Ammunition)

TWILIGHT 2013



Colt SCAMP



H&K G11 PDW



MBA Gyrojet Pistol



ARES FMJ



Enfield EM-2



MBA Gyrojet Carbine



AAI ACR



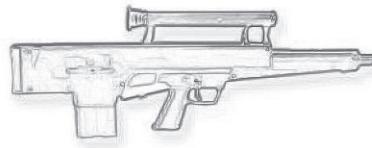
Steyr ACR



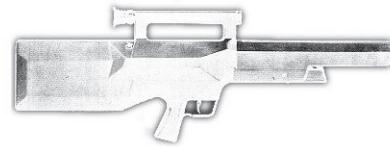
H&K G11



Pancor Jackhammer



AAI CAWS



H&K CAWS

Special Rules (Reflex): A Scimitar round's Damage and Penetration depend on range. At Personal to Gunfighting range, the projectile has Damage 3 and Penetration Nil. At CQB to Tight range, the cloud of fléchettes has Damage 4 and Penetration x4 and behaves like buckshot (e.g. the margin of success on an attack is doubled).

An HE-Frag round functions as a launcher grenade with Damage 6, Radius 3m, Blast 5, and Frag 4. There's no functional difference between HEDP and HE-Frag designations for game purposes.

TWILIGHT

2013

ARES FMG

This brainchild of weapon designer Eugene Stoner reputedly arose as a response to a mid-1980s kidnapping wave targeting businessmen in South America. The weapon was designed by ARES Incorporated, which Stoner co-founded, as a compact and concealable submachine gun.

As its name implies, the Folding Machine Gun did, in fact, fold. Its hinge point was above the pistol grip, with the barrel and stock both folding down around the grip. When folded, the FMG was approximately the size of a carton of cigarettes – or a transistor radio or early mobile phone handset – and was not readily recognizable as a firearm. The gun would fold with a 20-round magazine inserted; optional 32-round magazines were available, but were too long for covert use. Lest it need to be stated explicitly, the gun could not be fired while folded.

Ultimately, the FMG project never took off, and the design was shelved. The folding submachine gun concept periodically resurfaces, with the latest example being Magpul's FMG-9 mock-up, but no such design has yet been commercially viable.

Current Availability: Fewer than a dozen prototypes of the FMG were constructed. All known surviving examples are in museums or private collections.

Alternate History: In a slightly more volatile security environment, corporate or private security organizations would have taken a strong interest in weapons that could be carried into non-permissive environments without arousing suspicion. The FMG concept would have spawned a greater array of imitators than it did in actual history, resulting in a small, quirky, yet undeniably useful niche market for firearm manufacturers.

H&K JSSAP Candidates

Between the release of the MP5 and UMP submachine gun families, Heckler & Koch embarked on several ventures to incrementally improve the MP5 platform. Some of these (notably the MP5SD and MP5K series) were commercially viable. Others were not. The HK54A1 and later SMG I fell into the latter category. Both were responses to the Submachine Gun Project of the Joint Services Small Arms Program, a 1980s-era DoD initiative to provide an improved submachine gun for all branches of the U.S. military.

H&K's first offering for the project designated JSSAP 6.2 was the HK54A1, a streamlined and enhanced version of the MP5. Designers kept the parent weapon's basic mechanical characteristics while physically streamlining its appearance, resulting in a sleeker design with improved ergonomics. The weapon included a telescoping stock that rested flush with the rear of the receiver when fully collapsed. It accepted standard MP5 magazines, but H&K also developed a new compact 50-round drum. The HK54A1's most noteworthy feature, however, was its sound suppression system. This began with a suppressor similar to that of the MP5SD models, but removable if overall weapon length was more critical than quiet operation. Also like the MP5SD series, a system of ports near the barrel's breech end bled off enough propellant to reduce a standard 9mm round to subsonic velocity. However, the HK54A1 also featured a switch for closing those ports, allowing the user to fire standard ammunition at its rated muzzle velocity.

The HK54A1 was a promising proof of concept, but DoD desired further refinement. H&K received the contract for the JSSAP 6.3 phase of the program, producing the SMG I (also known as the JSSAP 6.3A or HK SMG 94054). The primary objective of this program was improved reliability and mechanical simplicity over the HK54A1 design. H&K began by replacing a large amount of structural metal with polymer. The 50-round drum was abandoned, replaced with improved (and also plastic) magazines

derived from the MP5's. The streamlined telescoping stock of the HK54A1 stayed, but the SMG I also received an integral vertical foregrip for improved controllability on full auto. H&K also made significant internal changes, substituting a blowback action for its signature roller-locking system. A forward assist – rare on submachine guns – was added, enabling the user to force the action closed when an exceptional accumulation of fouling prevented normal operation. The earlier design's detachable suppressor was improved, providing even better acoustic benefits, and the gas port closure system was offered as a production option rather than a standard feature.

Ultimately, despite the significant refinements made to the MP5, neither design was adopted by DoD. H&K retained all of the lessons learned in the JSSAP SMG program, however, applying them to further research. The later UMP family displays both internal and external features clearly derived from the JSSAP guns. Additionally, several features of the MP5N variant likely were requested after Navy personnel saw them on the JSSAP designs.

Current Availability: All known JSSAP prototypes remain the property of Heckler & Koch.

Alternate History: The primary obstacle to military acceptance of the SMG I appears to have been a lack of perceived need for an improvement on the MP5 and MP5SD families. An increased emphasis on CQB in the mid to late 1980s, perhaps as a response to terrorist activity, could have provided the impetus necessary for the American special operations community to acquire an improved SMG design.

