TWILIGHT: 2013

Shooter's Guide:

Undercover Arms

97 Games Studio

POWERED BY SPYCRAFT™ ROLEPLAYING GAME

TWILIGHT: 2013

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93 GAMES STUDIO

POWERED BY SPYCRAFT™ ROLEPLAYING GAME

There's no way this story can end well. I'm on my knees with my hands laced behind my head, and the guy pointing the rusty assault rifle at me seems fairly eager to pull the trigger. I should be thinking about New York, or my misspent youth, or even some heroic escape plan. Nope. All I can think about is the rock in the hut's dirt floor that's digging into my left knee, and how annoyed off I am that all four of us were taken in by a nine-year-old decoy with a "hurt" donkey.

The goon in charge finishes giving his minion instructions in the local dialect of Turkish and stalks out. If the hut had a door, he'd probably slam it. Our guard leans in closer and prods me with the muzzle of his gun, spouting more Turkish that I can't even pretend to understand. It could be worse – he could be using my gun. They still haven't gotten around to sorting our gear. I idly wonder who's going to be wearing my boots after they execute me.

To my left, Little Jim coughs raggedly, still curled in a fetal ball after having all the smartass kicked out of him by two rather dedicated goons. The guard gives up on poking me to shoot him a glare. Jim mumbles something I don't quite catch. The guard doesn't, either – but he does take a step in that direction. Jim spits out a mouthful of blood and rattles off a few words of Turkish. The guard gets a puzzled expression, kneels down, and says something interrogative –

– there's a sound of duct tape ripping –

– Jim's hand comes out from inside his shirt –

– three harsh pops –

– and the guard jerks sideways and hits the ground in front of me. His eyeballs are bulged out and there's a blood-oozing crater where his left temple used to be. He still has that puzzled expression.

Streeter is already grabbing for the rifle while Dunivan and I roll Little Jim onto his back to check his injuries. His hand falls open and a little gray plastic thing that looks like a pistol in miniature hits the floor.

"Jim, what the hell is that?" I ask while Dunivan's splinting his leg.

He grins raggedly. "'at's my ear gun, Monk. I jus' hadda get 'im too close to miss. So I told 'im I had somethin' he needed to hear."

UNDERCOVER ARMS

The race is not always to the swift, nor the battle to the strong, nor the fight to the biggest gun. In both covert operations and street survival, a combatant who advertises his strength may find this behavior a deterrent – but he may discover, all too late, that he's only given his enemies the chance to assess his strengths and neutralize them. A concealed weapon, by comparison, is an unexpected factor in a fight. The mere act of drawing it interrupts an aggressor's OODA loop by forcing him to reassess the threat his intended victim poses. In addition, not carrying an obvious weapon enables a gunman to avoid at least casual attention, which is an invaluable advantage in all manner of pursuits.

This supplement focuses primarily on modern concealable handguns, the most common kind of "covert arm" whose various models lend themselves to differentiation within game mechanics. A handful of more esoteric firearms are also presented, both for contrast and as options for the character who leans toward unique personal armament. Finally, we've included ancillary equipment for concealed weapons (and, by extension, other items) in both the **Reflex System** and **Spycraft 2.0**.

AUTOLOADERS

Colt Mustang

This short-lived pistol – debuting in 1986 only to be discontinued in 1997 – is a scaled-down variant of the Colt Model 1911. It shares its basic controls and ergonomics with its larger ancestor, making its use an easy transition for 1911 shooters. Most small handguns chambered for the .380 ACP cartridge use blowback action. The Mustang uses the system common to larger pistols, a locked-breech recoil action, which makes it more mechanically complex but also more robust over extended use.

In addition to the basic Mustang models – either a blued finish with black plastic grips or a nickel finish with mother-of-pearl – Colt released the Mustang Pocketlite in 1992. This variant had an alloy rather than steel frame, shaving even more weight from the already diminutive pistol. Various other special runs occurred through the weapon's production life, most featuring different finishes that raise their current value without any game effect. Today, most Mustangs for sale are used, with "new" (usually meaning "sat in my gun safe for twenty years after I bought it")

examples commanding a premium on the collector's market.

From a game perspective, the later Colt Pony and Colt Pony Pocketlite are identical to the corresponding Mustang models. The Pony is a double-action-only pistol that lacks the Mustang's grip safety. It's noteworthy as one of the last compact pistols Colt produced before focusing on police and military sales in 2000 and discontinuing all civilian-market designs. The SiG P238, released in 2009, is a copy of the basic Mustang and also is identical for game purposes.

Detonics Combat Master

Compact .45 caliber variants of the Colt Model 1911 are commonplace in the early 21st century, but Detonics' flagship handgun was the first such production model. It was conceived in the early 1960s by engineer Patrick Yates, who wanted a compact handgun with more power than the day's standard of the Walther PP. Yates' original experiments focused on cutting down used 1911s and welding them back together. The resulting prototypes caught the attention of some of Yates' coworkers. In the early 1970s, some of those coworkers formed Detonics, a specialty explosives manufacturing firm, and subsequently approached Yates with the idea of bringing his "pocket 1911" design to market. The result appeared on the market in 1975 as the Combat Master. Detonics continued production of the design until closing its doors in 1992, but re-opened under new management in 2004 and is once again producing Combat Masters.

Physically, the Combat Master retains the basic lines of its parent design, though shedding both length and height. It also deletes the original 1911's grip safety, but all other controls are identical. In addition to the original .45 ACP chambering, Detonics briefly offered the Combat Master in 9mm Parabellum, .38 Super, and the proprietary .451 Detonics Magnum, none of which attained enough popularity to justify long-term production. The shortened grip normally takes a smaller-than-normal magazine, though the magazine well does accept full-capacity 1911 magazines. Like most shortened 1911-based designs, the Combat Master has a reputation for finicky feeding, and dedicated users will expend hundreds or even thousands of rounds to find the most reliable loads for their guns.

FN Model 1905/Colt Model 1908

The first handgun chambered for the diminutive .25 ACP (6.25x16mm) cartridge was the FN Model 1905, an ultra-compact semi-automatic designed by John Browning. The Model 1905 was built as a last-ditch defensive weapon, small and light enough to conceal in almost any garment. Browning also sold the design to Colt's Manufacturing Company, which built and sold it under the Colt Model 1908 Vest Pocket designation. Both companies ceased production by the middle of the 20th century, but numerous examples (of varying degrees of preservation and reliability) are available on the collector market.

The Model 1905 is a single-action pistol with a grip safety, a six-round magazine, and a grip barely large enough for three fingers. Its sights are so small that they may as well be nonexistent in most situations in which they'd actually be needed. Shooters with large hands may find themselves better served by just pointing and squeezing the gun than by actually trying to aim and press the trigger normally. It's arguably a weapon whose deterrent factor outweighs its actual lethality. Although police have seized numerous Model 1905s (and copies thereof) over the century since the gun's introduction, it features more prominently in detective fiction than in real-world murder investigations. From a style perspective, however, it's a perfect weapon for a femme fatale to keep in a purse or garter, or for a retro hero or henchman to stash in his eponymous vest pocket.

From a game perspective, John Browning's later Baby Browning pocket pistol is identical. It's also a six-round .25 ACP autoloader, albeit lacking the earlier design's grip safety.

Note (Spycraft): The FN Model 1905 appears in Spycraft 2.0 as the Colt Model 1908 Vest Pocket. Slightly different traits are given in this supplement as the FN Model 1905. The two weapons are identical from an engineering perspective. Purists should choose whichever set of traits they prefer and run with those numbers for guns from both manufacturers.

FN Model 1910/1922

Another John Browning design, the Model 1910 was the first that Browning failed to sell to both Fabrique Nationale and Colt. This made the slim, lightweight pistol common in Europe during the first half of the 20th century, but relatively unknown on the American market. The gun's design includes Browning's characteristic grip safety, as well as the external and magazine disconnect safeties that would later appear on his last design, the FN Hi-Power. The Model 1910's greatest claim to fame, though, is historical rather than mechanical. In 1914, Gavrilo Princip wielded the .380 Model 1910 with serial number 19074 to assassinate Archduke Franz Ferdinand and ignite World War I. The big guns aren't always the ones to determine the course of history...

Post-World War I, the newly-fledged Yugoslav government evaluated the Model 1910 as a military sidearm. Their requested changes – increased magazine capacity and a longer barrel – resulted in the FN Model 1922, which became one of the most common European military and police sidearms of the inter-war years. During World War II, German capture of Yugoslavian armories and Belgian production facilities pressed the Model 1922 into Nazi service as the P641 (.380 ACP) and P626 (.32 ACP, mainly issued to Luftwaffe aviators).

The Model 1922 finally found its way to the American market in the 1950s as the Browning Model 1955. Changes to U.S. weapon import laws brought about yet another version, the Model 1971, which remained in production until the mid-1980s. For game purposes, both of these later versions are identical to the Model 1922.

Kel-Tec P-Series

Florida-based Kel-Tec CNC Industries launched its handgun line in 1995 with the P-11, an ultra-compact polymer handgun chambered for 9mm Parabellum. The company's founder and chief designer is George Kelgren, formerly an engineer for Grendel before that gun manufacturer went out of business. All Kel-Tec pistols feature polymer frames and aluminum slides to keep weight down. Manufacturing quality is sporadic, to the point that the owners' community has a standard "fluff and buff" laundry list of polishing and sanding that should be performed on a new Kel-Tec gun to increase its reliability. Still, these guns are immensely popular among shooters who need light and inexpensive pocket pistols for deep concealment. Kel-Tec P-series pistols include:

The first P-series gun was the P-11, a continuation of Kelgren's earlier work on the Grendel P-12. At the time of its introduction, the P-11 was the smallest and lightest 9mm handgun on the market.

