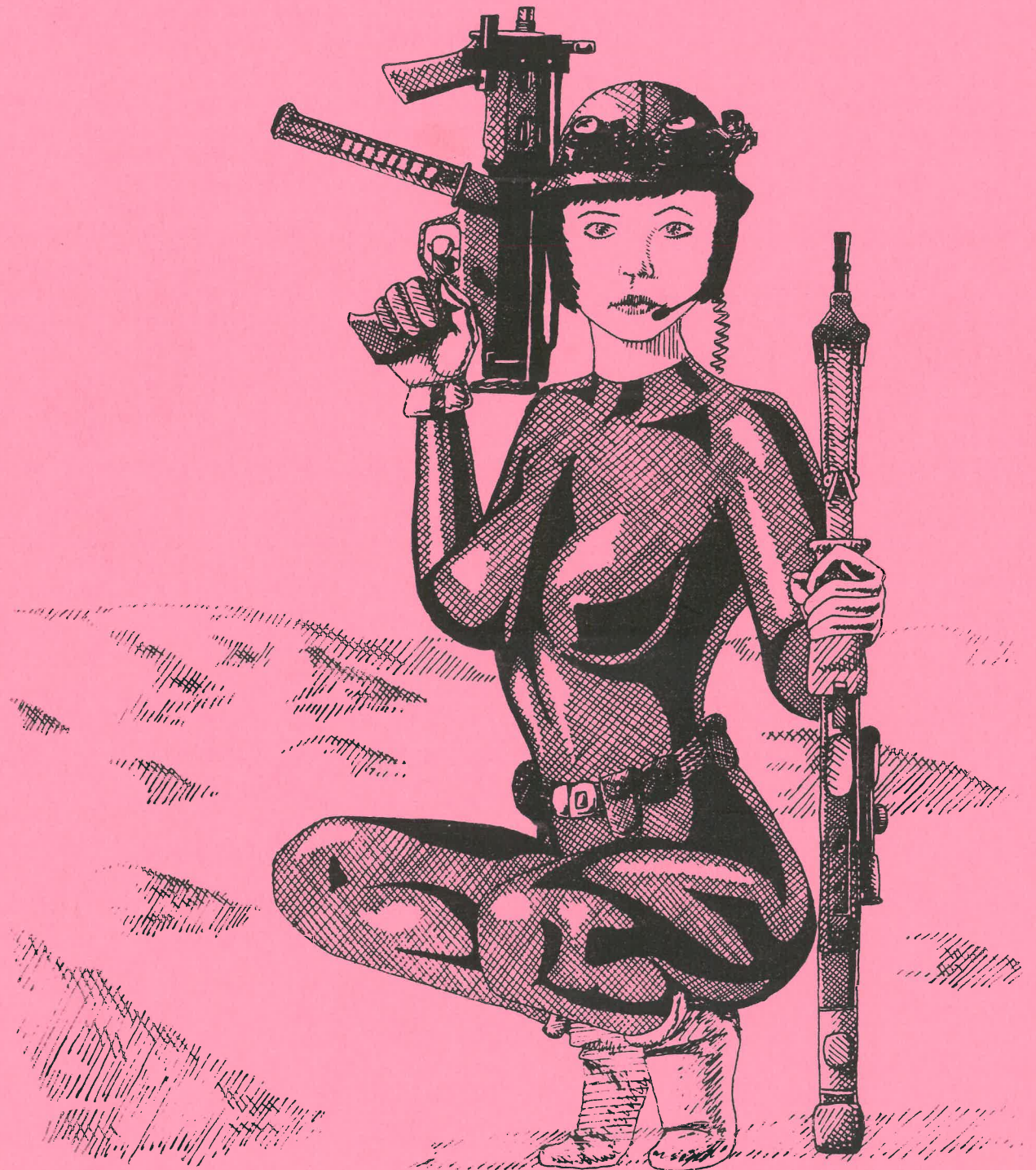


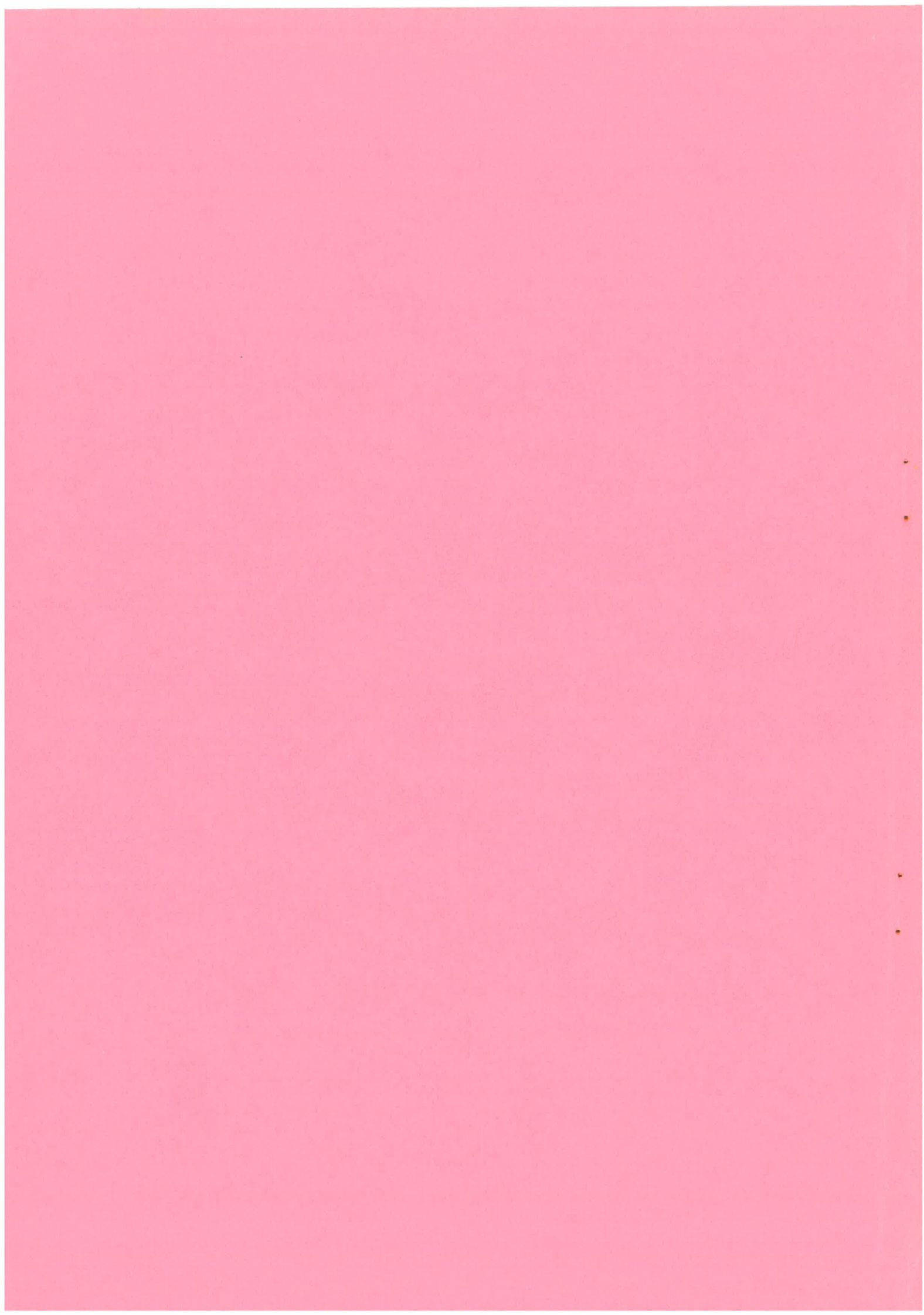
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Editorial