Special Rules (Reflex): Weapon weights include suppressors. The HK54A1's suppressor weighs 0.4 kg; when it's removed, Recoil doesn't change. The SMG I's suppressor weighs 0.8 kg; when it's removed, Recoil increases to 3. Both suppressors are considered detachable. All printed Recoil values for the SMG I are modified for its integral vertical foregrip. A loaded 50-round drum of 9mm Parabellum ammo weighs 1.3 kg. If these aren't enough special rules for you, look at some other H&K products.

RIFLES

Enfield EM-2

After the close of World War II, several nations launched projects to develop what would later become known as assault rifles: intermediate weapons with better range and ballistic performance than submachine guns, yet smaller than the support machine guns of the day. The foremost British candidate was the Enfield EM-2, featuring a then-revolutionary bullpup layout and an integral optical sight (treated as a prismatic reflex sight in the Reflex System) in the carrying handle. The Ministry of Defense adopted it in 1951 as the "Rifle, Automatic, Caliber .280, Number 9 Mark 1" – and immediately discontinued all development work when the United States pressured NATO to standardize on the 7.62x51mm cartridge for all member nations' infantry rifles. The EM-2's design proved impossible to convert to the more powerful cartridge and the Royal Army instead adopted the FN FAL (which also had been tested with the .280 cartridge). In the 1970s, many of the EM-2's design features inspired similar functionality in the Steyr AUG, the first bullpup assault rifle to be a commercial success.

Current Availability: All surviving examples of the EM-2 are in museums or private collections.

Alternate History: Different political or policy decisions within NATO during its formative years – or the failure of Winston

Churchill to be re-elected in 1951 – would have reduced the emphasis on standardization of supplies across all NATO nations. In such a world, the NATO nations could have presented a less united front against the Warsaw Pact, possibly leading to World War III in the 1970s or 1980s. In such an eventuality, EM-2s would have served in the hands of British Army troops, as well as the forces of many allied Commonwealth nations (e.g. Australia, India, New Zealand).

Alternately, the British (and other proponents of the .280 round, such as the Canadians) could have placed more political pressure on the United States. This would have led .280, rather than 7.62x51mm, to become the standard caliber for all NATO infantry weapons. The 5.56x45mm NATO cartridge likely never would have been developed, relegating .223 Remington to life as a varmint round. With the adoption of such an intermediate cartridge, the line between SAWs and GPMGs would have blurred, and most NATO nations would have adopted either the EM-2 or a variant of the M14 or FN FAL chambered for the new “7x43mm NATO.”

Enfield XL65

Following the eventual failure of the EM-2 program, the Enfield Small Arms Factory continued experimenting with bullpup designs. The mid-1970s saw the development of the XL65. The prototypes of this assault rifle were chambered for a new 4.85mm cartridge based on the American .223 Remington in a necked-down casing. The XL65 shared a general family appearance with the earlier EM-2, keeping the same basic lines and box magazine but replacing the integral optical sight with a mounting point for a standard optical sight (Reflex System: Mag-1 prismatic reflex sight).

When NATO trials began in 1977 to select a standard small arm caliber to replace 7.62x51mm, the XL65 was the British entry. Although the 4.85mm cartridge was superior to the American 5.56x45mm loading of the day, NATO selected the Belgian SS109 version of 5.56x45mm as its infantry ammunition of choice. The XL65 was adapted to the American cartridge, continuing into the SA80 program and producing the L85 assault rifle and L86 squad automatic weapon.

Current Availability: All surviving examples of the XL65 are in museums or private collections.

Alternate History: As with the EM-2, a reduction in American political and economic influence over NATO could have led the UK to standardize on the L65 and its 4.85mm round. Other Commonwealth nations might have followed suit, putting the L65 on the front lines around the world by the early 1980s.

MBA Gyrojet Carbine

The shoulder-fired companion to MBAssociates' Gyrojet pistol used the same ammunition as its smaller counterpart. Due to the acceleration characteristics of a rocket-propelled projectile, the carbine's ballistics were the same as those of the pistol. Its primary advantage was in its longer sight radius, allowing accurate fire at slightly greater ranges. Like the pistol, the carbine never caught on with a military buyer, and only a handful were sold on the civilian market.

Special Rules (Spycraft & Reflex): As per the MBA Gyrojet pistol.

Current Availability: As with the pistols, Gyrojet carbines are collector's items and curiosities today.

Alternate History: As per Gyrojet pistols, the carbine's unique combination of characteristics made it unsuitable for widespread use, but the niche role of outer space combat is an interesting, if far-fetched, possibility.

Fléchette Rifles

A rifle using a fléchette round is essentially firing a sabotized needle at over 4,500 feet per second (at least 40% faster than a conventional rifle bullet). Rifles designed to fire this type of ammunition are not compatible with standard cartridges. In addition, the incredibly high muzzle velocity of fléchettes makes suppressing or silencing the gun an exercise in futility. For game purposes, a fléchette rifle such as the AAI and Steyr ACRs should be considered a sub-type of its parent rifle category with the following additional traits:

Spycraft 2.0

A fléchette rifle cannot mount a silencer. No special ammunition type may be loaded into a fléchette rifle – only basic fléchettes (FMJ equivalent) are available.

Reflex

A fléchette rifle cannot be suppressed. In addition, attacks with a fléchette rifle are made as if wind conditions were one stage worse. Finally, against any sort of hard object (vehicle, body armor trauma plate, most scenery), the weapon's Penetration drops to Nil.