The follow-on to the P-11 was the P32, a .32 ACP pistol that remains the smallest member of Kel-Tec's product line. Many shooters consider .32 ACP marginal for self-defense, but the round's low energy also means low recoil, making the P32 the least painful Kel-Tec pistol to shoot.

The current flagship of the Kel-Tec line is the P3AT (pronounced "Pee-three-eighty"). As the name suggests, it's chambered for .380 ACP. The P3AT shares a close family resemblance with the P32, both externally and internally, though it's noticeably larger when the two are compared side by side. The P3AT maintains a strong reputation for having an ideal balance of lethality and concealabilty. In 2008, Ruger introduced the LCP, which is not a direct P3AT copy but bears a strong resemblance to the Kel-Tec design (and is identical for game purposes).

Note (Spycraft): The Kel-Tec P3AT appears in Spycraft 2.0. Traits given in this supplement are modified for accuracy.

Stage III Quirk (Reflex) – Unreliable 1: For the purposes of triggering breakdowns, every Kel-Tec pistol's weapon's Wear is considered to be 1 higher than its actual value. Unlike most weapons with this quirk, this does apply to a like-new (Wear 0) gun.

Walther PP and PPK

Few compact pistols are as iconic as the Walther Polezei Pistole and its smaller derivative. Introduced in 1929, the PP was, as its name suggests, originally marketed for law enforcement use, though it also attained widespread popularity with civilian purchasers. It was noteworthy for its time in being one of the first successful double-action/single-action handguns, with a long, heavy trigger pull on the first shot both cocking the hammer and releasing the sear. Subsequent shots with such an action use a shorter, lighter single-action pull, and the gun's manual safety lever also decocks the hammer. The original PP was chambered for .32 ACP (7.65mm), quickly followed by a variant in the more powerful .380 ACP (9x17mm or "9mm kurz"). A rare few were made in .25 ACP, and occasional production runs also have been available in .22 LR; both of these have more value to collectors than to gunmen.

Though the PP was groundbreaking, the smaller PPK, which followed in 1931, is the version that's imprinted itself more deeply in popular culture. The PPK was scaled down in every dimension, making it more suitable for concealment at the expense of magazine capacity. Sources differ on the meaning of the "K" in the acronym. The most common interpretation is Kurz ("short"), perhaps due to Heckler & Koch's later use of a K suffix to denote a shortened model of a base firearm. However, a more likely interpretation is Kriminalmodell, idiomatically translated to "Model for Criminal Investigators," which is more in keeping with the PPK's original law enforcement market.

In addition to original German production, the PP and PPK have been made under license in France (by Manurhin) and the United States (by Interarms, and later and currently by Smith & Wesson). Several other manufacturers have copied the PP's design to varying degrees. For game purposes, designs with identical traits include the Czech vz.50 (.32 ACP), the Hungarian FEG PA-63 (.32 ACP and .380 ACP), and the Argentine Bersa Thunder 380 (.380 ACP). Also, the Makarov PM's design reputedly descends from the PP.

Note (Spycraft): The PP and PPK both appear in Spycraft 2.0. However, magazine capacities are incorrect. The correct values are:

Caliber	PP	PPK
.22 LR	10M7	8M9
.25 ACP	9M8	7M10
.32 ACP	8M8	7M9
.380 ACP	7M8	6M9

Walther PPS

Despite its name, Walther's Police Pistol Slim is sold primarily on the American civilian market. More specifically, it's marketed toward the several million Americans who hold concealed deadly weapon licenses. This polymer-framed compact pistol is chambered for common modern defensive calibers (9mm and .40 S&W) while being designed for the minimum possible thickness and grip height – qualities of paramount importance in concealing a handgun. Its slide release is recessed to prevent snagging on clothing during the draw, and the magazine release is built into the trigger guard for the same reason. No manual safety is fitted, but removing the grip's backstrap – an action recommended only for storage – engages an internal mechanism that locks the trigger.

As with many firearms this size, the standard magazines fit flush with the butt, which offers only a three-fingered grip for all but the smallest hands. Walther offers magazines in capacities both 1 and 2 larger than standard, which protrude farther out and allow a full-hand grip at the expense of some concealability. A likely doctrine for a shooter carrying the PPS is to load a standard magazine for optimum concealment and carry extended spares for reloading in an extended gunfight.

Special Rules (Spycraft): The basic ammunition load for a Walther PPS is one magazine at standard capacity (6 rounds for 9mm, 5 rounds for .40 S&W) and either three +1 magazines or two +2 magazines. If an extended magazine is loaded, the increase in overall dimensions moves the PPS from holdout pistol size (F/1h) to backup pistol size (D/1h).

ZVI Kevin

ZVI has been part of the Czech defense industry since the 1930s, when it was one of many factories in the Brno's Česká Zbrojovka arms complex. Its primary focus since the end of the Cold War was machine guns, autocannons, and munitions on the heavier end of the martial spectrum. In 2007, however, the company introduced the ultra-compact Kevin. This diminutive weapon – just over 4.5 inches long and 3.7 inches tall – is available in both .380 ACP and 9x18mm Makarov. The Kevin is slightly heavier than other pistols its size and uses a delayed blowback action, both factors which reduce its recoil to some degree. Cosmetically, it's a distinctive design, with an oversized trigger guard that reaches all the way to the end of its stubby 2.25-inch barrel.

Some readers may recently have seen the Kevin in gun shop cases under a different name. The Kevin's size makes it illegal for U.S. import, but in late 2008, Magnum Research began license-building it for the American market. This incarnation, which features minor cosmetic changes, is sold under the Micro Desert Eagle name, capitalizing on the brand identity of Magnum Research's best-known product. As of this writing, the Micro is available only in .380 ACP; 9x18mm Makarov is a relatively unpopular caliber in the U.S.

REVOLVERS

From the perspective of the gunman seeking a compact last-ditch weapon, a revolver has a lot to offer. Its simple construction (at least, when compared to an autoloader) renders it virtually immune to most jams and misfeeds, even when stuffed in a pocket or waistband and clogged with lint and body oils. It has minimal controls – only a trigger and a cylinder catch – which makes for ease of handling under stress. The procedure for resolving a misfire is dead simple: pull the trigger again to rotate the next round under the hammer. The gun's rounded form and lack of sharp angles can blend well with the shape of the human body, improving concealability. While it's true that a revolver in any combat-effective caliber is low in capacity and short in effective range, this gun is intended for use in firefights where the impact of those disadvantages is minimized: swift and brutal engagements at bad breath distance. One way or another, the fight will be over before the shooter needs to reload.

With all this said, revolvers present an interesting problem in game design because of the basic similarity among models. The revolver is the oldest handgun design still favored for use in the modern era, and engineers have had quite some time to optimize the hardware. For the purposes of covert armament, the archetypal five-shot .38 Special holdout revolver can represent a wide array of specific makes and models, none of which have any significant difference when modeled in either Spycraft 2.0 or the Reflex System. Thus, the following designs are among those that distinguish themselves in other ways than pure numbers.

Colt D-Frames

"D-frame" was Colt's designation for a series of revolvers that originated in the first decade of the 20th century. This entry focuses on the smallest of the line, those produced in .38 Special with two-inch barrels. Notably for pocket-sized revolvers, the D-frame models share six-round cylinders rather than the more common five-round capacity of most competing models.

The best-known D-frame is the Detective Special, a marketing name given to the existing snub-nosed .38 Special D-frames in the 1920s. Along with the Smith & Wesson Chief's Special, this is the archetypal "snubbie," seen at the climax of innumerable classic noir films.

The Cobra and Agent, respectively introduced in the 1950s and 60s, were built on frames of aluminum alloy rather than stainless steel. This new construction method reduced both weight and cost, though it did come at a price: many Cobras and Agents were unable to withstand the rigors of extensive practice with high-pressure "+P" ammunition and developed stress fractures or even stretched frames. The primary difference between the models is in the

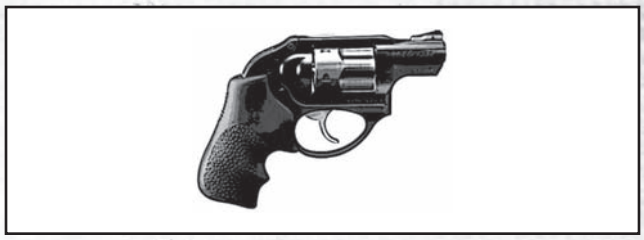
length of the grip: the Agent's is slightly truncated for better concealment.

The rarest of the D-frames is the Colt Aircrewman. During the early Cold War, the U.S. Air Force was seeking the lightest possible survival sidearm for its aviators. In 1951, Colt produced just under 1,200 D-frame pistols with aluminum frames and cylinders, using steel only for the barrel and a few internal parts. Ultimately, the saved ounces weren't enough to offset the shortened life expectancy of a gun made of relatively soft metal firing full-power ammunition. The Air Force judged the weapons unsafe for service and returned them to Colt's factory, where most were destroyed. The few remaining examples collect high premiums on the collector's market and are too precious for their owners to actually risk in use. However, apocryphal stories continue to circulate about these guns' invisibility to security magnetometers due to their low ferrous metal content.

Stage III Quirk (Reflex) – Fragile 1: For the purposes of accruing Wear, a Colt Aircrewman's level of use is considered to be 1 level higher than actual use or conditions would indicate. This does not apply to the other D-frame models presented here.