Have you ever been annoyed at the person in your gaming group who knows all the rules backwards? Especially if they weren't the GM, and you were? When one of your players has an encyclopaedic knowledge of the game mechanics, it's really easy for a session to bog down. When a player starts calculating how they can gain the greatest benefit from the least effort or risk *by exploiting the rules*, it gets me mad.

This is not to say that I object to players trying to get the most by doing the least all the time. What I object to is players who do this by using an abstraction, the game rules, rather than by acting and interacting in the game world. It is often reasonable for players to try and avoid taking risks, or doing foolhardy stunts: would you do some of the things Indiana Jones does? Would you fly an X-Wing in a suicidal attack on the Death Star, trying to fire a torpedo down a single hatch? No! That stuff is dangerous, and most of the time it gets you dead! So, I don't mind if players try to avoid getting themselves killed, *if they do it in character*.

One of the most annoying things about my AD&D experiences is that a lot of players compare game statistics when their characters meet. "Hi, I'm Blorg the 9th Level Barbarian with a Strength of 18/95." "Hi, I'm Grolb the 10th Level Cleric with *four* 17s." It happens in Champions too: "I'm strong of will, I've got an EGO of 18." "Ha, I'm stronger of will than you, my EGO's 20." Someone, tell me how the hell these players' characters are conveying this information to each other? Why can't they talk to each other in ways that don't rely on the rules, game abstractions *for convenience only*? Surely we play role-playing games to engage in role-playing, not mechanics-mongering!

By the way, the deadline for submissions for the next *Wargamer* is Friday the 11th of August. Now, back to the action!

Gary Johnson

Four Perks That Can Save You Experience Points

by Nick Lawrence

Introduction

Champions characters often have bases, computers, vehicles and followers. Sometimes these perks are not paid for with experience points, but provided for free by the GM. Players tend not to make effective use of such benefits.

Well-designed bases, computers, vehicles and followers provide many advantages for PCs. They enhance a PC's abilities in non-combat situations, they exist independently of the PC and thus can remain active when the character is unconscious or kidnapped, and they add background detail to a character design, giving a PC more depth.

Another benefit of these four perks, not usually exploited, is that they can save you experience points. Because bases, computers, vehicles and followers duplicate many non-combat oriented abilities found in most PCs at one-fifth of the cost in experience points, there is great scope for saving points.

Characters are designed not only for combat, but also for non-combat activities such as finding crime, getting to the fight, and recuperating afterwards. These four perks come into their own when used for such purposes.

Consider how many experience points are spent on non-combat skills such as Electronics, Mechanics, Computer Programming, Paramedic, and so on. Also, consider the expense of having a high Intelligence to boost the level of these skills.

Note well that a character pays only a fifth of the cost in experience points of their chosen perk. Although you must spend a minimum of five points to have any of these four perks, the rate at which you save points makes it well worth your while.

Followers

Followers are non-player characters who regularly act to your benefit. They are controlled by the GM, but designed to your specifications. They can provide you with a vital advantage, especially if the PC is unconscious or not present at a crisis.

All followers can easily be present during non-combat situations, and they can be designed to possess non-combat skills superior to yours, in quality and quantity. Also, followers can operate all your equipment. They can program your computer, fix your gadgets, fly your hovercraft for you, and do a better job. When you get beaten up they can call for help, and when your secret identity is compromised they can cover for you. Just make sure that when you design them they have Psychological Limitations like Absolute Loyalty, Trusts No-One But You, *et cetera*.

For five experience points, you can design a twenty-five character point follower. As followers can have up to fifty points of Disadvantages, which help to define their characters but also brings the total number of character points they

can have up to seventy-five. Optimally, Psychological Limitations should be chosen, so that the follower is reliable, loyal, and trustworthy. More experience points can be used, but seventy-five character points is usually sufficient for a non-combatant.

Sample Follower

<i>Characteristics</i>	<i>Cost</i>
Intelligence 18 [the only important characteristic]	8
<i>Skills</i>	
Bureaucratics 11–	3
Combat Piloting (Hovercraft) 11–	3
Computer Programming 13–	3
Electronics 11–	3
Inventor 13–	3
Mechanics 11–	3
Paramedic 13–	3
Security Systems 13–	3
Systems Operation 13–	3
<i>Disadvantages</i>	
Willing to aid your fight against crime (common, moderate)	–10
<i>Total</i>	25

This follower design has only one Psychological Limitation, but almost all the necessary skills to be a real asset to the PC, for only five experience points. Another forty character points can be gained by giving the follower more Disadvantages. If you want, use Psychological Limitations to give this follower more personality.

Computers

For five experience points, a computer can have a high Intelligence, have any necessary Intelligence-based skills, and maintain a twenty-four hour vigil for reports of crime. By monitoring news reports and the police radio band, your computer can inform you quickly of violent crimes, increasing your response time dramatically.