ACR CANDIDATES

For decades, the U.S. Army intermittently has sought a replacement for the Colt M16 family. The XM29 OICW program captured widespread attention in the early 21st century, but an equally serious attempt at replacing the Colt design was the previous Advanced Combat Rifle (ACR) competition. In 1986, the Army solicited proposals for an assault rifle which would provide twice the combat effectiveness of the M16. Six companies entered the initial competition, with two dropping out before the 1989 testing phase. None of the four competing designs met the Army's standards, and this, combined with political and financial factors, led to the demise of the ACR program.

AAI ACR

AAI's entry in the program was the company's latest development of its Serial Bullet Rifle (SBR), a series of fléchette-firing designs stretching back to the Army's SPIW competition of the 1960s. The AAI ACR used a 1.6mm finned needle encased in a sabot, with the overall assembly matching the size of standard 5.56x45mm NATO bullets. The resulting projectile had a muzzle velocity higher than Mach 4, producing a distinctive ear-piercing “crack” when fired.

Current Availability: All surviving examples of the AAI ACR are in museums or private collections.

Alternate History: The ballistic properties inherent in the AAI ACR's ammunition makes it unsuitable for general infantry use, so the rifle is unlikely to have been adopted as a standard infantry weapon. However, as body armor came into more common use among likely adversaries in the late 1980s, the armor-piercing properties of fléchettes might have occasioned a second look at the gun for specific purposes. The ability to penetrate soft armor, combined with low recoil and the inability to penetrate heavier rigid protection, would be ideal for gunfights inside undersea or space habitats. In a setting in which space was militarized, fléchette rifles might have replaced or complemented earlier gyrojet weapons.

Colt ACR

At the time the U.S. Army announced the ACR program, Colt already had a substantial government rifle contract: the M16A2 was the standard infantry weapon of all U.S. ground forces. Colt's ACR entry attempted to capitalize on this advantage by modifying the existing platform with advanced optics (Reflex System: illuminated Mag-1 telescopic sight), a telescoping stock of the style later seen on the M4 carbine, and a recoil reduction mechanism.

The Colt design was capable of accepting standard 5.56x45mm NATO ammunition. However, Colt also partnered with Olin to create duplex ammunition: a single casing containing two bullets, one behind the other. The objective of duplex ammunition was to put more projectiles in the air without increasing the weapon's rate of fire. However, the lighter weight of the duplex bullets reduced effective range, and the extended overall length of the duplex cartridges made them usable only in the Colt rifle, not in other 5.56x45mm weapons.

Current Availability: All surviving examples of the Colt ACR are in museums or private collections.

Alternate History: The Colt ACR had a nominal edge over its competitors because of its commonality with the existing M16A2 and the resulting reduction in training and parts costs. However, 5.56mm duplex ammunition provided an insufficient benefit to justify its adoption. Had the Army continued with the ACR program, the improvements added to the Colt ACR might have found their way into an improved M16-series rifle without the capability for chambering duplex rounds. Such a rifle would have been visually similar to the parent design, but would have provided reduced recoil when firing the new ammunition. In addition, red dot-style optics would have found their way into the average American infantryman's hands in the 1980s, rather than the mid-2000s of our own history.

Steyr ACR

The Steyr submission to the ACR competition was a polymer-framed bullpup design that drew on Steyr's experience with the successful AUG assault rifle. The rifle was completely ambidextrous, with a downward ejection mechanism and duplicate controls on either side. An optical sight (Reflex System: Mag-1 telescopic sight) was standard.

Like the AAI candidate, the Steyr ACR fired a 1.6mm fléchette (albeit both slightly heavier and slightly faster than AAI's round). The assembly of projectile and sabot was completely enclosed in a plastic cylinder. When a round was fired, the sabot fléchette burst out of the casing, which remained in the chamber until pushed out by the next round being rammed in. This eliminated a conventional extraction/ejection mechanism from the rifle's inner workings, which, in theory, increased its overall mechanical reliability.

Current Availability: All surviving examples of the Steyr ACR are in museums or private collections.

Alternate History: The Steyr ACR shares all the advantages and disadvantages of its fléchette-firing counterpart from AAI, and its adoption would likely have occurred under similar circumstances.

H&K G11

Perhaps the most famous assault rifle never produced, Heckler & Koch's G11 is beloved of gamers and high-tech gun fanciers around the world. At the time of the ACR competition, the G11 was in final acceptance testing in West Germany, only a few short years away from replacing H&K's earlier G3 in

Bundeswehr service. H&K felt that this incipient acceptance by another NATO military would give its design an advantage in the U.S. Army's selection process.

Externally, the G11 was a sleek length of black polymer with a pistol grip but no protruding magazine. The magazine well ran atop the barrel, with ammunition loaded nose-down. The gun's chamber rotated 90 degrees, with each round dropping downward before rotating into firing position. The rifle's carrying handle included an integral non-magnifying optical sight (Reflex System: prismatic reflex sight).

The heart of the G11 was its unique caseless ammunition. A conventional cartridge uses a metallic cylinder to hold together the bullet, gunpowder, and primer. A caseless round dispenses with this casing. When the round is fired, the primer and propellant are consumed and the bullet exits the barrel. This eliminates the need for any mechanism to extract and eject the empty casing, which simplifies the weapon's operation and allows a higher cyclic rate. However, a metallic cartridge acts as a heat sink, and its absence can result in dangerous heat buildup during extended fire. This was a problem in early G11 models, and H&K's solution involved a combination of mechanical engineering, materials science, and chemistry.