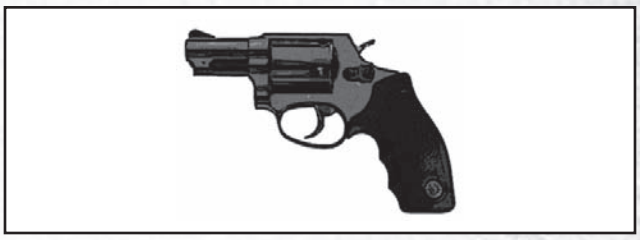
Ruger LCR

In 2009, building on the success of the earlier LCP (see the preceding Kel-Tec P3AT description), Ruger launched a rare departure from conventional firearm design: a polymer revolver. The Lightweight Compact Revolver features an aluminum and polymer structure wrapped around a traditional steel cylinder and barrel. Weighing in at 13.5 ounces, the LCR appears to be Ruger's challenge to Smith & Wesson's current dominance of the American market for concealable revolvers. The gun has just entered distribution channels as of this writing, but early reviews are promising. In addition to the base model, Ruger offers an LCR-LG variant with a laser grip (see p. 15).



Taurus Model 327

The Model 327 is Brazilian-based Taurus' initial offering in a relatively new caliber: .327 Federal Magnum. The revolver is an archetypal snub-nose, notable primarily for its chambering rather than any revolutionary engineering feature. Ballistically, the cartridge – developed jointly by Ruger and ATK and released in 2008 – falls midway between .38 Special and .357 Magnum. It's the latest iteration of a series of .30 caliber handgun cartridges stretching back over a century. Like any revolver chambered for .327 Federal Magnum, the Model 327 can also accept lower-powered .32 S&W and .32 H&R Magnum ammunition.



SUBMACHINE GUNS

KBP PP-90

In the 1980s, weapon engineer Eugene Stoner designed the ARES FMG (see Shooter's Guide: Alternate Arms), a submachine gun designed to fold around its pistol grip and magazine into a compact rectangle unrecognizable as a firearm. The FMG never entered production – but the concept spread. One close copy of the FMG known to have seen at least limited production is the Russian-designed PP-90. it was ostensibly intended for undercover law enforcement officers and special operations troops. The PP-90 reputedly was deployed in limited numbers, only to be shelved due to poor performance and ergonomics. The weapon has no single-shot setting (a trait later rectified in the otherwise-identical PP-90M). Its barrel is threaded for a suppressor. The PP-90 can't be fired while folded.

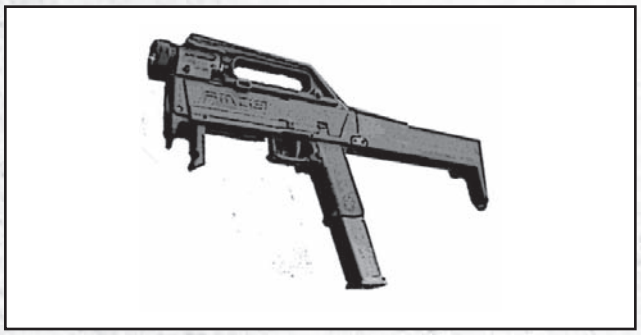
Special Rules (Reflex): Unfolding or folding the PP-90 is a 3-tick action. While the weapon is folded, its Bulk becomes 1.

Magpul FMG9

The latest evolution of the folding submachine gun concept doesn't yet exist outside non-firing prototype form (so GCs and GMs may feel free to forbid its use in their games). Magpul Industries' Folding Machine Gun, which appeared at the 2008 SHOT Show, is a black polymer block about 1" x 5" x 9" when minimized, featureless except for a detachable carrying handle. At the press of a button, the package springs open like a psychotic jack-in-the-box, transforming into a compact submachine gun built around a lightly modified Glock handgun action. As of this writing, Magpul has not announced any plans to put the FMG9 into production, and the limited economic viability of such a weapon makes this unlikely – but we can dream. Game traits for the FMG9 are somewhat speculative due to the lack of detailed information on a production model, but are based on the expected Glock-derived engineering and use of standard 9mm Glock magazines.

Note (Reflex): This weapon is not available in the Twilight: 2013 setting without GM approval.

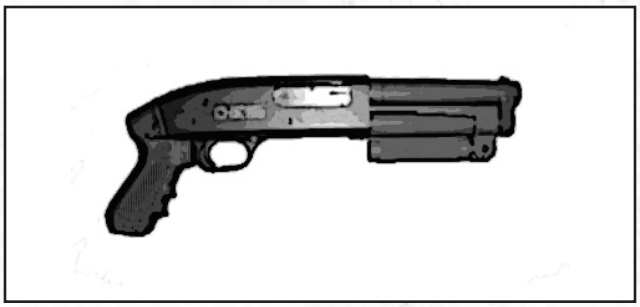
Special Rules (Reflex): Unfolding or folding the FMG-9 is a 3-tick action. While the weapon is folded, its Bulk becomes 1.



SHOTGUNS

Serbu Super Shorty

At an overall length of 16.5 inches, the Super Shorty may be the shortest professionally-made shotgun in the world. A Super Shorty begins life as a normal pump-action shotgun – typically a Mossberg Maverick, Mossberg Model 500, or Remington Model 870. When the gun falls into Serbu Firearms' hands, a gunsmith modifys it by cutting the barrel to six and a half inches, shortening the magazine to match, and adding a hinged foregrip that folds flat along the magazine for storage. The result is a brutal close-range weapon capable of doing almost as much damage to the shooter as the target – but the tactical surprise of deploying a pump-action shotgun in a knife fight may be worth the pain of the recoil. The truncation of the magazine reduces it to a capacity of only two rounds, so most users carry the weapon with a third round in the chamber.



Super What?

The Super Shorty occupies an interesting niche in American firearm law. A short-barreled shotgun – SBS – is a shotgun with a barrel under 18 inches or an overall length less than 26 inches. Any SBS is a restricted weapon under the National Firearms Act of 1934. An ordinary citizen who wants to (legally) own one must purchase a $200 tax stamp and jump through the hoops of a federal application process requiring about three months to complete.

However, a shotgun with a barrel under 18 inches that never had a shoulder stock is classified as an "Any Other Weapon" – AOW – which requires the same application process but only a $5 tax stamp. As each Super Shorty starts out as a standard shotgun with a pistol grip and no shoulder stock, this makes the weapon one of the less expensive options for gun enthusiasts wanting to own a NFA-regulated firearm. Although its weight, recoil, and magazine capacity make it impractical for combat use in most circumstances, custom shoulder holsters are available... and it's technically legal for licensed concealed carry under many American states' laws for such activities.

ODDITIES

American Derringer Model 1

The term "derringer" comes from a misspelling of the maker's imprint of Henry Deringer. An American gunsmith of the mid-19th century, Deringer specialized in pocket-sized cap-and-ball pistols. Over the intervening century and a half, the weapon class derived from his name has come to include to any pocket-sized handgun with a separate barrel for each round. These weapons have limited ammunition capacity and accuracy, but two shots often are better than none...

This archetypal example of a modern derringer sacrifices all else in pursuit of size and weight reduction. The single-action Model 1 is available in a variety of calibers, many of which deliver enough recoil energy to take the weapon right out of an unprepared shooter's hand. The half-dozen given game traits here are merely the most common.

Special Rules (Spycraft): The Model 1 is considered a holdout pistol.

Braverman Stinger

Single-shot firearms built into various innocuous objects are scattered across firearm history. However, the Braverman Stinger is one of the few such weapons to enter mass production. This rare gun, produced sporadically by at least three different companies between 1992 and 2004, typifies the pen gun. In its everyday configuration, it resembles a thick-bodied fountain pen. When readied, one end folds down to vaguely resemble a grip, the trigger unfolds from the body, and the Stinger's one round of ammunition is ready to fire. The reloading process involves unscrewing the barrel from the body of the Stinger to manually extract the spent casing.

Special Rules (Reflex): Reloading the Stinger requires a Reset Weapons operational action.

Special Rules (Spycraft): A character cannot reload the Stinger during combat. The Stinger is considered a holdout pistol for all purposes of weapon classification except proficiency (it requires the Blunt weapon proficiency) and maximum range (only 5 increments). Furthermore, a character may requisition two Stingers with a single Caliber I Weapon or Gadget pick.

Stage III Quirk (Reflex) – Weird: Wielding a Stinger is almost as strange as pointing an index finger and screaming "bang!" Consequently, it's a little awkward for new users. If a character isn't experienced with the gun, he suffers a –1 penalty to all attacks, and readying the weapon takes 2 ticks more than normal. These penalties are removed after a "familiarization fire" session of at least 100 rounds, or if the weapon becomes part of the character's personal equipment.

Mare's Leg

The historical authenticity of the Mare's Leg is debatable, but this unique gun is an occasional signature weapon of Western heroes on silver and small screens alike. A Mare's Leg – apocryphally, so named by Steve McQueen because it "kicked at both ends" – is a lever-action rifle cut down to a twelve-inch barrel and abbreviated stock, with an overall length of just under two feet. The resulting weapon's practical value in a gunfight is questionable, but it does look good on film, particularly when the shooter "spin-cocks" the action. Over the last few decades, several companies have catered to shooters who grew up on Westerns by producing replica Mare's Legs in various calibers.

The original Mare's Leg prop guns were based on Winchester Model 1892s chambered for .44-40 caliber. Commercial replicas are available in the original caliber, as well as .44 Magnum and .45 Long Colt. In theory, just about any lever-action rifle can be truncated into a Mare's Leg configuration, but let the shooter beware the recoil of a large-bore hunting rifle chopped down into such a weapon...

Special Rules (Reflex): A Mare's Leg normally requires two hands to wield. A character can wield it in only one hand, but the Speed of each attack increases by 1.

Special Rules (Spycraft): A Mare's Leg is considered a lever-action rifle (introduced in Shooter's Guide: Pistol-Caliber Carbines), despite its nonstandard form factor. Attacks with lever-action rifles use the Rifle proficiency and the attacker's Dexterity modifier, and untrained attacks suffer a –4 penalty. All lever-action rifles have a damage save bonus of +14, can be fired only in single-shot mode, and can accept only optics upgrades.