Sample Computer

<i>Characteristics</i>	<i>Cost</i>
Dexterity 10	0
Intelligence 18	8
Speed 2	0
<i>Skills</i>	
English recognition (basic conversation)	1
Security Systems 13–	3

<i>Skills</i>	<i>Cost</i>
System Operation 13-	3
Knowledge Skill: Criminal Records 13-	3
Knowledge Skill: Local Area 13-	3

Programs

Inform you of reported crimes	1
Maintain base security	1
Scan police band and news feeds for criminal activity	1
Take phone messages	1

<i>Total</i>	25
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Bases

For another five experience points, you can have a base with high-quality laboratories to boost some non-combat skills. This way, you need only to spend the minimum on a skill to have a decent roll. A base should also have a medical facility, and the communications equipment your computer needs to monitor the airwaves for reports of crime.

Sample Base

<i>Characteristics</i>	<i>Cost</i>
Body 2	0
Defence 2	0
Size 8 hexes	0

Location

Suburbs	5
Concealed in suburbia 11-	3
Disguised as a garage 11-	3

Laboratories

Electronics 11-	3
Mechanics 11-	3
Paramedic 11-	3

Powers

Radio Listen and Transmit, OAF, immobile	2
Detect Unauthorised Entry (security system)	3

<i>Total</i>	25
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Vehicles

How much movement power do you really need? In most fights, the area concerned is small (e.g. a warehouse), and the enemy co-operates by coming to fight you. For five experience points, you can have a two-person hovercraft that

flies at nearly 100 km/hr: few superbeings can move more quickly than this. The extra seat is for your chauffeur (i.e. follower), or, if you can fly the vehicle, the rescued hostage/news reporter/fan/whatever. As much of the movement power should be bought as non-combat doublings to save on points, since you shouldn't take your vehicle into fights.

Sample Hovercraft

<i>Characteristics</i>	<i>Cost</i>
Strength 20	0
Body 12	0
Size 1.25 hexes (golf cart)	10
Defence 2	0
Dexterity 10	0
Speed 2	0
 <i>Powers</i>	
Flight 5" combat, 80" non-combat	25
 <i>Disadvantages</i>	
Distinctive Features: Flying Craft (concealable, noticed)	-10
 <i>Total</i>	 25

In Conclusion

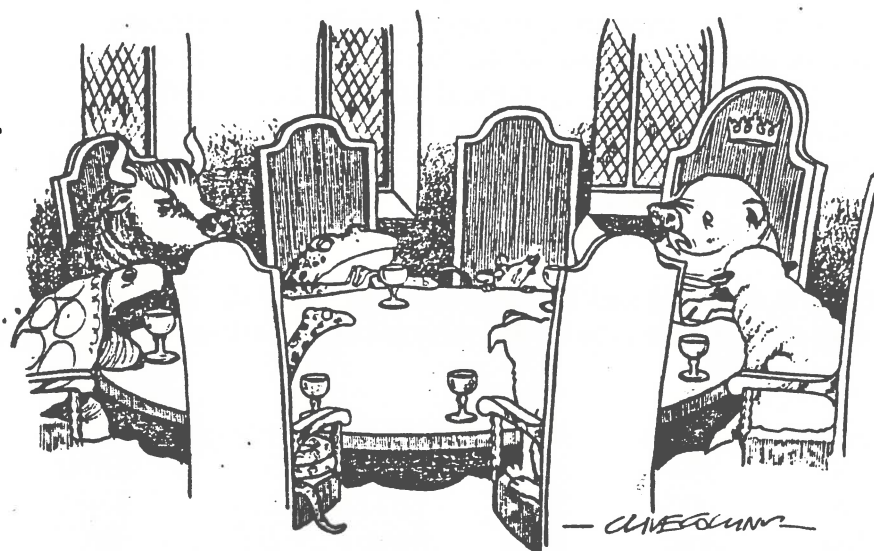
Imagine making a Mechanics roll on your own, in order to fix a particular gadget. A high Mechanics roll can be expensive. Now imagine if you were fixing that gadget in a well-equipped laboratory, with a computer-aided design software package and a skilled helper. The bonuses do add up.

Together, the four sample perks given above cost twenty experience points. However, they cost far less than the total of these non-combat skills and powers if you bought them separately.

<i>Ability</i>	<i>Cost</i>
Intelligence 18	8
Bureaucratics	3
Computer Programming	3
Electronics	3
Inventor	3
Mechanics	3
Paramedic	3
Security Systems	3
Systems Operation	3
Knowledge Skill: Local Area	3
Knowledge Skill: Criminal Records	3
Radio Hearing & Transmit	5
5"/80" Flight	25
 <i>Total</i>	 68

A saving of forty-eight experience points should be considered worthwhile. Apart from this, there are the usual benefits of having followers, bases, vehicles and computers. They can do work for you in your absence, allowing you to follow up other leads, conduct surveillance, *et cetera*.

By off-loading your non-combat skills into these Perks, you can save experience points. Note, however, that there are also disadvantages to giving all your skills to bases and followers. You cannot, for example, hotwire a car to follow a villain without Electronics, or save an injured hostage from death without Paramedic. Your follower can do it for you, but they have to be present, which does put them at risk. It can be done, but requires careful planning.



"Item six on the agenda: an opportunity to re-consider the vote taken at the last meeting opposing Merlin's demand for a salary increase . . ."

Editor's Comments

There is another point that I feel has to be mentioned. Nick has noted that there are some disadvantages to using these perks to save you experience points, but I do not think he has sufficiently emphasised the potential disasters awaiting players who use perks to save points. The reason these four perks save you points is that they have inherent disadvantages: your hovercraft can break down, your computer can succumb to a virus, your follower can be kidnapped, your base can be blown up. Any GMs worth their salt will enforce these liabilities at the worst possible times. Only to make things challenging for the player, of course. And it's all consistent in the game world. After all, what campaign does not have evil criminal masterminds that hate this hero and all that's good in the world? What evil criminal masterminds will not notice that their arch-enemy uses vehicles, computers, and other people as crutches? What evil criminal masterminds will not go out of their way to weaken the hero by cruelly striking at these aides and devices at the same time they launch their attempts at world domination? All players, remember: GMs are evil monsters who will take your ideas and twist them to your disadvantage.

Firearms for GURPS

by Alister Whipp

This article covers a large number of interesting firearms from tech level seven, along with an expanded section on bullet types and some expanded rules for dealing with deforming bullets from pistols.