The G11 also featured a unique recoil compensation mechanism. When fired in burst or fully automatic mode, the weapon's barrel and action traveled rearward. The net effect of this was to delay the time between the shooter pulling the trigger and experiencing the recoil impulse of the first round. The gun's cyclic rate on burst mode was adjusted to take advantage of this, effectively eliminating any recoil impact on the accuracy of a three-round burst as opposed to a single shot.

The final iteration of the G11 design, the G11K2, received several changes suggested by both American and West German trials. Magazine capacity decreased slightly. Integral storage for two spare magazines was added to the rifle itself, on either side of the barrel. The integral optics were made detachable, allowing users to perform field replacement of damaged sights or to mount alternate systems. The forward furniture was also redesigned slightly to allow attachment of a bipod or bayonet.

Current Availability: Public statements vary, but the number of G11 prototypes produced ranges between several dozen and several hundred. All known surviving examples are in the possession of the U.S. Army, the Bundeswehr, or Heckler & Koch. Some sources indicate that as many as 1,000 G11K2s were delivered to West Germany in the 1989-1990 timeframe for issue to reconnaissance or commando units, but none are recorded as having seen combat use. No current source of ammunition production is known to exist (the single production facility was destroyed in a fire in the mid-1990s), and the rare lots that appear on the collector's market fetch prices in excess of \$10/round for quantities of no more than 50 rounds.

Alternate History: The most likely adopter of the G11 would have been West Germany. The German reunification of the early 1990s eliminated both the budget allocated for G11 procurement and the pressing military need to replace the G3. Had this not occurred, the G11K2 would have been the standard West German infantry weapon by the mid-1990s. The amount of political pressure this would have placed on the U.S. Army is debatable, but it is likely that some smaller NATO nations also would have adopted the G11K2 or a close relation by the turn of the millennium.

The Pancor Bear Trap

One of the Pancor Jackhammer's most... notable... features was the capacity for converting a loaded drum into an antipersonnel mine. The conversion kit consisted of a detonator/base that could be connected to a 12-hour clockwork timer, a pressure plate, or a tripwire. When triggered, the base simultaneously fired all loaded rounds. The mechanism was designed to withstand the firing stresses and be recovered for later re-use.

Spycraft Rules

For requisitioning purposes, treat a complete Bear Trap (one loaded drum, base, and any one triggering mechanism) as a directional mine. A Bear Trap has an error range of 1-2, Weight 3 pounds, Size D, and Complexity 18/+1. When triggered, apply a blast damage cone template (see Spycraft 2.0, p. 344). Rather than suffering standard explosive damage, however, every character within the blast template and within 120 feet of the Bear Trap makes a Reflex save (DC equal to the check result for emplacing the Bear Trap). This check receives a +1 bonus for every full 15 feet of distance between the character and the Bear Trap. Any character who fails this save suffers damage as if successfully attacked with a Jackhammer. If the Bear Trap is loaded with multiple ammunition types, randomly determine which type strikes each victim.

Reflex System Rules

A complete Bear Trap weighs 1.4 kg. A character emplacing a Bear Trap orients on a 30-degree cone. A Bear Trap is triggered in the same manner as a standard directional mine. However, when it detonates, everything within the cone and within 30 meters suffers a passive hazard with Damage and Penetration equal to those of the loaded ammunition and Avoidance Check OODA (TN +2). If the Bear Trap is loaded with multiple ammunition types, randomly determine which type strikes each victim.

SHOTGUNS

Pancor Jackhammer

This late 1980s attempt at a bullpup assault shotgun used a ten-round revolving drum rather than a conventional box magazine. Despite significant interest from various parties, the enterprise ultimately failed due to bureaucratic entanglements from the American government. The Jackhammer used conventional 12 gauge shells. Several special-purpose ammunition types were proposed for military use, but are not known to have moved beyond the theoretical stage.

Current Availability: Most known examples of this weapon reside in private collections. A very small number (by some reports, two) of fully automatic prototypes were produced; one occasionally surfaces in the motion picture special effects business.

Alternate History: The commercial viability of the Jackhammer would have hinged on several political and economic factors. It's not outside the realm of possibility for the project to be resurrected today.

CAWS CANDIDATES

The ACR competition wasn't the U.S. Army's first attempt to acquire an infantry weapon with the capability of putting multiple small-caliber projectiles on target. Various experiments

with fléchette-firing rifles in the 1960s and 70s led back to the grandfather of multiple-projectile rounds: the shotgun shell. In the 1980s, the Close Assault Weapon System project examined the potential of the semi-automatic shotgun as a battlefield weapon for close-range (out to 150 meters) engagements. Both AAI and Heckler & Koch presented candidates.

AAI CAWS

The AAI CAWS candidate superficially resembled an M16-series rifle, a design detail intended to simplify training for soldiers who would be equipped with the shotgun. It fired proprietary 12 gauge fléchette shells, though an adapter could be fitted to allow the use of standard commercial 12 gauge ammunition. Each shell contained eight fléchettes, which spread to a 4-meter pattern at the weapon's maximum effective range of 150m. Unlike the lightweight fléchettes used in the ACR program, these had sufficient mass to penetrate at least light cover with lethal force.

Current Availability: All known examples of this weapon remain in the possession of AAI or the U.S. Army.