Stage III Quirk (Reflex) – Image: Like all lever-action rifles, this is an archaic design that offers few quantifiable advantages over more modern weapons, particularly when chopped down to function as an oversized handgun. However, choosing to carry it is a statement in and of itself, an evocation of Old West imagery and the associated values. Use of a

Mare's Leg as a primary weapon grants a +2 bonus to all uses of the character's Luck reputation aspect – if and only if the observer shares the same cultural image of cowboys. This bonus becomes a penalty if the character demonstrates gross incompetence with the weapon. Adopting the gun as a character's primary weapon may also, at the GM's discretion, be worth a survival point.

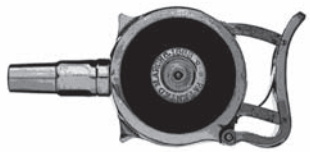
Stage III Quirk (Reflex) – Weird: The Mare's Leg's ergonomics match those of neither a handgun nor a shoulder arm. Consequently, it's a little awkward for new users. If a character isn't experienced with the gun, he suffers a –1 penalty to all attacks, and readying or reloading the weapon takes 2 ticks more than normal. These penalties are removed after a "familiarization fire" session of at least 100 rounds, or if the weapon becomes part of the character's personal equipment.

Minneapolis Protector

In the 1880s, the state of the art in concealable firearms was a double-barreled derringer. Perhaps Parisian designer Jacques Turbiaux sought to overcome the capacity limitations of such weapons when he developed his Le Protector. This idiosyncratic weapon vaguely resembles a pocket watch with a hinged lever on one side of the disk's edge and a stubby barrel opposite it. Internally, a radial cylinder holds individual rounds facing outward. To fire, the shooter wraps his hand around the weapon with the barrel pointing out between his fingers and squeezes. The double-action mechanism rotates the cylinder and fires a single round with each squeeze. Reloading requires partial disassembly of the gun to remove the cylinder.

The original Le Protectors were chambered for the 8mm Gaulois and 6mm Protector black powder cartridges – respectively, in 7- and 10-round capacities. Turbiaux licensed his design in several countries, including the United States, where the Minneapolis Firearms Company, and later the Chicago Firearms Company, produced it in the .32 Extra Short chambering. Protector production was low in all variations, and all surviving examples are collector's items today. Ammunition in all calibers has been out of production for the better part of a century, making this an unlikely option for use in the modern era.

Special Rules (Spycraft): The Protector is considered a holdout pistol for all purposes of weapon classification except proficiency (it requires the Blunt weapon proficiency) and maximum range (only 5 increments).



Semmerling LM4

The Semmerling pistols of the 1980s were the the smallest .45 ACP firearms ever made, and the LM4 was the only one offered for public sale. At only 5.2 inches long, 3.7 inches tall, and 0.9 inches thick, it's just barely large enough to contain its full load of five rounds (four in the magazine and one in the chamber). The LM4 is classified as an "oddity" in this supplement because of its action: while it resembles an autoloader, it's actually manually operated. Thumbing the slide forward ejects the spent casing and bringing it rearward again chambers the next round. An experienced shooter can cycle the action in about one second. The only other control is the magazine catch. Built in an era before aluminum alloys and polymers, the LM4 is all steel – surprisingly heavy for its size, but this does make the recoil somewhat manageable.

Each of the 600 or so LM4s was hand-made, whether for private or government purchase. Examples today are collector's items, though it's likely that quite a few are still in service as backup or covert weapons in the hands of old-school gunmen. American Derringer began producing limited numbers of LM4s in the mid-1990s, but these are only slightly easier to acquire.

Special Rules (Reflex): The first shot in a scene with an LM4 has Speed 1/2/4. Each subsequent shot has the printed speed.

Special Rules (Spycraft): The LM4 is considered a holdout pistol.

ACCESSORIES & UPGRADES

Holsters

A typical high-quality holster is designed to accept one specific weapon (or family of weapons with identical dimensions, such as all full-size Glock models). This provides a hand-in-glove fit which keeps the weapon secure through the wearer's normal range of movement. It does not, however, accommodate a weapon with external accessories – lasers, lights, sights, suppressors – attached. Unless otherwise noted, each type of holster presented here must be acquired for a specific model of handgun and will accept only that weapon – and only in an unaccessorized state.

Traditional holsters are leather, but heavy-duty nylon became an option in the latter decades of the 20th century. In the 1990s, molded polymer and carbon fiber also attained popularity. Many shooters who work extensively with handguns have strong preferences regarding performance and aesthetics. For game purposes, all holster materials are identical.

(As always, specific cases of reality should trump the general rules presented here. If you're enough of a hoplological pedant to know from personal experience that a Browning Hi-Power will fit into a holster made for a Colt M1911, or that a Kydex holster is less likely that a leather one to deform while the gun is out of it, go with what you know – assuming, of course, that you can convince your GC/GM that your preferred level of detail really matters.)

For Spycraft 2.0, the following items expand on (and replace) the concealed, holdout, shoulder, and tactical holsters presented in the core book.

Belly band

This wide elasticized band is best described as a "gun girdle." It includes a single holster, as well as several pockets for magazines, handcuffs, or other necessities. As the name implies, it's worn around the lower torso, anywhere between the solar plexus and the waistline. A belly band is slower to access than other concealment options, but it holds its contents tight to the body and is relatively easy to conceal under a loose-fitting shirt. An improvised (if painful) solution with the same game effects is a strip of duct tape.

Special Rules (Reflex): Readying a weapon from a belly band requires 2 ticks more than normal (3 if the wearer is in cold weather or heavier clothing). Any attempt to detect a weapon in a belly band suffers a –2 penalty.

Special Rules (Spycraft): Readying a weapon from a belly band requires 1 half action but decreases the wearer's Initiative Count by 3. Further, the DCs of Notice and Search checks made to detect a weapon in a belly band increase by 3.

Holster, ankle

This is a small holster with an elastic or leather ankle strap. It's intended to be worn on the inside of the ankle opposite the hand the shooter uses to draw. The advantage of an ankle holster is concealment: visual searches and even cursory pat-downs rarely go as far down as the end of the pants leg. On the down side, it's impossible to draw from an ankle holster on the move, and kneeling down in the middle of a firefight can be considered bad form.

Special Rules (Reflex): A character wearing an ankle holster can't sprint. If the weapon's weight in kilograms exceeds one-tenth his Muscle, he can't run, either. Readying a weapon from an ankle holster requires 1 tick more than normal and the character must be kneeling or prone. Ay attempt to detect a weapon in this holster suffers a –2 penalty.

Special Rules (Spycraft): Readying a weapon from an ankle holster requires 1 half action but decreases the wielder's Initiative Count by 10 – unless the wearer is crouched or prone, in which case it only decreases the wielder's Initiative Count by 2. Further, the DCs of Notice and Spot checks made to detect a weapon in this holster increase by 4.

Holster, belt

The standard in modern holsters is a simple sheath that attaches the weapon to the wearer's belt, riding outside the waistband. Concealment comes from a loose outer garment that drapes over the weapon. Most belt holsters are designed to be worn on the same side as the shooter's dominant hand. "Crossdraw" models are designed to ride on the opposite side, requiring the wearer to reach across his body to access the weapon. In practice, crossdraw holsters are easier to use while sitting, but the extended draw movement may expose the user to a preemptive grapple or disarm if an aggressor is close enough. For game purposes, both are identical unless the GM has a case of the realisms.

Special Rules (Reflex): No game effect.

Special Rules (Spycraft): No game effect. Any handgun acquired as personal or mission gear includes a belt holster unless the character acquires a different holster type.

Holster, concealed

This variant of the belt holster is designed to ride inside the waistband, putting an additional layer of clothing between the contents and an observer. Many concealed holsters feature low-profile belt clips that allow the wearer to tuck in his shirt over the holster.

Special Rules (Reflex): Readying a weapon from a concealed holster requires 1 tick more than normal. Any attempt to detect a weapon in this holster suffers a –1 penalty.

Special Rules (Spycraft): Readying a weapon from this holster requires 1 half action but decreases the wielder's Initiative Count by 2. Further, the DCs of Notice and Search checks made to detect a weapon in this holster increase by 2.

Holster, pocket

A rectangular leather "gun wallet" intended to accept a single small handgun. A pocket holster's primary functions are to break up the outline of a gun in the wearer's pocket and to keep the weapon oriented for a draw. Without a pocket holster, a gun in a pocket tends to point itself in hazardous directions and to suck all available pocket lint into its mechanism. An additional benefit of a pocket holster is casual readying: the user can have his hand on his gun, ready to draw and shoot, without being obvious about it.

Special Rules (Reflex): Readying a weapon from a pocket holster requires 3 ticks more than normal – unless the character has his hand on the weapon before combat begins, in which case readying it requires only 1 additional tick. Any attempt to detect a weapon in this holster suffers a –3 penalty.

Special Rules (Spycraft): Readying a weapon from a pocket holster requires 1 half action but decreases the wielder's Initiative Count by 8. Further, the DCs of Notice and Spot checks made to detect a weapon in this holster increase by 4.

Holster, retention

The standard for uniformed police officers, a retention holster is an obvious belt holster including a robust restraing mechanism. Depending on the precise design, this may be a discreet latch, a hood or strap, or an internal lock that releases only for a non-intuitive drawing motion (biometrics are on the drawing board and are a possibility for a setting featuring super-science). This mechanism is no obstacle for a wearer practiced in its use, but is secure enough that it's easier for an attacker to tear off the wearer's pants than to grab the gun out of the holster. Retention holsters are available in configurations that accept a handgun with a single rail-mounted accessory.

Special Rules (Reflex): Readying a weapon from a retention holster requires 1 tick more than normal. However, any attempt to remove the weapon from the holster without the wearer's consent is made with an Unskilled skill rating. For concealment purposes only, a weapon in a retention holster is considered to have Bulk 2.