Auto-Loading Pistols

Calico Model 950 9x19mm Parabellum

The Calico 950 is a unique pistol in almost every regard. The weapon uses a mechanism like that of an assault rifle, very similar to the Hecklet & Koch automatic weapons. The gun is made of light-weight, high tech materials including aluminium alloys and glass fibre reinforced polymers. It is shaped unlike any other pistol; the magazine is cylindrical and sits above the firing mechanism. The magazine holds fifty rounds in a helical pattern and a much longer (holdout -4) magazine is available that holds 100 rounds. Because of the shape, the effects of recoil are partially banished, the long barrel and the even weight distribution helping to keep the muzzle climb down to a minimum.

Calico also make a similar pistol in .22 LR, the model 110. The M110 is almost bullpup style and has 100 rounds in the magazine. There is no larger clip for this gun.

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
C950	Pistol	-3	50+1	3~	2d+2	3.3	\$572
C110	Pistol	-3	100+1	3~	1d+1%	3.8	\$301
	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
C950	Crit	12	4	150	1,900	8	-1
C110	Crit	12	4	75	1,200	6	-1

Smith and Wesson 1006 10mm

A good reliable gun from Smith and Wesson. Like all the new series S&W auto-pistols the 1006 has stainless steel frames and slides, rubber grips and chequered trigger guards. The 1066 and 1076 are shorter although mechanically the same, with the exception of the 1076 which has a thumb-operated decocking lever instead of a manual safety. The 1076 is the standard FBI service pistol.

Smith and Wesson also make the 4006 .40 S&W; 5093 (also 5094, 5096) in 9mm P; the shorter 3913 & 3914 in 9mm; the 4506 (also 4516, 2566) in .45 ACP (shots 7+1 for 4516, 4516 is also holdout 0).

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
1006	Pistol	-1	9+1	3~	3d-2*	2.9	\$750
1066 & 76	Pistol	0	9+1	3~	3d-2*	2.9	\$750
3913 & 14	Pistol	+1	8+1	3~	2d+1	1.8	\$580
4006	Pistol	-1	11+1	3~	2d*	2.9	\$700
4506	Pistol	-1	8+1	3~	2d*	2.9	\$740
5903 etc.	Pistol	-1	14+1	3~	2d+2	2.2	\$660

	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
1006	Crit	10	3	150	1,900	11	-3
1066 & 76	Crit	10	2	150	1,900	11	-3
3913 & 14	Crit	9	2	150	1,900	9	-1
4006	Crit	10	3	150	1,900	9	-1
4506	Crit	10	3	175	1,700	10	-2
5903 etc.	Crit	10	3	150	1,900	9	-1

Smith and Wesson Mark 22 Model 0 Hush Puppy 9mmX19 Parabellum

Developed during the Vietnam War, the hush puppy is a silenced 9mm recoil-operated auto-loading pistol. The silencer is designed to be used with subsonic rounds and will last for about thirty rounds unless used with normal rounds (2d+2). When firing normal rounds, the silencer only lasts about six rounds. The sights have been elevated so that they are raised above the silencer. Hush puppies come with a series of plugs to protect them when submerged. The US Navy Seals use this gun, but it is no longer in production.

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Pistol	-2	8+1	3~	2d-1	2.7	\$1,200
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	11	2	120	1,200	9	-1

Revolvers

Ruger Redhawk .44 Remington Magnum

Much the same as the S&W M29, except that the Redhawk is specially designed for accuracy. The Redhawk includes some slots for fitting a scope. Such scopes will be about x2 to x8 magnification, as larger scopes will not fit. Ruger sells scopes for these pistols, and they are usually variable. Ruger also makes the Super Redhawk, which is slightly more accurate and heavier. The Super Blackhawk is similar to the Super Redhawk, but is only single action (RoF 1).

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Redhawk	Pistol	-3	6	3~	3d*	3.4	\$500
Super Red	Pistol	-3	6	3~	3d*	3.6	\$589
Blackhawk	Pistol	-3	6	1	3d*	3.3	\$479
	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Redhawk	Crit	11	4	200	2,500	11	-3
Super Red	Crit	11	5	220	2,500	11	-3
Blackhawk	Crit	11	5	220	2,500	11	-3

Century Gun Distributers Model 100 .45-70 Government

A powerful single action revolver. Pistols of this variety do much more damage than any other pistol, but the firer pays for it in a low rate of fire and huge recoil. Apart from .45-70, the M100 comes in: .444 Marlin; .30-30 Winchester; .375 Winchester; and .50-70 Government.

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
.45-70G	Pistol	-2	6	1	4d+2*	6.5	\$1,250
.444M	Pistol	-2	6	1	5d-1*	6.5	\$1,250
.30-30W	Pistol	-2	6	1	4d+2	6.5	\$1,250
.375W	Pistol	-2	6	1	5d	6.5	\$1,250
.50-70G	Pistol	-2	6	1	5d+1	6.5	\$1,250
	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
.45-70G	Crit	12	2	500	1,700	14	-4
.444M	Crit	12	2	570	2,100	14	-5
.30-30W	Crit	12	2	300	2,500	13	-3
.375W	Crit	12	2	370	2,900	13	-4
.50-70G	Crit	12	2	590	2,300	14	-6

Freedom Arms Casull .454 Casull

Another single action revolver, but this time only slightly above what most people can handle. The .454 Casull round has about the same power as the .50 AE used in the Desert Eagle, but the Casull carries only five rounds and fires more slowly. The Freedom Arms Casull also comes in .44 Magnum (3d, Rcl -3) and .357 Magnum (3d6-1, Rcl -2).

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
	Pistol	-2	5	1	3d+2*	3	\$1,150
	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
	Crit	11	3	240	2,500	12	-3

Non-Repeating Pistols

Wichita Classic Pistol .308 Winchester

This is a single shot, bolt action, target pistol. The round is the same as that used in rifles and is very powerful. The pistol is about half the weight of a rifle firing the same round and the recoil is great but not uncontrollable. The grip is well contoured from hand-carved walnut and the overall design is for accuracy, as you might expect from a target pistol. The barrel is 11.25 inches long, which is about half that of a good sniping rifle, giving an accuracy somewhere between a pistol and a rifle. The gun also accepts a sight if needed, usually x2 to x4.

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
	Pistol	-3	1	1/5	6d*	4	\$2,950
	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
	Ver	12	7	700	3,900	11	-4

Derringer Rounds

This is a list of assorted rounds with modifications for use in derringers. In *GURPS: High Tech*, the double-derringer has a listing that suggests other cartridges and how to convert them, so I have listed some of the more common rounds, with statistics adjusted for derringers.