Alternate History: In the 1980s, most militaries with the budget for a CAWS-type weapon expected their next wars to be fought in the European countryside. An earlier evolution of military theory to consider urban and CQB fighting might have revealed the need for a weapon with an appropriate engagement envelope and devastating close-range capability. Even then, however, a CAWS-type weapon would have been issued on a squad, rather than individual, basis, with most riflemen retaining more conventional designs against the need for longer-range shots.

H&K CAWS

Heckler & Koch's CAWS entry borrowed overall appearance and construction principles from the G11. The H&K design was a polymer-framed bullpup weapon with an integral optical sight in the carrying handle (Reflex System: prismatic reflex sight) and an internal recoil reduction mechanism. It was incompatible with standard 12 gauge ammunition, using brass-cased shells containing either buckshot or fléchettes to achieve a higher muzzle velocity than was possible with a conventional shotgun. The ammunition was designed to prohibit feeding in standard shotguns, a necessary precaution for preventing catastrophic failures of weapons not designed to handle the greater firing stresses.

Current Availability: All known examples of this weapon remain in the possession of H&K or the U.S. Army.

Alternate History: All considerations for the AAI CAWS apply equally to H&K's design.

MACHINE GUNS

H&K LMG11

During West German testing of the G11K2, Heckler & Koch also was involved in a project to build a squad automatic weapon using the same caseless ammunition. The LMG11 bore close resemblance to its assault rifle parent, but featured a bloated, bulbous stock. The weapon was hinged behind the pistol grip, opening to reveal a cavernous magazine well capable of accepting a 300-round "brick" of 4.73x33mm cartridges. As with the G11, the LMG11 featured an integral optical sight (Reflex System: prismatic reflex sight), as well as extensive use

of polymer construction to reduce weight. However, it lacked the G11's integral recoil reduction system, instead relying on a relatively slow cyclic rate and increased weight to keep the weapon under control during automatic fire. West German rejection of the G11K2 led to the cancellation of all related programs, including the LMG11.

Current Availability: LMG11 development is not believed to have progressed past the prototype stages. Any functioning examples of the weapon would be in the possession of Heckler & Koch.

Alternate History: Any military adoption of the G11 would have led to a perceived need for a SAW-type weapon firing the same cartridge. LMG11 development likely would have lagged a few years behind that of the G11, but the advantages of a weapon family using shared ammunition would have propelled the project to eventual mass production.

TADEN

During the same period that the Enfield EM-2 was in development, the British military also was examining a progressive development of the Bren gun, the TADEN. This modification to the Bren had spade grips in place of a pistol grip, fed from a belt rather than a top-mounted magazine, and was chambered for the EM-2's .280 British cartridge. The eventual NATO adoption of 7.62x51mm killed the program.

Current Availability: Much the same as the EM-2: ammunition is no longer in production and any surviving TADENs reside in military museums.

Alternate History: Had NATO adopted .280 British, the TADEN design would have led the way in replacing existing automatic rifles and medium machine guns. A squad support weapon chambered for this intermediate cartridge could have filled the role now occupied by both the FN Minimi and the FN MAG.

REFLEX SYSTEM RULES

The following tables provide Reflex System traits for all weapons in this document. The tables are formatted for Stage II rules use. For Stage I play, discard the Recoil trait and the second Penetration value. For Stage III play, ignore the given Damage and Penetration values in favor of the appropriate ballistics table at the end of this section.

Duplex Ammunition

When resolving an attack with duplex ammunition, increase the effective rate of fire by 50% (e.g. treat a single shot as a 2-round burst, a 3-round burst as a 5-round burst, and so forth). This does not increase Recoil.

Shotgun Fléchette Ammunition

The 12 gauge AAI and 12 gauge H&K fléchette rounds possess greater penetration capability than conventional buckshot or slugs. As is the case with all shotguns, Damage and Penetration values for the appropriate weapons are given for a baseline of slug ammunition (even in gauges for which no slug ammunition actually exists). For fléchette ammunition, halve base Damage, double the margin of success applied to an attack's final Damage, and improve Penetration by one step (to x2/x3).

STAGE III OPTIONS

Quirks

Quirks are a Stage III option intended to provide some level of differentiation between weapons with otherwise nigh-identical game traits. The majority of weapons do not have quirks, but the following list provides flavor and minor mechanical effects for a select few.

Autoloader Quirks

Colt SCAMP

Machine Pistol: When firing a burst, the SCAMP's base recoil increases by 3.

H&K G11 PDW

Machine Pistol: When firing a burst, the G11 PDW's base recoil increases by 3.

Submachine Gun Quirks

ARES FMG

Folding: Unfolding or folding the FMG is a 3-tick action. While the weapon is folded, its Bulk becomes 1.

Assault Rifle Quirks

Enfield EM-2

Bullpup: Reloading the EM-2 takes 2 ticks more than normal.

Enfield XL65

Bullpup: Reloading the XL65 takes 2 ticks more than normal.

H&K G11/G11K2

Bullpup and Then Some: Reloading the G11 is a 7-tick action. Fast Cyclic Rate: The G11 incurs no increase in Recoil when fired at the B3 RoF. When fired at the B4 RoF, its Recoil increases by 2.

Steyr ACR

Bullpup: Reloading the Steyr ACR takes 2 ticks more than normal.

Shotgun Quirks

H&K CAWS

Bullpup: Reloading the CAWS takes 2 ticks more than normal.

Pancor Jackhammer

Bullpup: Reloading the Jackhammer takes 2 ticks more than normal.

