

RANDOM SHOTS

**VOLUME: 1
APRIL '03**

By: Jim Wardrip

Random Shots is a compilation of material I've written covering an assortment of firearms, gear, and optional rules for use with the **Spycraft RPG** published by **AEG**.



In this issue I briefly cover a few firearms that bear some historic significance or are guns I just happen to have a great fondness for that were either left out of the Modern Arms Guide or didn't get the type of coverage I feel they deserve.

I'll also cover a few modern firearms that I've chosen because they provide good examples of Masterwork firearms that can be purchased already built.



A feature article on the DSR-1 TRP Tactical Sniper Rifle including several accessories available for the rifle.

Feel free to use any of the information in your Spycraft campaign.

I reserve the right to update this information at any time because I'm sure some of it will need to be. I would also appreciate any feedback, comments and/or suggestions you may have. You can contact me by email at Jim@JimWardrip.com.

Molon LABE'

-Jim

Historic Weapons

Colt M1911A1



John M. Browning designed the M1911 in response to the U.S. Army's need for a pistol with greater stopping-power following the Army's experience with close-in combat during the Philippine Insurrection (1899-1901). The M1911A1 model is a refinement of the original M1911 version and was adopted in 1926. It was the standard personal defense weapon carried by officers and team leaders of all U.S. military service branches during World War I (the M1911 model), World War II, Korea, and Vietnam. Production was ended in 1945.

The M1911A1 has a rich military heritage, is very reliable, and was the weapon of choice for use in close quarters. It was in service until 1984, when it began to be replaced by the M9 (Beretta 92) pistol.

The M1911A1 design is also a favorite among competition shooters and gunsmiths (*including yours truly*). There are numerous 1911 'clones' on the market to fit most any application and replacement parts and accessories are plentiful, making

the M1911A1 an excellent platform to build a custom sidearm on.

The Model depicted here is the 'no-frills' Mil-Spec government model that doesn't include any of the goodies you can add. You can find these on the market for anywhere from \$350.00 up.

Action: Self-Loading
Caliber: .45 ACP
Length: 8.5"
Weight: 39 oz.
Magazine Type: Detachable box
Magazine Capacity: 7
Nationality: USA

Luger Parabellum P08



By improving on the Borchardt design, Georg Luger was able to produce a series of Self-Loading pistols known as the Parabellum pistols. Luger attempted to market his pistols to the German Army but the pistol was chambered for too light a cartridge, in their view. As a result, Luger developed the 9 x 19mm Parabellum round and altered his pistol design to accept this new cartridge. The result was a resounding success and the Luger

remained in continuous production until 1943.

Depending on the era your game takes place in these weapons can be considered anywhere from common sidearms (WWI / WWII) to rare collector's pieces (modern). You may have to adjust your cost accordingly.

Note: The price listed on Table 1.1 represents a good condition collector.

Action: Self-Loading
Caliber: 9 x 19mm Parabellum
Length: 8.75"
Weight: 30 oz.
Magazine Type: Detachable box
Magazine Capacity: 8
Nationality: Germany

Luger Artillery Model



This carbine version of the Luger was issued to machine gun and Artillery detachments in 1917. It has a 7.5 inch barrel and was fitted with a detachable wooden stock and an optional 32-round 'snail' drum magazine. It became a very popular close quarter's battle weapon and it is perhaps the success of this weapon that led to the German

development of the Submachine Gun.

Depending on the era your game takes place in these weapons can be considered anywhere from uncommon sidearms (WWI / WWII) to very rare collector's pieces (modern). You may have to adjust your cost accordingly.

Note: The price listed on Table 1.1 represents a good condition collector.

Action: Self-Loading
Caliber: 9 x 19mm Parabellum
Length: 12.75"
Weight: 37 oz.
Magazine Type: Detachable box / drum
Magazine Capacity: 8 / 32
Nationality: Germany

Mauser Model 1898



This is an improved version of Mauser's first self-loading pistol that was manufactured in 1896. This weapon saw service in the Boer War. Sometimes referred to as the 'Broom handle' Mauser, it came with a hollow wooden holster that could be used as a detachable shoulder stock.

Action: Self-Loading
Caliber: 7.63 mm
Length: 11.75"
Weight: 40 oz.
Magazine Type: Stripper Clip
Magazine Capacity: 10
Nationality: Germany

Springfield M1903A3



This weapon's history began on the 2nd day of October in 1900 when development was begun to find a replacement for the Krag-Jorgensen as the U.S. Army service rifle. The result of this development was adopted on the 20th day of June 1903 as the United States Rifle, Caliber .30, Model 1903.

As a result of tests done by Germany in developing the 'spitzer' round, the U.S. created a new round, the Cartridge, Ball, Caliber .30, Model of 1906, better known as the .30-'06.

The Model 1903 was a robust and accurate weapon that served the U.S. Infantryman well from the Philippine Insurrection that began in 1904 all the way through the Korean War of the early 1950's and still today in use as a training aid and the 'sporterized' versions used for hunting.