Special Rules (Spycraft): Readying a weapon from a retention holster requires 1 half action and decreases the wielder's Initiative Count by 1. Further, any attempt to remove the weapon from the holster without the wearer's consent automatically fails unless the check results in a critical success.

Holster, shoulder

This rig is composed of a set of straps that hang a holster under one of the wearer's armpits. The weight is balanced by a pair of magazine or speedloader pouches under the opposite armpit. Concealment depends on an outer garment thick enough to break up the outline of the straps. Shoulder holsters have largely gone out of vogue in the modern day but can still be found in the gun vaults of retro cops and agents.

Special Rules (Reflex): Readying a weapon from a shoulder holster requires 1 tick more than normal. Any attempt to detect a weapon in this holster suffers a –1 penalty.

Special Rules (Spycraft): Readying a weapon from a pocket holster requires 1 half action. Further, the DCs of Notice and Spot checks made to detect a weapon in this holster increase by 1.

Holster, tactical

A rugged military-grade holster that hangs from the wearer's belt on a thick strap, with additional straps securing it to the thigh. Another strap keeps the weapon in the holster through even the most acrobatic movements. An external pocket holds a single spare magazine or speedloader. Tactical holsters are available in configurations that accept a weapon with a suppressor and a single rail-mounted accessory.

Special Rules (Reflex): This is the same item as the MLBE thigh holster (Twilight: 2013, p. 219). For concealment purposes only, a weapon in a tactical holster is considered to have Bulk 2.

Special Rules (Spycraft): Readying a weapon from a tactical holster requires 1 half action. Further, the holster imposes a –4 penalty on any check made to remove the weapon from the holster without the wearer's consent. In addition, the DCs of Notice and Spot checks made to detect a weapon in this holster decrease by 6.

Holster, undergarment

Sold under such trade names as "Smartcarry" and "Thunderwear," this is an – ahem – deep-cover holster designed to be worn completely inside the pants (but hopefully over the user's normal underclothes, if for no other reason than to prevent chafing). The holster sits at the centerline of the body, at the level of the lower abdomen, with an adjustable belt that puts its weight on the hips. Due to social conventions, its contents tend to be immune to both visual observation and even cursory pat-down searches. On the down side, it requires the wearer to undo and reach into his pants to draw the weapon.

Special Rules (Reflex): Readying a weapon from this holster requires 5 ticks more than normal. After readying the weapon, the wearer cannot move faster than a walk until he takes a Don Clothing operational action. Any attempt to detect a weapon in this holster suffers a –4 penalty.

Special Rules (Spycraft): Readying a weapon from this holster requires 1 full action. Further, after readying the weapon, the wearer's Speed is halved until he takes a half action to re-fasten his clothes. In addition, the DCs of Notice and Search checks made to detect a weapon in this holster are increased by 8.

Other Containers

The following items will hold a single firearm and its attached accessories. Each of these containers is carried rather than worn.

Covert case

A low-profile container for a long gun, this case is designed to pass as luggage or an athletic bag while keeping the weapon ready to deploy at a moment's notice. A smaller exterior pocket includes three magazine pouches.

Special Rules (Reflex): Readying a weapon from a covert case requires 2 ticks more than normal. Visually identifying a covert case requires a successful Tactics (AWA, TN –4) skill check; otherwise, it just looks like a bag.

Special Rules (Spycraft): Readying a weapon from a covert case takes 1 half action but reduces the wielder's Initiative Count by 4. An external inspection of the case reveals its nature only if the skill check results in a critical success.

Covert case, improvised

Although access is a bit slower than with a purpose-built case, it is possible to stuff a submachine gun with a folding stock into a tennis racket bag and stroll through a shopping mall without gathering a second look. Other luggage and athletic bags can serve similar purposes.

Special Rules (Reflex): Readying a weapon from an improvised covert case requires 6 ticks more than normal. Visual identification requires a successful Tactics (AWA, TN –3) or Streetcraft (AWA, TN –3) skill check; otherwise, it just looks like a bag with something heavy in it.

Special Rules (Spycraft): Readying a weapon from an improvised covert case takes 1 full action. An external inspection of the case to identify it as containing a weapon has a DC of 18.

Gun purse

A stylish leather purse with an internal holster that can accept any normal-sized or smaller handgun. The holster is sewn into its own compartment with a discreet snap or zipper. This keeps the gun separated from the purse's other contents that might otherwise work their way into the weapon's mechanism.

Special Rules (Reflex): Readying a weapon from a gun purse requires 2 ticks more than normal. Visual identification requires a successful Forensics (AWA, TN –4) or Tactics (AWA, TN –4) skill check; otherwise, it just looks like a purse. If the observer is familiar with ladies' fashion, the TN penalty is reduced to –1.

Special Rules (Spycraft): Readying a weapon from a gun purse takes 1 half action but reduces the wielder's Initiative Count by 4. An external inspection of the purse reveals its nature only if the skill check results in a critical success. If the observer has an Interest in ladies' fashion or a similar topic, ordinary success reveals that the purse isn't quite normal.

Tactical briefcase

A briefcase or similar container built to hold a small firearm, typically a submachine gun. The case's interior is fitted with clamps to hold the weapon securely, aligning its muzzle with a blow-through panel. A mechanical linkage connects the gun's trigger to a second trigger in the case's handle. This apparatus allows the user to fire the weapon without removing it from the case, albeit at reduced accuracy. However, the gun cannot be reloaded in the case, nor can its safety or other controls be manipulated.

Special Rules (Reflex): A tactical briefcase can be built to accept any firearm with Bulk 1+ or less. A character may not make snap or aimed shots while using the weapon in this configuration. Removing the gun from the case takes an additional 4 ticks. Visual identification requires a successful Forensics (AWA, TN –3) or Tactics (AWA, TN –1) skill check; otherwise, it just looks like a briefcase.

Special Rules (Spycraft): While the gun is in the case, it gains the IMP, INA (–4), QKY, and TNG

qualities. Removing the gun from the case requires 1 full action. An external inspection of this case to identify the upgrade has a DC of 21. If a character builds the case from scratch, this DC becomes his Science/Fabrication check result.

Gadget Gun Housings in Spycraft

The tactical briefcase is the mundane version of a miniature gear pick gadget (Spycraft 2.0, p. 223). A super-science version is a Gadget gear pick with a Caliber equal to the weapon's own Caliber, rather than a weapon upgrade. However, a gun disguised in this fashion functions normally – it gains the TNG quality, but not IMP, INA, or QKY. Such a weapon housing follows the normal rules for gadgets.

MISCELLANEOUS

Laser sight, grip

This innovation incorporates a standard (visible red) laser sight and a pressure switch into a set of replacement grip panels. Under normal use, the pressure switch keeps the laser activated as long as the wielder's hand is gripping the weapon. A recessed manual switch – for deactivating the laser to save battery life, or to prevent discovery of an ambush – also is fitted. Due to size limits, the grip laser accepts only a very small battery, which limits its operational life. Its primary advantage over a standard laser sight is the fact that it doesn't change the gun's dimensions, which means the gun still fits into standard holsters. However, the grip panels prevent the fitting of any other sort of custom grips.

Special Rules (Reflex): A laser grip functions as a standard laser sight (Twilight: 2013, p. 260), except that it doesn't occupy a rail accessory position.

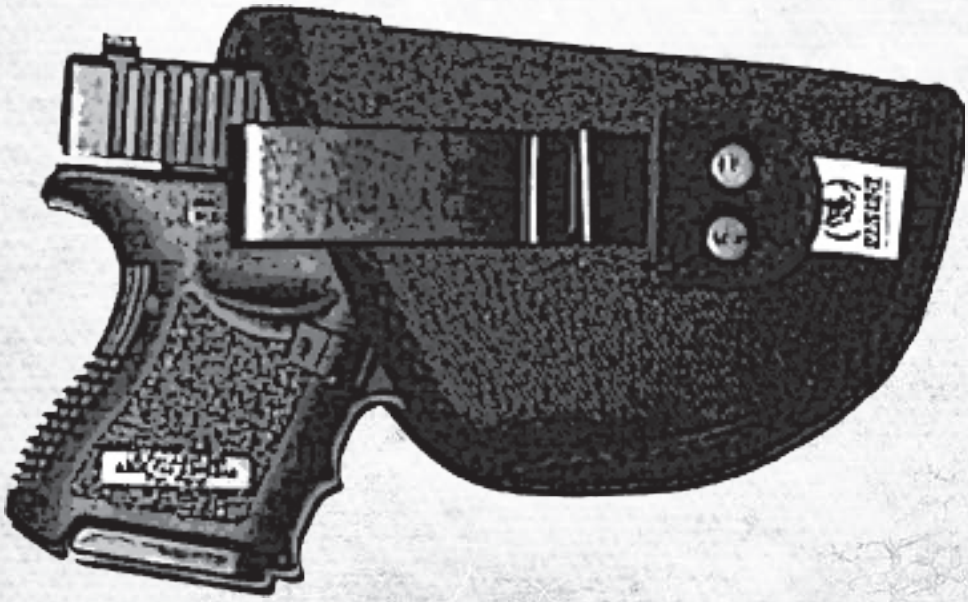
Special Rules (Spycraft): A laser grip functions as a standard laser sight (Spycraft 2.0, p. 264), except that it doesn't occupy a rail accessory position. A weapon fitted with a laser grip cannot accept any other "grip" upgrade and cannot have the ORN quality.

Melt job

In this extensive gunsmithing treatment, the smith grinds and smooths every possible sharp edge or protruding part of a weapon. The end result is a gun with a more rounded or melted look, facilitating a smoother draw from concealment with a lessened risk of snagging the weapon on clothing. A melt job cannot be removed or undone – restoring the weapon to its original appearance is impossible.