Machine Gun Quirks

H&K LMG11

Bullpup: Reloading the LMG11 takes 2 ticks more than normal.

TWILIGHT 2013

TABLE D: WEAPON TRAITS

Firearm	Caliber	Cap	Dam	Pen	Rng	ROF	Spd	Rec	Bulk	Wt	BV	SP
Pistols												
Colt SCAMP	.22 SCAMP	27	5	x2/x3	GF/T	S/B3	2/3/5	3	1	1.5 kg	N/A	N/A
H&K G11 PDW	4.73x25mm	20/40	4	x2/x3	GF/T	S/B3/B5	2/3/5	3	1	1.3 kg	N/A	N/A
MBA Gyrojet Pistol	Gyrojet	6(in)	*	*	GF/T	S	2/3/5	0	1	0.4 kg	GG100	\$5,000
Submachine Guns												
AAI Rocket SMG	Scimitar	20	*	*	CQB/T	S/B6	2/3/5	7	2	2.7 kg	N/A	N/A
AAI Rocket SMG	HEDP	20*	*	*T/O	T/O	S/B6	2/3/5	10	2	2.7 kg	N/A	N/A
ARES FMG	9mm Para.	20/32	4	x3/x4	CQB/T	S/B4	2/3/5	4	2	2.2 kg	N/A	N/A
H&K HK54A1	9mm Para.	30/50	4	x3/x4	CQB/T	S/B3/B5	2/3/5	4	2	3 kg	N/A	N/A
H&K SMG I	9mm Para.	30	4	x3/x4	CQB/T	S/B6	2/3/5	2	2	3.6 kg	N/A	N/A
Carbines												
MBA Gyrojet Carbine	Gyrojet	6(in)	*	*	CQB/M	S	2/3/5	0	2	1.4 kg	N/A	N/A
Assault Rifles												
AAI ACR	1.6mm Flech.	30	4	x1/2/x1*	T/O	S/B3	3/5/7	1	3	3.8 kg	N/A	N/A
Colt ACR	5.56mm Dup.	30	6	x2/x3	T/O	S/B3/B4*	3/5/7	4	3	3.9 kg	N/A	N/A
Colt ACR	5.56x45mm NATO	30	6	x2/x3	M/S	S/B3/B4	3/5/7	4	3	3.9 kg	N/A	N/A
Enfield EM-2	.280 British	20	7	x2/x3	M/S	S/B4	3/4/6	8	3	3.3 kg	N/A	N/A
Enfield XL65	4.85mm	20	6	x2/x3	M/S	S/B5	3/4/6	4	3	3.9 kg	N/A	N/A
H&K G11	4.73x33mm	50	6	x2/x3	M/S	S/B3/B4	3/4/6	3	3	3.8 kg	N/A	N/A
H&K G11K2	4.73x33mm	45	6	x2/x3	M/S	S/B3/B4	3/4/6	3	3	3.7 kg	N/A	N/A
Steyr ACR	1.6mm SCF	24	4	x1/2/x1*	T/O	S/B3	3/4/6	1	3	3.6 kg	N/A	N/A
Automatic Shotguns												
AAI CAWS	12ga AAI	10	10*	x3/x4*	CQB/T	S/B3	3/5/8	8	3	4.1 kg	N/A	N/A
AAI CAWS	12ga	10	10	x4/Nil	CQB/T	S/B3	3/5/8	14	3	4.1 kg	N/A	N/A
H&K CAWS	12ga H&K	12	12*	x3/x4*	CQB/T	S/B2	3/5/7	10	3	3.6 kg	N/A	N/A
Pancor Jackhammer	12ga	10	10	x4/Nil	CQB/T	S/B2	3/5/7	17	3	4.6 kg	GG10,000	\$30,000
SAWs												
H&K LMG11	4.73x33mm	300	6	x2/x3	M/S	S/B4/B7	4/5/8	3	4	5.2 kg	N/A	N/A
GPMGs												
TADEN	.280 British	100(bt)	7	x2/x3	M/S	B3/B7	4/6/9	5	4	10 kg	N/A	N/A

* See weapon or ammunition text for special rules.

Ballistics

The following ballistic tables provide Damage and Penetration values for each new caliber of ammunition presented here. Note that some tables provide data for ranges in excess of the maximum range of any gun using that caliber. If gearing up using the rules presented in *Twilight: 2013*, none of the following calibers are available through random ammunition table rolls.

TABLE F: PISTOL CARTRIDGES

Range	.4.73x25mm	.22 SCAMP
Personal	4/x2	5/x2
Gunfighting	4/x2	5/x2
CQB	4/x2	4/x2
Tight	4/x2	4/x3
Medium	3/x2	3/x3

TWILIGHT

TABLE E: AMMUNITION TRAITS

Caliber	Weight	BV	SP	Type	Mag Weight
Pistol Cartridges					
4.73x25mm	0.5 kg	N/A	N/A	AP	0.1 kg (20); 0.2 kg (40)
.22 SCAMP	0.7 kg	N/A	N/A	AP	0.2 kg (27)
Rifle Cartridges					
1.6mm Fléchette	1.1 kg	N/A	N/A	-	0.4 kg (30)
1.6mm SCF	0.8 kg	N/A	N/A	-	0.2 kg (24)
4.73x33mm	0.7 kg	N/A	N/A	AP	0.4 kg (45 or 50); 2.3 kg (300)
4.85mm	1.4 kg	N/A	N/A	AP	0.4 kg (20)
5.56mm Duplex	1.3 kg	N/A	N/A	-	0.5 kg (30)
.280 British	2.3 kg	N/A	N/A	AP	0.7 kg (20); 2.4 kg (belt 100)
Shotgun Shells					
12ga AAI	6.6 kg	N/A	N/A	*	1 kg (10)
12ga H&K	7.1 kg	N/A	N/A	**	1.1 kg (10)
Rockets					
Gyrojet	1.5 kg	GG100	\$10,000	-	-
18.5mm Scimitar	4 kg	N/A	N/A	-	1.1 kg (20)
18.5mm HEDP	9.5 kg	N/A	N/A	-	2.2 kg (20)

* Fléchette only. Printed Damage and Penetration for this weapon use a theoretical slug baseline.