Malfunction, snap shot, accuracy, weight, rate of fire, shots and cost are as for the Remington Double-Derringer. Other cartridges can be converted for derringer use as suggested in *High Tech*, but the list below covers most of the common rounds.

	<i>Damage</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
.44 Rem Mag	3d-1*	180	2,250	11	-4
.45 ACP	2d-1*	157	1,710	10	-3
.357 Rem Mag	3d-2	166	1,800	10	-3
9mm Luger	2d+1	135	1,710	9	-3
.22 Long Rifle	1d%	67	1,080	7	-1
10mm Auto	2d*	135	1,710	10	-3
.40 S&W	2d-1*	135	1,710	10	-3
.38 Special	2d-2	108	1,710	8	-3
.221 Rem FB	2d%	180	1,800	9	-2
.45-70 Gov	4d*	450	1,530	14	-5

Shotguns

Daewoo USAS-12, 12 gauge x 61mm

The USAS-12 is a shotgun specifically designed for the military. It is shaped like a very bulky assault rifle. It has a feature not common in shotguns, autofire. Although the rate of fire is fairly low (300 rpm), the result is still very, very deadly. It accepts a twelve round box clip or a twenty-eight round drum magazine.

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Lauto	-7	12	5*	4d**	11	\$750
<i>malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
16	10	4	25	150	12	-2

Pancor Jackhammer, 12 gauge x 70mm

The Jackhammer is an automatic shotgun in bullpup layout, with a disposable cylinder similar to a revolver's. The cylinder holds ten rounds and simply pops out with the spent shells still inside. With the exception of the barrel and some of the mechanical parts the Jackhammer is made entirely of a new composite plastic/glass fibre. The ammunition cylinders are reusable, but not fast to load. It takes two seconds to eject each spent round and three seconds to replace it with a new one. However, changing cylinders is just as fast as a normal clip change on any weapon.

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Lauto	-6	10	5*	4d**	11	\$1,200
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
16	9	4	25	150	12	-2

Remington SP-10 Magnum, 10 gauge

A gas operated semiautomatic shotgun with a traditional shotgun magazine. Its principle use is as a sporting weapon, and it comes with quite a long barrel. As a ten gauge it may be a bit heavy for some, but it is an excellent combat gun when sawn off, especially when up against tough opponents.

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
SP-10	ShotG	-7	6+1	3~	5d**	11	\$1,066
Sawn Off	ShotG	-3	6+1	3~	5d**	10	\$1,066

	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
SP-10	Crit	13	5	25	150	13	-4
Sawn Off	Crit	11	3	25	150	13	-4

Mossberg 590 Security, 12 guage

Typical of modern combat shotguns, the Mossberg 590 has most of the features that many shotguns are starting to possess. It is pump action, and thus not as fast as a semiautomatic, but does have a vented sleeve over most of the barrel to protect hands, and the sliding fore grip contains a mount for either a high intensity light or a laser sight. The hand grips are rubberised. It also has a shell carrier, which is a bracket on the side of the butt that holds from five to ten spare rounds, for reloading.

N.B. In my opinion, pump action guns cannot fire three times per second as listed in the rules. For this reason, the Mossberg 590's RoF is given below as 1. If, however, you do not want to change this rule, then the RoF is 3~.

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
No Sight	ShotG	-7	9+1	1	4d**	7	\$246
Light	ShotG	-7	9+1	1	4d**	7	\$423
Laser	ShotG	-7	9+1	1	4d**	7	\$601
	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
No Sight	Crit	12	5	25	150	10	-2
Light	Crit	9	5	25	150	10	-2
Laser	Crit	6	5	25	150	10	-2

Rifles

Giat FA-MAS, 5.56mm NATO

The FA-MAS is a simple bullpup, blowback assault rifle. It has replaced assault rifles, carbines, and submachineguns as the standard weapon of the French army. Because it is very small and looks like a toy, the FA-MAS is nicknamed "Trumpet".

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Lauto		-4	25	16*	5d%	8.7	\$1,400
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>	
Crit		11	10	500	3,800	9	-1

Heckler & Koch G11, 4.73mm Caseless

A revolutionary gun that uses a spring loaded mechanism suspended on rails so that there is almost no recoil. The firer can fire two bursts per second of three rounds, which are fired at a rate of about 2000 rpm, and only have one felt recoil. For this reason, recoil is applied only to every second burst.

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Lauto		-6	50	10*	4d%	9.3	\$4,400
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>	
Crit		11	12	450	3,200	7	-1/2

Heckler & Koch G3 SG/1, 7.62 NATO

Simply a high quality version of the H&K G3, fitted with a 1.5x-6x zoom scope. They retain all the standard assault rifle features including autofire.

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Lauto	-6	20+1	10*	7d	13.2	\$1,600
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	14	13	1,000	4,600	11	-2

LEI DeListe Mark 3, .45ACP

A silenced .45 rifle, meant for covert and police work. The round is subsonic, the gun has a silencer and is bolt action, making it very quiet. The four round magazine has a special compartment that collects the spent shell castings. The silencer is much larger than necessary, and doesn't wear out.

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Rifle	-6	4+1	1	2d*	8.4	\$2,400
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	13	9	175	1,700	9	-1

Druganov SVD, 7.62 x 54mm Russian

A Russian sniping rifle based on the Kalashnikov assault rifles, but semiautomatic and firing a more powerful round. It comes with a 4x scope that has limited passive infrared capability.

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Rifle	-7	10+1	3~	7d+2	9.9	\$1,600
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	14	13	1050	4,900	12	-2

Steyr AMR, 15mm Flechette

A rifle designed for shooting at equipment rather than people, like the Barret. It fires a 15mm, fin-stabilised tungsten flechette. The round is an armour piercing fin-stabilised discarding sabot, as listed below. The gun is smooth bore, and thus cannot fire normal rounds very successfully. The statistics below assume fin stabilising and the extra range is already factored into the listing, but the accuracy is not. It has a bipod and rear monopod to rest the gun on for long periods. The gun is used primarily with the bipod: without it, the recoil is doubled. The gun also comes with a x10 optical scope. The weapon is designed to be broken down quickly (this can be done in about fifteen seconds), and carried by two people in two carrying cases. When broken down, each case has a holdout modifier of -7.