Special Rules (Reflex): When a character readies a weapon with this upgrade from a holster that imposes an tick penalty, that penalty is reduced by 1.

Special Rules (Spycraft): When a character readies a weapon with this upgrade from a holster that imposes an initiative penalty, that penalty is reduced by 1.



REFLEX SYSTEM RULES

The following tables provide Reflex System traits for every weapon presented in this supplement. The tables are formatted for Stage II use. For Stage I play, discard the Recoil trait and the second Penetration value. For Stage III play, discard the printed Damage and Penetration values in favor of the appropriate ballistics tables (see following).

TABLE A: FIREARMS

Firearm	Caliber	Cap	Dam	Pen	Rng	ROF	Spd	Rec	Bulk	Wt	BV	SP
Autoloaders												
Colt Mustang	.380 ACP	6	4	x4/Nil	P/CQB	S	1/2/4	6	1–	0.5 kg	GG125	$500
Colt Mustang Pocketlite	.380 ACP	6	4	x4/Nil	P/CQB	S	1/2/4	7	1–	0.3 kg	GG150	$600
Detonics Combat Master	9mm P	7	4	x3/x4	GF/CQB	S	1/2/4	7	1	0.8 kg	GG250	$1,000
Detonics Combat Master	.38 Super	7	5	x3/x4	GF/CQB	S	1/2/4	8	1	0.8 kg	GG150	$1,200
Detonics Combat Master	.45 ACP	6	5	x4/Nil	GF/CQB	S	1/2/4	11	1	0.8 kg	GG200	$800
FN Model 1905	.25 ACP	6	3	Nil/Nil	P/CQB	S	1/2/4	3	0	0.4 kg	GG100	$400
FN Model 1910	.32 ACP	7	4	x4/Nil	P/CQB	S	1/2/4	4	1–	0.6 kg	GG125	$500
FN Model 1910	.380 ACP	6	4	x4/Nil	P/CQB	S	1/2/4	5	1–	0.6 kg	GG125	$500
FN Model 1922	.32 ACP	8	4	x4/Nil	GF/CQB	S	1/2/4	3	1	0.7 kg	GG125	$400
FN Model 1922	.380 ACP	8	4	x4/Nil	GF/CQB	S	1/2/4	5	1	0.7 kg	GG125	$400
Kel-Tec P-11	9mm P	10	4	x3/x4	P/CQB	S	1/2/4	10	1–	0.4 kg	GG100	$400
Kel-Tec P32	.32 ACP	7	4	x4/Nil	P/CQB	S	1/2/4	6	0	0.2 kg	GG65	$250
Kel-Tec P3AT	.380 ACP	6	4	x4/Nil	P/CQB	S	1/2/4	9	0	0.2 kg	GG65	$250
Walther PP	.22 LR	10	3	x4/Nil	GF/CQB	S	1/2/4	3	1–	0.7 kg	GG95	$750
Walther PP	.25 ACP	9	3	Nil/Nil	GF/CQB	S	1/2/4	2	1–	0.7 kg	GG250	$2,000
Walther PP	.32 ACP	8	4	x4/Nil	GF/CQB	S	1/2/4	3	1–	0.7 kg	GG125	$500
Walther PP	.380 ACP	7	4	x4/Nil	P/CQB	S	1/2/4	5	1–	0.7 kg	GG125	$500
Walther PPK	.22 LR	8	3	x4/Nil	P/CQB	S	1/2/4	3	1–	0.6 kg	GG95	$750
Walther PPK	.25 ACP	7	3	Nil/Nil	P/CQB	S	1/2/4	2	1–	0.6 kg	GG250	$2,000
Walther PPK	.32 ACP	7	4	x4/Nil	P/CQB	S	1/2/4	4	1–	0.6 kg	GG125	$500
Walther PPK	.380 ACP	6	4	x4/Nil	P/CQB	S	1/2/4	5	1–	0.6 kg	GG125	$500
Walther PPS	9mm P	6*	4	x3/x4	P/CQB	S	1/2/4	9	1–	0.5 kg	GG150	$600
Walther PPS	.40 S&W	5*	5	x3/x4	P/CQB	S	1/2/4	11	1–	0.6 kg	GG150	$600
ZVI Kevin	.380 ACP	6	4	x4/Nil	P/CQB	S	1/2/4	5	0	0.4 kg	GG140	$550
ZVI Kevin	9mm Makarov	6	4	x4/Nil	P/CQB	S	1/2/4	6	0	0.4 kg	GG150	$600
Revolvers												
Colt Aircrewman	.38 Special	6(cy)	4	x4/Nil	P/CQB	S	1/2/4	8	1–	0.4 kg	GG190	$3,000
Colt Agent/Cobra	.38 Special	6(cy)	4	x4/Nil	P/CQB	S	1/2/4	8	1–	0.4 kg	GG60	$250
Colt Detective Special	.32 Long Colt	6(cy)	4	Nil/Nil	P/CQB	S	1/2/4	4	1–	0.5 kg	GG125	$500
Colt Detective Special	.38 Special	6(cy)	4	x4/Nil	P/CQB	S	1/2/4	7	1–	0.5 kg	GG60	$250
Ruger LCR	.38 Special	5(cy)	4	x4/Nil	P/CQB	S	1/2/4	8	1–	0.4 kg	GG115	$450
Ruger LCR-LG	.38 Special	5(cy)	4	x4/Nil	P/CQB	S	1/2/4	8	1–	0.4 kg	GG200	$800
Taurus Model 327	.327 FedMag	6(cy)	4	x3/x4	P/CQB	S	1/2/4	7	1–	0.7 kg	GG75	$400
Submachine Guns												
KBP PP-90	9mm Makarov	30	4	x4/Nil	CQB/T	B4	2/3/5	4	2	1.4 kg	GG500	$1,500
Magpul FMG9	9mm P	31	4	x3/x4	P/T	S/B6	2/3/5	6	2	1.1 kg	GG900	$1,800
Shotguns												
Serbu Super Shorty	20ga	2	9	x4/Nil	P/CQB	S	2/3/5	17	2	1.1 kg	GG175	$700
Serbu Super Shorty	12ga	2	10	x4/Nil	P/CQB	S	2/3/5	27	2	1.8 kg	GG175	$700

TABLE A: FIREARMS CONTINUED

Firearm	Caliber	Cap	Dam	Pen	Rng	ROF	Spd	Rec	Bulk	Wt	BV	SP
Oddities												
AmDerr Model 1	.22 LR	2(in)	3	x4/Nil	P/CQB	S	1/2/4	3	0	0.4 kg	GG90	$700
AmDerr Model 1	.380 ACP	2(in)	4	x4/Nil	P/CQB	S	1/2/4	6	0	0.4 kg	GG90	$700
AmDerr Model 1	.38 Special	2(in)	4	x4/Nil	P/CQB	S	1/2/4	8	0	0.4 kg	GG90	$700
AmDerr Model 1	.22 Magnum	2(in)	3	x3/x4	P/CQB	S	1/2/4	5	0	0.4 kg	GG90	$700
AmDerr Model 1	9mm P	2(in)	4	x3/x4	P/CQB	S	1/2/4	10	0	0.4 kg	GG90	$700
AmDerr Model 1	.357 Magnum	2(in)	5	x3/x4	P/CQB	S	1/2/4	13	0	0.4 kg	GG90	$700
Braverman Stinger	.22 LR	1(in)	3	x4/Nil	P/GF	S	1/2/4	7	0	0.1 kg	GG40	$400
Braverman Stinger	.25 ACP	1(in)	3	Nil/Nil	P/GF	S	1/2/4	5	0	0.1 kg	GG45	$450
Braverman Stinger	.380 ACP	1(in)	4	x4/Nil	P/GF	S	1/2/4	13	0	0.1 kg	GG50	$500
Mare's Leg	.45 Colt	6(in)	5	x4/Nil	P/CQB	S	2/4/6	6	2	2 kg	GG175	$1,400
Mare's Leg	.44-40	6(in)	5	x3/Nil	P/CQB	S	2/4/6	7	2	2 kg	GG175	$1,400
Mare's Leg	.44 Magnum	6(in)	6	x3/x4	P/CQB	S	2/4/6	11	2	2 kg	GG175	$1,400
Minneapolis Protector	.32 Extra Short	7(in)	3	Nil/Nil	P/GF	S	1/2/4	3	0	0.3 kg	GG6	$3,000
Semmerling LM4	.45 ACP	4	5	x4/Nil	P/CQB	S	3/4/6	12	0	0.7 kg	GG200	$2,000

TABLE B: ACCESSORIES

Weapon Accessory	Weight	Available For	BV	SP	Power Req.
Holsters					
Ankle	0.1 kg	any Bulk 1– or smaller handgun	GG2	$80	–
Belly band	0.1 kg	any Bulk 1 or smaller handgun	GG2.5	$100	–
Belt	0.1 kg	any Bulk 2 or smaller handgun	GG2	$40	–
Concealed	0.2 kg	any Bulk 1 or smaller handgun	GG3	$60	–
Pocket	Negligible	any Bulk 1– or smaller handgun	GG1.25	$50	–
Retention	0.2 kg	any Bulk 1 or smaller handgun	GG4	$80	–
Shoulder	0.2 kg	any Bulk 2 or smaller handgun; any Bulk 1 SMG*	GG3.5	$70	–
Tactical	0.2 kg	any Bulk 1+ or smaller handgun; any Bulk 1 SMG*	GG2.5	$50	–
Undergarment	0.1 kg	any Bulk 1 or smaller handgun	GG1.75	$75	–
Other Containers					
Covert case	1.4 kg	any Bulk 3 or smaller firearm*	GG15	$300	–
Covert case, improvised	2.3 kg	any Bulk 3 or smaller firearm*	GG0.75	$60	–
Gun purse	0.9 kg	any Bulk 1 or smaller handgun	GG7.5	$300	–
Tactical briefcase	2.2 kg	any handgun; any folding-stocked SMG	GG25	$1,000	–
Miscellaneous Accessories					
Laser sight, grip	–	any handgun	GG150	$300	1 micro/12 hrs
Melt job	–	any handgun	GG25	$250	–

* This includes folding-stocked longarms that meet the Bulk requirement only when folded.