** Fléchette and buckshot only. Printed Damage and Penetration for this weapon use a theoretical slug baseline.

TABLE G: RIFLE CARTRIDGES

Range	1.6mm Fléchette	1.6mm SCF	4.73x33mm	4.85mm	.280 British
Personal	4/x1/2*	4/x1/2*	6/x2	6/x2	8/x2
Gunfighting	4/x1/2*	4/x1/2*	6/x2	6/x2	8/x2
CQB	4/x1/2*	4/x1/2*	6/x2	6/x2	8/x2
Tight	4/x1/2*	4/x1/2*	6/x2	6/x2	7/x2
Medium	4/x1/2*	4/x1/2*	6/x2	6/x2	7/x2
Open	3/x1/2*	4/x1/2*	5/x2	5/x2	6/x2
Sniping	3/x1/2*	3/x1/2*	3/x2	3/x2	4/x2
Extreme	-	-	-	-	4/x3

TABLE H: SHOTGUN SHELLS

Range	12ga AAI Fléchette	12ga H&K Fléchette	12ga H&K Buckshot
Personal	5/x2	6/x2	6/x4
Gunfighting	5/x2	6/x2	6/x4
CQB	5/x2	6/x2	6/x4
Tight	5/x2	6/x2	6/Nil
Medium	5/x3	6/x3	5/Nil

SPYCRAFT 2.0 RULES

The following tables provide Spycraft 2.0 traits for all weapons in this document.

WEAPON QUALITIES

Folding (FLD)

The weapon can be folded into a compact form factor for ease of concealment and stowage. It cannot be used while folded (except as an improvised blunt weapon). While folded, it is considered one size category smaller than normal. Folding or unfolding it requires one half action. If a character is proficient with the weapon and has the Quick Draw feat, the gun can be folded or unfolded with one of the free actions this feat grants.

Minimum Range (MIN)

The weapon's ammunition doesn't arm until it travels a set distance from the shooter, reducing its lethality at close range. Attacks with this weapon at targets closer than the range following this quality in parentheses inflict only 1/2 standard damage (rounded down, minimum 1).

Tight Burst (TBU)

A combination of low recoil and high cyclic rate enables this weapon to fire exceptionally accurate bursts. When fired in burst mode, the gun does not suffer doubled recoil or increased error range as normal (see p. 355, Spycraft 2.0). This does not apply to bursts fired through use of a feat or class ability.

Wind Sensitive (WNS)

This weapon fires projectiles that are more susceptible than normal bullets or arrows to being blown off-course by crosswinds. In any wind condition (see Spycraft 2.0, p. 402), the weapon's range penalty is increased by an amount equal to the action die cost of that wind condition. This occurs in addition to any standard penalty to ranged attacks caused by the wind.

WEAPON TRAITS

The following tables provide Spycraft 2.0 traits for all weapons in this document.

TABLE I: SPYCRAFT WEAPON TRAITS

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Service Pistols												
Caliber I												
H&K G11 PDW												
4.73x25mm	2d4+1	1-3/20 (AP1)	20M3	8	30 ft.	D/1h	2.9 lbs.	0	32/+2	~1993	N/A	CMP, NFM (S/B/F), OVH
MBA Gyrojet Pistol												
Gyrojet	*	1-3/20	6S40	0	30 ft.	D/1h	0.9 lb.	1	22/+2	1962	R\$5,000	IMP, INS, QKY, SLD (2), WNS
Caliber II												
Colt SCAMP												
.22 SCAMP	1d10+1	1-3/20 (AP2)	27M2	7	30 ft.	D/1h	3.6 lbs.	2	26/+2	1972	N/A	CMP, NFM (S/B)
Submachine Guns and Semi-Automatic Rifles												
Caliber II - Light Submachine Guns												
ARES FMG												
9mm P	1d10+1	1-3/20	20M5	7	25 ft.	T/1h	4.9 lbs.	3	24/+2	1986	N/A	FLD
Caliber II - Heavy Submachine Guns												
H&K HK54A1												
9mm P	1d10+1	1-3/20	50M3	3	30 ft.	T/2h	7.5 lbs.	1	28/+2	1984	N/A	CLS, TBR, UPG (removable suppressor)
H&K SMG I												
9mm P	1d10+1	1-2/20	30M5	3	30 ft.	T/2h	7.9 lbs.	0	26/+2	1985	N/A	CLS, TBR, UPG (removable suppressor, vertical foregrip)
Caliber III - Heavy Submachine Guns												
AAI Rocket SMG												
Scimitar	*	1-2/20	20M5	3	25 ft.	T/2h	8.4 lbs.	0	26/+2	1973	N/A	CLS, IMP
HE-Frag	*	1-2/20	20M1	1	80 ft.	T/2h	10.8 lbs.	0	26/+2	1973	N/A	CLS, DEV, MIN (30 ft.)
Caliber II - Semi-Automatic Rifles												
MBA Gyrojet Carbine												
Gyrojet	*	1-3/20	6S75	0	40 ft.	T/2h	3.1 lbs.	3	22/+2	1962	R\$8,000	INS, QKY, SLD (2), WNS