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Rifle	N.A.	5+1	3~	14d*	45	\$5,000
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	20	17	2,500	8,000	12	-6

Technika Destroyer, 12.7 x 107mm Russian

The Destroyer is a gun licensed by the Soviets to Technika, an Hungarian arms manufacturer. It is essentially the same kind of gun as the Barret Light .50, and fires the Soviet equivalent to the West's fifty calibre machine gun round. The Destroyer is semiautomatic, comes with a bipod, muzzle brake, and 3x scope. Technika also produce the Top Gun, a bolt action, single action version of the Destroyer. The Top Gun weighs only twenty-six and a half pounds and has a slightly greater felt recoil (ST 14, Rcl -5).

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Rifle	-13	10+1	3~	12d*	37.6	\$2,000
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	20	14	2,350	7,500	13	-4

Submachineguns

Ares Folding Submachinegun, 9mm Parabellum

The Ares Folding Submachinegun is a fairly standard gun that folds into a small box only twenty-six centimeters long. When folded it has no protusions: in fact, the gun has no sights at all. It takes only two seconds to unfold the weapon and ready it for firing. It is also available with smaller clips of twenty or twenty-five rounds.

<i>Skill</i>	<i>Holdout</i>	<i>Shot</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Mpistol	-4 (-2f)	30	11	3d-1	6.4	\$1,150
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	10	2	160	1,900	10	-1

Bushman IDW, 9mm Parabellum

The Bushman IDW is a stockless weapon that is very compact (twenty-eight centimeters long). It is a variable rate of fire that the user can set, anything between 450 and 1400 rounds per minute.

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
9mmP	Mpistol	-3	32	8-23*	3d-1	7.3	\$1,800
10mm	Mpistol	-3	32	8-23*	3d*	7.3	\$1,800
.41AE	Mpistol	-3	32	8-23*	2d+1*	7.3	\$1,800
	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
9mmP	Crit	9	7	160	1,900	10	-1
10mm	Crit	9	7	170	1,900	11	-3
.41AE	Crit	9	7	160	1,800	10	-2

Calico 960A, 9mm Parabellum

The Calico 960 is very similar in appearance to other Calico firearms (there is no mistaking the cylindrical magazines). The mechanism is a closed bolt blowback system and the gun is well balanced, making for a very accurate weapon. Like the 950 above, the 960 can also take a larger 100 round magazine. The gun has a variable rate of fire that is set in the factory, anywhere from 650 rpm (RoF 11) to 2000 rpm (RoF 34).

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
GunsL	-5	50+1	11*	3d-1	6.6	\$900
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	12	9	160	1,900	8	-1

Fabrique National P90 PDW, 5.7 x 28mm

PDW stands for Personal Defence Weapon, and the gun is designed as an alternative to submachineguns and assault rifles for non-infantry soldiers, like tank drivers and artillery operators. There was a need for a weapon with more range and lethality than a submachinegun, but less bulky and heavy than an assault rifle. The magazine is clear plastic, and fits over the barrel, feeding into the chamber from the rear of the bullpup weapon. The overall design is very curved and has a unique look to it. A detachable optical 1x scope is mounted on the top, with back-up iron sights, and the weapon is fully ambidextrous.

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Lauto	-4	50+1	15*	4d%	8.2	\$950
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	11	9	400	2,800	8	-1

Heckler & Koch MP5 variants

GURPS: High Tech left out the MP5/10, MP5/40 and the MP53. The MP5/10 is a 10mm automatic variant and can come with the same variations as the standard MP5. Ditto for the MP5/40, except that it is a .40S&W weapon. The MP53 is available only as a full length submachinegun, with a folding stock. The MP53 fires the 5.56 NATO round.

	<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
10mm	Lauto	-4	30+1	17*	3d*	7.25	\$750
.40S&W	Lauto	-4	30+1	16*	2d+1*	7.25	\$750
5.56	Lauto	-4	25+1	12*	5d-3%	7.3	\$2,900
	<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
10mm	Crit	10	8	170	1,900	10	-3
.40S&W	Crit	10	8	160	1,900	10	-2
5.56	Crit	10	9	400	3,000	9	-1

Heckler & Koch MP2000, 9mm Parabellum

Outwardly similar to the MP5 series, the MP2000 is an advanced submachinegun designed to silence normal ammunition. It has holes in the barrel that bleed off the gasses so that the bullet does not exceed the speed of sound. These holes may be closed for normal firing. Also, the bolt can be locked off, so each shot is manual and there is no mechanical noise. The gun is also fitted with a sturdy silencer that lasts indefinitely.

<i>Skill</i>	<i>Holdout</i>	<i>Shots</i>	<i>RoF</i>	<i>Damage</i>	<i>Weight</i>	<i>Cost</i>
Lauto	-4	30+1	15*	2d-1	8.8	\$4,200
<i>Malf</i>	<i>SS</i>	<i>Acc</i>	<i>1/2D</i>	<i>Max</i>	<i>ST</i>	<i>Rcl</i>
Crit	10	8	160	1,900	10	-1

Bullets

There are a variety of bullets available at tech level seven. In the weapon listings above, damages with a "*" are forty calibre or greater and thus do one and a half times damage after armour has been bypassed. A "%" means the round is less than thirty-four calibre and does only half damage after armour. "***" indicates a bore of sixty calibre or greater and therefore double damage after penetrating armour.

For deforming bullets like hollow points, there is a chance that the bullet will not expand. This chance is greater with some rounds than with others. Following is a list of common munitions and their base chances of expansion, indicated as a probability out of six. Different types of expanding bullet give modifiers to this chance, which is why some rounds have a chance of expanding greater than six out of six. N.B. an "s" indicates a supersonic round. These rounds make noise that cannot be silenced without changing the powder load.