Bulk Adjustments

We've already published a few guns with Bulk 1. Here are the ones that the Expanded Bulk 1 rule affects. In all future supplements, we'll note any affected weapons and provide a pointer to these rules.

In the Twilight: 2013 core book, the .32 holdout pistol, .380 service pistol, and .38 Special and .357 Magnum holdout revolvers have Bulk 1–. The H&K MK. 23 has Bulk 1+.

In Shooter's Guide: Pistol-Caliber Carbines, all Ruger P-series autoloaders and Ruger Blackhawk revolvers have Bulk 1+.

In Shooter's Guide: Alternate Arms, the Colt SCAMP, H&K G11 PDW, and MBA Gyrojet Pistol have Bulk 1+.

CONCEALING WEAPONS

Anyone can stuff a shotgun into a hockey bag and walk around with it out of view. However, actually hiding a weapon on one's person in a ready-to-use state requires more than pure visual concealment. Careful positioning of the weapon and selection of cover garments are critical, but even more important are the dozens of behavioral changes the shooter must make to avoid revealing his weapon – or, worse, telegraphing his armed status to every observer within visual range. Arguably, this last factor is the most critical one, which is why carrying a concealed weapon (or other item) is as much a social skill as a physical one.

Expanded Bulk 1

First, a note on size... or rather, Bulk. Bulk 1 weapons are the most common concealable armament available to characters. As written in the core Reflex System rules, this Bulk value covers a wide array of weapon sizes, from the massive H&K Mk. 23 (24.5 cm long, 1.2 kg in weight) to the archetypal .32 ACP holdout pistol, the Walther PPK (15.5 cm, 0.6 kg). Variance of 10 centimeters or half a kilogram isn't significant when dealing with the relative concealability of two assault rifles, but it's a potentially enormous difference when trying to hide a handgun under a tailored suit. To address this range of actual sizes, these rules introduce an optional refinement to Bulk 1. A weapon with "Bulk 1–" is significantly smaller than the service pistols that comprise the majority of Bulk 1 firearms, lending itself better to concealment. Conversely, a weapon with "Bulk 1+" is a bit longer or less svelte than a typical Bulk 1 gun and isn't as easy to hide. These added Bulk notations pertain only to concealment and have no game effect on any other Bulk-related rule.

Is that a gun in your pocket...

When your character first conceals a weapon on his person (getting dressed, strapping on the holster, and putting the gun in it), make a Deception (CDN) skill check. This check's margin of success will be opposed by any observer's attempt to detect the weapon until the next time the character rests, changes his clothes, or uses the weapon. A failure on this skill check

TABLE C: CONCEALED WEAPON DETECTION CHECK

Subject's Clothing	Bulk 0	Bulk 1–	Bulk 1	Bulk 1+	Bulk 2	Bulk 3	Bulk 4 and up
Swimwear/undergarments	+2	+4	auto	auto	auto	auto	don't be silly
Extreme hot weather	±0	+1	+3	auto	auto	auto	auto
Hot weather	–1	±0	+1	+4	auto	auto	auto
Mild weather	–3	–2	±0	+3	auto	auto	auto
Formalwear	–4	–3	–1	+1	+5*	auto	auto
Long overcoat	–5	–4	–3	–1	+2*	+4	auto
Cold weather	–6	–5	–4	–1	+4*	auto	auto
Extreme cold weather	–8	–6	–5	–2	+4*	auto	and... still auto

* Bonus is reduced by 2 if the weapon has a folding stock that is, in fact, folded.

is obvious; trying again takes five minutes as the character adjusts his wardrobe and checks himself in a mirror.

... or are you happy to see me?

Just as concealment is based on a social skill, visual detection relies not only on the observer's knowledge of physical indicators, but his capacity for detecting behavioral cues. A basic visual search to detect a concealed weapon uses the observer's choice of a Forensics (PER) or Streetcraft (PER) skill check. This skill check opposes the subject's initial Deception (CDN) check to hide the weapon. The check is modified by the clothing the search target is wearing, as per the following table. An entry of "auto" indicates that concealment is impossible for the combination of Bulk and clothing in question; the weapon is immediately obvious to any observer.

Visual detection, as with all other vision-dependent tasks, is subject to range penalties. Using a video image rather than the Mark One eyeball inflicts a –2 penalty, and night-vision gear inflicts a –3 penalty – the detail just isn't as good. Conversely, a thermal imager provides a +3 bonus, thanks to the contrast between body temperature and weapon temperature. At the GM's discretion, a Bulk 1- or Bulk 0 weapon that's been next to the wearer's skin for hours may reduce or eliminate this bonus.

A hands-on search – a pat-down or frisk – uses the same choice of skill checks, but treats all greater degrees of clothing as hot weather garb. This means automatic detection of any weapon with Bulk 2 or greater.

Use of a hand-held magnetometer (i.e. a metal detector wand) provides a +2 bonus to any hands-on search, as well as any visual search occurring at Personal range.

A walk-through magnetometer is an automatic system with a "skill" of Professional and a TN of 17 plus the Bulk of the largest metallic item the subject is carrying. The GM makes one check every time an individual passes through the system. This "skill check" is unaffected by clothing. At the GM's discretion, a poorly-tuned or ill-maintained system (as in a third world airport) may have a base TN as low as 14, while one in a high-security installation likely has a base TN of 19 or 20.

Millimeter-band imaging radar, should a character be unfortunate enough to encounter it, enables the operator to conduct a visual search as if the subject is wearing only undergarments.

Finally, it's worth noting that all of the above rules assume an observer who's actually keeping an eye out for weapons. The average unaware citizen on the street isn't nearly as likely to spontaneously notice a concealed weapon, and a character who's not paying particular attention suffers a –5 on all such checks. Obvious weapons, however, are still obvious.

Example: It's a hot, humid day in the Free City of Palm Beach when NPC Al pulls on his clothes and stuffs his Glock 17 into his waistband. As he leaves his shack, he makes a Deception (CDN) skill check, attaining a margin of success of 3.

Several hours later, Max is on guard when he spies Al checking out the team's warehouse. The GM asks Max to make a Streetcraft (PER) check. The Glock 17 is a standard Bulk 1 handgun and Al is wearing hot weather clothing, so the GM tells Max he has a +1 bonus to this check. Al is at Tight range, so Max also suffers the standard –1 penalty for visual observation. Max attains a margin of success of 4. The GM advises Max that the miscreant has an angular bulge in his pants that probably isn't an iPod.

Tips and Tricks

As Table B: Accessories shows, only Bulk 1 and smaller weapons have a reasonable chance of being concealed under normal clothing. However, do remember that if a firearm of Bulk 3 or higher has a folding stock, its Bulk drops by 1 with the stock folded. If you really have a burning need to hide your G3 under a trench coat, you can, in theory, pull it off this way.

Oh, and for the hard of thinking... you see that footnote on the Bulk 2 column? That only applies to a weapon whose normal Bulk is 2, not a Bulk 3 gun whose Bulk is temporarily 2 because of its folding stock. Don't try to double up on the benefits, okay?

SPYCRAFT 2.0 RULES

New 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.

Punishing (PUN): The weapon's incredible recoil quickly tires the shooter. Unless he has a Strength score of 16 or higher, he suffers 4 subdual damage each time he fires this weapon. This damage is not reduced by armor or abilities.

That's Not a Gun! (TNG): This weapon doesn't actually look like... well... a weapon. When a character readies it, he may make a Feint as a free action; outside combat, he may choose to substitute a Bluff check for the normal Sleight of Hand check. If this Feint causes an opponent to become flat-footed, any attack the character makes against that opponent while the condition persists inflicts 1d6 sneak attack damage.

NEW COVERT FEATS

Concealed Carry Mastery
Where did you have that?
Prerequisites: Sleight of Hand 9+ ranks, Concealed Carry.
Benefit: When making a Sleight of Hand/Stash Item check, you gain a synergy bonus from your Bluff skill. Further, whenever you suffer a reduction to your Initiative Count as a result of readying a weapon, the amount of the reduction decreases by 2 (minimum 0). Finally, whenever you ready a weapon that has the hidden condition, you may immediately make 1 final attack as a free action.

Concealed Carry Supremacy
Never mind, I don't want to know...
Prerequisites: Sleight of Hand 18+ ranks, Concealed Carry Mastery.
Benefit: As a full action, you may expend 4 Reserve Common to make a Gear check. If this check succeeds, you now possess any one Caliber I firearm or melee weapon with which you are proficient. This weapon must be of Fine or smaller size and comes with no upgrades. If it requires ammunition, it comes with no reloads – only the full load or magazine that is in the weapon. It enters play with the hidden condition. If you make the check during combat, you may immediately ready the weapon as a free action.