TWILIGHT

TABLE I: SPYCRAFT WEAPON TRAITS CONTINUED

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Assault Rifles												
Caliber III												
AAI ACR												
1.6mm Fléchette	2d6 (AP 2)	1-3/19-20	30M7	4	40 ft.	S/2h	7.8 lbs.	3	33/+2	1989	N/A	BLD, NFM (S/B), TBU, WNS
Colt ACR												
5.56mm Duplex	2d8	1-3/19-20	30M5	5	60 ft.	S/2h	8.6 lbs.	2	28/+1	1989	N/A	NSM (S/B), UPG (3.4x telescopic sight)
5.56x45mm NATO	4d4	1-3/20	30M5	10	125 ft.	S/2h	8.6 lbs.	2	28/+1	1989	N/A	NSM (S/B), UPG (3.4x telescopic sight)
Enfield EM-2												
.280 British	2d10	1-2/19-20	20M6	16	150 ft.	S/2h	7.5 lbs.	1	26/+1	1951	N/A	UPG (red dot sight)
Enfield XL65												
4.85mm	2d8+1	1-3/20	20M7	16	125 ft.	S/2h	9.5 lbs.	2	26/+1	1976	N/A	DST, UPG (4x telescopic sight)
H&K G11												
4.73x33mm	2d8+1	1-2/20	50M3	7	100 ft.	S/2h	9.2 lbs.	1	33/+2	1989	N/A	DEP, DST, OVH, QKY, TBU, UPG (red dot sight)
H&K G11K2												
4.73x33mm	2d8+1	1-2/20	45M3	7	100 ft.	S/2h	8.7 lbs.	0	34/+2	1990	N/A	DEP, DST, QKY, TBU, UPG (red dot sight)
Steyr ACR												
1.6mm SCF	1d12+1 (AP 2)	1-3/19-20	24M8	4	40 ft.	S/2h	8 lbs.	3	34/+2	1989	N/A	BLD, NFM (S/B), TBU, WNS, UPG (3.5x telescopic sight)
Semi-Automatic Shotguns												
Caliber III												
AAI CAWS												
12ga AAI	4d4+2	1-3/19-20	10M4	9	40 ft.	S/2h	9 lbs.	2	27/+1	1987	N/A	BLD, IMP, NFM (S/B), TKD
12ga shot	5d4	1-3/20	10M4	18	30 ft.	S/2h	9 lbs.	2	27/+1	1987	N/A	IMP, NFM (S/B), TKD
12ga slug	2d12	1-3/19-20	10M4	18	30 ft.	S/2h	9 lbs.	2	27/+1	1987	N/A	IMP, NFM (S/B), TKD
H&K CAWS												
12ga H&K	5d4	1-3/19-20	10M4	12	40 ft.	S/2h	7.9 lbs.	1	28/+1	1987	N/A	BLD, IMP, NFM (S/B), TKD, UPG (red dot sight)
12ga H&K shot	6d4	1-3/20	10M4	16	35 ft.	S/2h	7.9 lbs.	1	28/+1	1987	N/A	IMP, NFM (S/B), TKD, UPG (red dot sight)
Pancor Jackhammer												
12ga shot	5d4	1-3/20	10M4	16	30 ft.	S/2h	10.1 lbs.	3	28/+1	1988	R\$30,000	IMP, QKY, TKD
12gs slug	2d12	1-3/19-20	10M4	16	30 ft.	S/2h	10.1 lbs.	3	28/+1	1988	R\$30,000	IMP, QKY, TKD
Machine Guns												
Caliber IV - SAWs												
H&K LMG11												
4.73x33mm	2d8+1	1-2/20	300M1	6	150 ft.	S/2h	11.2 lbs.	2	34/+2	1992	N/A	DEP, QKY, UPG (red dot sight)
Caliber IV - GPMGs												
TADEN												
.280 British	2d10	1-3/19-20	100B2	5	175 ft.	S/2h	22 lbs.	3	25/+1	1952	N/A	UPG (bipod)

* See weapon or ammunition text for special rules.

TWILIGHT 2013

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), notation, 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 coadaptability 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.

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.

World on Fire Toolkit Setting, Copyright 2007, Alderac Entertainment Group, Inc.; Authors Alex 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 Dako, 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.

Shooter's Guide: Pistol Caliber Carbines Copyright 2009, 93 Games Studio; Author Clayton Oliver

Shooter's Guide: Alternate Arms Copyright 2009, 93 Games Studio; Author Clayton Oliver

OPEN GAME CONTENT

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, Powered by Spycraft, Twilight: 2013 and Reflex system logos and identifying marks and trade dress, including all Spycraft, Powered by Spycraft, Twilight: 2013 and Reflex system product and product line; and all artwork, logos, symbols, designs, depictions, illustrations, maps and cartography, likenesses, and poses.

The above Product Identity is not Open Game Content.

DESIGNATION OF OPEN CONTENT: Subject to the Product Identity designation above, the Section beginning with Spycraft 2.0 Rules (pages 11-12) are completely open game content.

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

All contents of this release, regardless of designation, are copyrighted year 2009 by 93 Games Studio. 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.