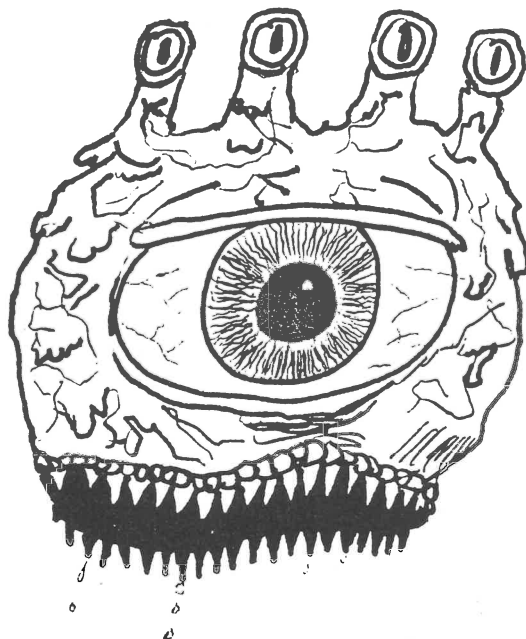
<i>Handgun Cartridges</i>	<i>Prob</i>	<i>Handgun Cartridges</i>	<i>Prob</i>
.25 Auto Colt Pistol	2/6	.30 Carbine	5/6s
.30 Luger	4/6s	.32 Smith & Wesson	1/6
.32 Short Colt	1/6	.32 Auto Colt Pistol	3/6
.357 Remington Magnum	5/6s	.380 Auto Colt Pistol	3/6
.38 Smith & Wesson	1/6	.38 Short Colt	1/6
.38 Special	3/6	9mm Luger (Parabellum)	5/6s
.40 Smith & Wesson	4/6s	10mm Auto	5/6s
.41 Remington Magnum	5/6s	.41 Action Express	4/6
.44 S&W Special	3/6	.44 Remington Magnum	5/6s
.45 Auto Colt Pistol	3/6	.454 Casull	5/6s
<i>Rifle Cartridges</i>	<i>Prob</i>	<i>Rifle Cartridges</i>	<i>Prob</i>
.223 Remington	8/6s	5.45x40mm Russian	7/6s
.45-70 Government	5/6s	.308 Winchester	7/6s
.30-06 Springfield	8/6s	7.62x39mm Russian	7/6s
.303 British	7/6s	7.92x57mm Mauser	7/6s
.44-40 Winchester	4/6s	.50 Browning (12.7 NATO)	8/6s
.444 Marlin	7/6s	.50-70 Government	5/6s
7.62x54mm Russian	7/6s	12.7x107mm Russian	8/6s
.375 Winchester	6/6s	.30-30 Winchester	7/6s
.22 Long Rifle	4/6s	15mm Steyr	12/6s
<i>Shotgun Cartridges</i>	<i>Prob</i>	<i>Shotgun Cartridges</i>	<i>Prob</i>
12ga	4/6s	10ga	4/6s
20ga	5/6s	.410 Bore	6/6s

Each type of bullet has various characteristics: expansion chance, effects, armour penetration and normal (unexpanded) performance. Also, some rounds reduce the reliability of autoloading weapons (double the Malfunction for full autofiring).

Bullet	Chance	Exp Dam	Damage	Armour	Malf (Acc)	Cost
Normal Lead	-7	x1.333	x1	x1	0 (0)	x1
Eccentric	-2	x1.333	x1	x1	0 (-1)	x1.5
Soft Point	-3	x1.333	x1	x2	0 (0)	x1.5
Jacketed Hollow	0	x1.5	x1	x2+1	-1 (-1)	x2
Hydra-Shok	+2	x1.5	x1	x2+1	-1 (0)	x4
Nyclad	-1	x1.333	-1/dice	x2	-1 (-1)	x2
Glaser	+3	x1.666	x1	x2	0 (0)	x10
Magsafe	+2	x1.666	x1	x2+2	-1 (0)	x8
Black Talon	+1	x1.666	x1	x2+1	-1 (-1)	x5
Starfire	+3	x1.5	x1	x2+1	-1 (-1)	x4
Plated Hollow	+1	x1.5	x1	x2	-1 (0)	x2
Golden Saber	-1	x1.5	x1	x2	-2 (-1)	x3
Hollow Point	0	x1.5	x1	x2+1	-1 (-1)	x1.5
Conical AP	—	—	x2/3	x2/3	-1 (0)	x3
APDS	—	—	x1/2	x1/2	0 (+1)	x10
APDUDS#	-7	+1/dice	x1/2	x1/2	0 (+1)	x20
APFSDS@	—	—	x1/2	x1/2	0 (+2)	x50
APFSDUDS@#	-5	+1/dice	x1/2	x1/2	0 (+2)	x100

"@" Fin Stabilised (FS) rounds are special rounds for smoothbore guns, and they cannot be fired from normal rifled guns. They increase range by 50%.

"#" Depleted Uranium (DU) rounds are made for high velocity military guns. The uranium ignites when it impacts, making these rounds very deadly. The uranium does not ignite easily; you need a very fast bullet. Both poisonous and radioactive, when used properly these rounds leave a lingering cloud of vaporised uranium after impact. There are no immediate effects: uranium is only mildly poisonous (similar to lead), and so slightly radioactive that damaging effects don't show up for about a year. However, the body is incapable of flushing uranium from its system, and the effects of radiation poisoning get worse as time goes by.



Inn Floor Plans

by Taina Nieminen

These three inns are found in the rural areas of a poor country called Étrennes. The culture of this country has a Mediterranean feel, partly Spanish, partly French, and mostly very, very poor. True, there are some very, very rich aristocrats, but they live in fortified areas in the large cities.

These three inns are found in small towns, whose population is largely miners and ranch-hands. Hard working and hard drinking, they are loud and unsophisticated. PCs without appropriate social skills could easily end up thrown out through the front window.

The Tumbleweed

The Tumbleweed Inn is run by a nice elderly couple, Geremie and Sylvaine Lanphier. They find it difficult to make ends meet, and can only afford to hire two employees: Félix the stablehand and Noëlle the cook, who is her own kitchen hand. (Félix and Noëlle share the owners' quarters with the Lanphiers.) As a result, the rooms are hardly ever cleaned, and linen is non-existent. In common with all other Étrennian inns, the beds house a thriving population of lice.

The inn has only a single storey, and the outer wall is of stone, about one foot thick. The stable walls are all of stone, and the owners' quarters are separated from the rest of the inn rooms by stone walls. The rest of the interior walls are timber and quite thin. The open courtyard is paved, although poor maintenance means that it is now dangerous at night.


The stables are locked at midnight, but the front gate is usually left open 24 hours a day. (The bar closes when the last of the patrons leave, which may not be until three or four in the morning.)



All Inns

Scale: 1 cm = 10 feet.

Symbols:

Gate  WindowDoor  Double Doors

Owners' quarters (unnumbered rooms) generally consist of living area and bedrooms. Money is kept in the office, which usually has no external window, for security reasons.