TABLE D: UPGRADES

Upgrade	Available For	Cost	Time	Comp	Wgt
Carry and Load Upgrades					
Belly band	any handgun except a hunting revolver	$100	–	14/+0*	1 lb.
Covert case	any SMG; any shotgun with CLS quality; any rifle with CLS quality	$300	–	18/+0*	3 lbs.
Covert case, improv.	any SMG, shotgun, or rifle	$60	–	10/+0*	5 lbs.
Gun purse	any size D or smaller gun without BLK quality	$300	–	18/+0*	2 lbs.
Holster, ankle	any backup or holdout pistol or backup revolver	$80	–	15/+0*	0.1 lbs.
Holster, belt	any handgun	$40	–	8/+0*	0.1 lbs.
Holster, concealed	any handgun except a hunting revolver	$60	–	12/+0*	0.1 lbs.
Holster, pocket	any backup or holdout pistol or backup revolver	$50	–	10/+0*	0.1 lbs.
Holster, retention	any service or backup pistol or service revolver	$80	–	15/+0*	0.2 lbs.
Holster, shoulder	any handgun or light SMG	$70	–	10/+0*	0.1 lbs.
Holster, tactical	any service or backup pistol, service or hunting revolver, or light SMG	$50	–	10/+0*	0.2 lbs.
Holster, undergarment	any size D or smaller gun without BLK quality	$75	–	12/+0*	0.2 lbs.
Tactical briefcase	any size D or smaller gun	$1,000	5 min.	22/+1	5 lbs.
External Modification Upgrades					
Laser sight, grip	any handgun	$300	30 min.	20/+1	–
Melt job	any handgun	$250	8 hrs.	18/+0	–

* This is a non-integral upgrade, requiring no skill check to install or use.

TABLE E: SPYCRAFT FIREARMS

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Backup Pistols												
Caliber I												
FN Model 1922												
.32 ACP	1d6+1	1-2/20	8M8	7	20 ft.	F/1h	1.5 lbs.	0	17/+1	1910	$400	DEP
.380 ACP	2d4	1-2/20	8M7	11	20 ft.	F/1h	1.5 lbs.	0	17/+1	1910	$400	DEP
Caliber II												
Detonics Combat Master												
9mm P	1d10+1	1/20	7M6	14	20 ft.	D/1h	1.8 lbs.	3	19/+1	1985	$1,000	–
.38 Super	2d6	1/19-20	7M5	18	20 ft.	D/1h	1.8 lbs.	2	19/+1	1984	$1,200	–
.45 ACP	1d12	1/19-20	6M6	16	20 ft.	D/1h	1.8 lbs.	1	19/+1	1975	$800	TKD
Holdout Pistols												
Caliber I												
Colt Mustang												
.380 ACP	2d4	1-2/20	6M6	14	15 ft.	F/1h	1.2 lbs.	0	17/+1	1986	$500	DEP
Colt Mustang Pocketlite												
.380 ACP	2d4	1-2/20	6M6	21	15 ft.	F/1h	0.8 lbs.	0	17/+1	1992	$600	DEP
FN Model 1905												
.25 ACP	1d6	1-2/20	6M8	4	10 ft.	F/1h	0.8 lbs.	2	17/+0	1905	$400	INA (–1), DST
FN Model 1910												
.32 ACP	1d6+1	1-2/20	7M6	8	15 ft.	F/1h	1.3 lbs.	1	17/+1	1910	$500	–
.380 ACP	2d4	1-2/20	6M6	13	15 ft.	F/1h	1.3 lbs.	1	17/+1	1910	$500	–
Kel-Tec P-11												
9mm P	1d10+1	1-2/20	10M3	23	15 ft.	F/1h	0.9 lbs.	1	20/+1	1995	$400	CMP, INA (-1), UNR
Kel-Tec P32												
.32 ACP	1d6+1	1-2/20	7M6	21	15 ft.	F/1h	0.4 lbs.	2	20/+1	1999	$250	CMP, DST, INA (-1), UNR
Kel-Tec P3AT												
.380 ACP	2d4	1-2/20	6M6	25	15 ft.	F/1h	0.5 lbs.	1	20/+1	2003	$250	CMP, DST, INA (-1), UNR
Walther PPS												
9mm P	1d10+1	1-2/20	*	20	15 ft.	F/1h	1.3 lbs.	0	22/+1	2006	$600	CMP, NUL (1U)
ZVI Kevin												
.380 ACP	2d4	1-2/20	6M	13	15 ft.	F/1h	0.9 lbs.	0	18/+1	2007	$550	DEP, DST
9x18mm Makarov	2d4	1-2/20	6M	14	15 ft.	F/1h	0.9 lbs.	0	18/+1	2007	$600	DEP, DST
Caliber II												
Walther PPS												
.40 S&W	1d12	1-2/20	*	20	15 ft.	F/1h	1.4 lbs.	3	22/+1	2007	$600	CMP, NUL (1U), TKD
Backup Revolvers												
Caliber I												
Colt Aircrewman												
.38 Special	1d8+1	1/20	6S30	16	15 ft.	D/1h	0.9 lbs.	0	15/+0	1951	R$3,000	CMP, FRG
Colt Agent/Cobra												
.38 Special	1d8+1	1/20	6S30	16	15 ft.	D/1h	0.9 lbs.	0	15/+0	1950	$250	–
Colt Detective Special												
.32 Long Colt	1d6+1	1/20	6S40	5	15 ft.	D/1h	1.2 lbs.	0	15/+0	1927	$500	–
.38 Special	1d8+1	1/20	6S30	15	15 ft.	D/1h	1.2 lbs.	0	15/+0	1927	$275	–
Ruger LCR												
.38 Special	1d8+1	1/20	5S30	17	15 ft.	D/1h	0.8 lbs.	0	18/+0	2009	$450	CMP
Taurus Model 327												
.327 Fed. Mag.	1d10+1	1/20	6S25	14	15 ft.	D/1h	1.4 lbs.	0	15/+0	2008	$400	–

TABLE E: SPYCRAFT FIREARMS CONTINUED

Weapon Name	Dmg	E/T	Ammo	Recoil	Rng	Sz/Hnd	Wgt	Upg	Comp	Year	SV	Qualities
Backup Revolvers												
Caliber II												
Ruger LCR-LG												
.38 Special	1d8+1	1/20	5S30	17	15 ft.	D/1h	0.8 lbs.	3	19/+0	2009	$800	CMP, UPG (laser sight)
Light Submachine Guns												
Caliber II												
KBP PP-90												
9x18mm Makarov	2d4	1-3/20	30M4	7	25 ft.	T/1h	3.1 lbs.	3	24/+2	1995	R$1,500	FLD, NFM (B/F), TBR
Magpul FMG9												
9mm P	1d10+1	1-2/20	31M3	10	25 ft.	T/1h	2.5 lbs.	1	27/+2	N/A	R$1,800	CMP, FLD
Pump-action Shotguns												
Caliber II												
Serbu Super Shorty												
20 gauge (slug)	4d4+2	1/19-20	2S80	25	10 ft.	D/2h	4.1 lbs.	0	17/+0	1999	R$700	IMP, PUN, TKD
20 gauge (shot)	4d4+1	1/20	2S80	25	10 ft.	D/2h	4.1 lbs.	0	17/+0	1999	R$700	IMP, PUN, TKD
Caliber III												
Serbu Super Shorty												
12 gauge (slug)	2d12	1/19-20	2S40	25	10 ft.	D/2h	4.1 lbs.	3	17/+0	1996	R$700	IMP, PUN, TKD
12 gauge (shot)	5d4	1/20	2S40	25	10 ft.	D/2h	4.1 lbs.	3	17/+0	1996	R$700	IMP, PUN, TKD
Oddities												
Caliber I												
American Derringer Model 1												
.22 LR	1d4+2	1/20	2S50	3	10 ft.	F/1h	0.9 lbs.	2	16/+0	1980	$700	DST, INA (-2), MAC (-1)
.22 Magnum	2d4+1	1/20	2S30	19	10 ft.	F/1h	0.9 lbs.	1	16/+0	1980	$700	DST, INA (-2), MAC (-1)
.380 ACP	2d4	1/20	2S35	15	10 ft.	F/1h	0.9 lbs.	1	16/+0	1980	$700	DST, INA (-2), MAC (-1)
.38 Special	1d8+1	1/20	2S30	16	10 ft.	F/1h	0.9 lbs.	1	16/+0	1980	$700	DST, INA (-2), MAC (-1)
9mm P	1d10+1	1/20	2S25	23	10 ft.	F/1h	0.9 lbs.	0	16/+0	1980	$700	DST, INA (-2), MAC (-1)
.357 Magnum	3d4+1	1/19-20	2S20	25	10 ft.	F/1h	0.9 lbs.	0	16/+0	1980	$700	DST, INA (-2), MAC (-1), PUN
Braverman Stinger												
.22 LR	1d4+1	1/20	1S10	10	5 ft.	N/1h	0.3 lbs.	0	16/+0	1992	$400	DST, IMP, INA (-4), NUL (none), QKY, TNG
25 ACP	1d6	1/20	1S10	8	5 ft.	N/1h	0.3 lbs.	0	16/+0	1992	$450	DST, IMP, INA (-4), NUL (none), QKY, TNG
.380 ACP	2d4	1/20	1S10	25	5 ft.	N/1h	0.3 lbs.	0	16/+0	1992	$500	DST, IMP, INA (-4), NUL (none), QKY, TNG
Minneapolis Protector												
.32 Extra Short	1d6	1/20	7S14	6	5 ft.*	F/1h	0.6 lb.	2	19/+2	1882	$3,000	DST, INA (–2), SLD (4), TNG
Caliber II												
Mare's Leg												
.45 Colt	1d12	1/19-20	6S50	5	25 ft.	D/2h	4.4 lb.	1	18/+0	1970	$1,400	INA (-1), MAC (-2), QKY, TKD
.44-40	3d4	1/19-20	6S50	7	25 ft.	D/2h	4.4 lb.	1	18/+0	1939	$1,400	INA (-1), MAC (-2), QKY, TKD
.44 Magnum	2d6+2	1/19-20	6S40	14	30 ft.	D/2h	4.4 lb.	0	18/+0	1970	$1,400	INA (-1), MAC (-2), QKY, TKD
Semmerling LM4												
.45 ACP	1d12	1/19-20	4M6	15	15 ft.	F/1h	1.5 lbs.	2	15/+0	1982	$2,000	DEP, MAC (-3), QKY, TKD

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