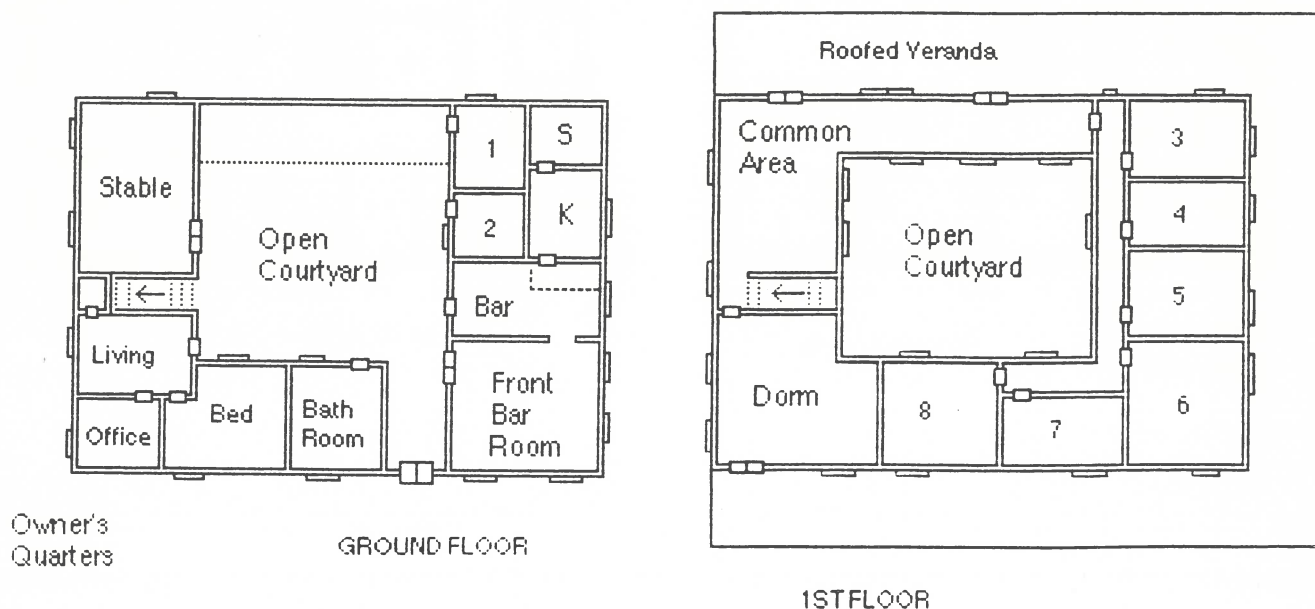
Numbered rooms are the rooms available for rent. "Dorm" indicates dormitory-style accommodation (a large room with many beds), sometimes called a common room. In these plans, "Common Area" indicates not a sleeping area, but a general purpose lounging/drinking area for the inn's residents.

The Watering Hole

The Watering Hole is a better class of inn than the others. It may cost a touch more to stay there, but the linen is regularly boiled to kill the lice. It is owned and run by Vivienne le Douarin, an ex-adventurer who retired after losing her right arm to a desert dragon. She will listen to adventurers' exploits, and if they are sufficiently entertaining, she might waive the drinks bill. *The Watering Hole* is relatively quiet, and closes at two in the morning, when the front gate is locked.

The inn has a number of permanent residents, retired adventurers and mercenaries, who are usually to be found in the common area upstairs, rehashing old exploits. They are: Thiérache Fortescue, Rémy Elequin, and Enrique D'Estaing. (Rooms 5, 6 and 8 are not available for rent.)

All walls and floors are wooden.



Owner's
Quarters

GROUND FLOOR

1ST FLOOR

The Oasis

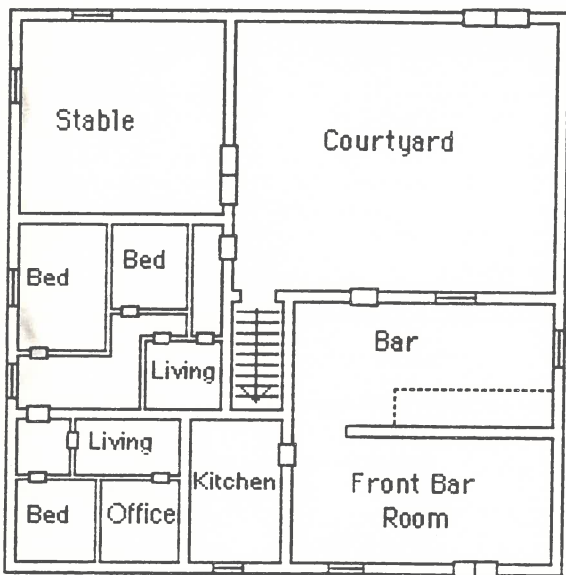
The Oasis is owned by an abstentee landlord, Rafique Dubosc, who rarely sends anyone to inspect his property. The manager, Gérard Aurenche, despatches the rent every three months, but has sub-divided the rooms in order to increase his own income and neglected to inform Dubosc of this. Quite a few of the rooms now have to share a window with their neighbour; this causes security concerns at times.

Monsieur Aurenche does a brisk trade and has six overworked employees (Cérise the stablehand, Jean-Paul the bartender, Zoë and Adriane the barmaids, Jacqui the cook, and Hugues the cleaner). Their quarters are in the front part of the owner's quarters; Aurenche himself lives in the inner area.

The stables are locked at midnight, and the bar stays open until the last patrons have left. It opens again for breakfast.

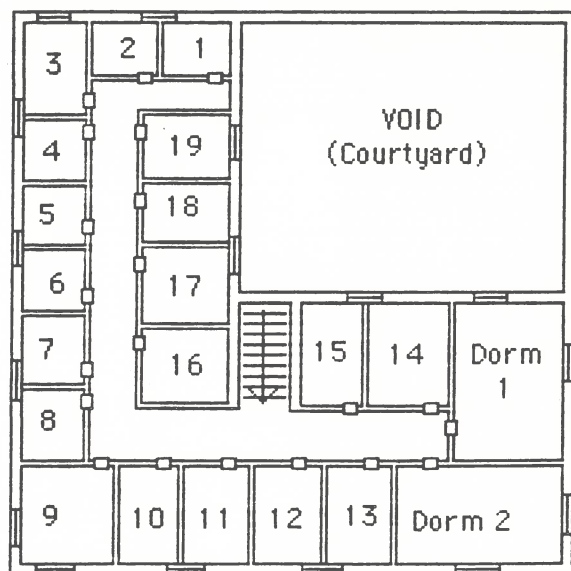
The thick walls in the plans are the stone walls of the original building (2 feet thick). Other walls are of timber, and more recent construction.

To wash, residents must use the bath house across the road.



Owner's Quarters

GROUND FLOOR



1ST FLOOR