Action: Bolt-Action
Caliber: .30-06
Length: 43.2"
Weight: 139 oz.
Magazine Type: Internal box
Magazine Capacity: 5
Nationality: USA

Mosin-Nagant M1944

The Mosin-Nagant models served the Russian army from 1891 until its replacement by the SKS after the 2nd World War. This particular model is on the last produced.

Action: Bolt-Action
Caliber: 7.62 x 54 Russian
Length: 40"
Weight: 142 oz.
Magazine Type: Internal box
Magazine Capacity: 5
Nationality: USSR

M1 Garand



This is the first self-loading rifle to be adopted as standard service rifle. The U.S. Army adopted it in 1932. The Garand has an internal box magazine that uses a special 8 round clip. At the end of production

in 1950, over 5.5 million Garands had been produced.

Action: Self-Loading
Caliber: .30-06
Length: 43.6"
Weight: 9 lb 8 oz
Magazine Type: Stripper Clip
Magazine Capacity: 8
Nationality: USA

Modern Master Work Weapons (M²W²)

P109 Carbine

The P109 demonstrates one of the many options owners of the AR series of rifles has. This carbine mounts a custom flattop upper receiver chambered in .357 SIG to a factory AR-15 lower receiver. It includes a collapsible stock, M1913 rail mounted to the upper receiver and a 4-way rail system replaces the factory Foregrip.

Action: Self-Loading
Caliber: .357 SIG
Length: 39"
Weight: 6 lbs
Magazine Type: Detachable box
Magazine Capacity: 30
Nationality: USA

Weapon Qualities

Collapsible Stock (CS)

Master Work & Accessories

Accessory Rail (upper receiver)
Accessory Rail (replaces Foregrip and allows 4 accessories to be mounted to it.)
Collapsible Stock

SRT Ruger 77/44 Bison



This weapon mounts an integral suppressor on the Ruger 77/44. The suppressor design has excellent noise reduction while maintaining bullet velocities that are 90%+ of a similar round fired from an unsuppressed Ruger 77/44. An optional Douglas Match barrel is offered in a special twist rate for improved accuracy over the factory Ruger barrel when using subsonic loads. The Bison is offered in either a stainless steel gun with synthetic stock, or blued gun with wood stock.

All suppressor tubes are finished with Mil-Spec flat black baked resin.

The Bison is an excellent choice for tactical or military use where heavy subsonic projectiles are needed at ranges that exceed the capability of a suppressed handgun.

Action: Bolt Action
Caliber: .44 Special
Length: 39.75"
Weight: 7 lbs
Magazine Type: Detachable Rotary box
Magazine Capacity: 4
Nationality: USA

Weapon Qualities

Integral (IN) Suppressor
Suppressed (SP)
Whisper-lock (WL)

Master Work & Accessories

Match Grade Barrel
Suppressor

Feature Article: The DSR-1 TRP Tactical Sniper Rifle

Built by the German company AMP, the DSR-1 is a bullpup configured bolt-



action rifle that features a free-floating fluted stainless steel Lothar Walther barrel fitted with a dual chamber titanium muzzle brake with horizontal vents. The barrel mounts to a high strength aluminum receiver and is protected by a vented barrel shroud. A one piece Picatinny rail is hard mounted to the receiver with a full length Weaver Rail hard mounted above

the barrel shroud. The Weaver Rail is used to mount the supplied suspension style bi-pod. A two-stage adjustable trigger is standard along with a monopod supported butt stock that is fully adjustable for length of pull, height, and butt plate position. The stock also mounts a fully adjustable cheek piece and just forward of the trigger guard a spare magazine can be stored. The DSR-1 is available in 4 calibers, and being a modular system all that is required to convert the rifle from one caliber to the next is the barrel, bolt, bolt stop, and magazine. In the unforeseen event that a barrel is damaged it can be easily removed and exchanged within seconds by the operator without any loss of zero.

Caliber: .243, .308, .300 Win Magnum, .338 LAPUA Magnum
Barrel: 25.6"
Length: 39"
Weight: 13 lbs
Magazine Type: Detachable box
Magazine Capacity: 5 rounds, 4 rounds for the .338 LAPUA Magnum

Weapon Qualities

Advanced Aim (AA)
Bullpup (BP)
Integral (IN) Bi-Pod
Multi-Chambered (MC)

Master Work & Accessories

Floating Match Grade Barrel
Custom Stock
Muzzle Brake

DSR-1 Accessories

DSR-1 Scope Mount and Integral Scope Rings



This unit enables the mounting of various optical devices.

Cost: 2 BP / \$250.00

DSR-No.1 is the ability to convert calibers in seconds. This allows the operator to tailor the DSR-No.1 to specific mission requirements - even in the field.

The caliber conversion kit for the DSR-1 includes: the barrel, bolt, bolt stop, and one magazine. The barrel is a fluted, stainless Lothar Walther barrel, with a Titanium muzzle break. The bolt is matched to the barrel, insuring precision head spacing and maximum accuracy potential.

The conversion kit is available in .243, .308, .300 Win Mag., and .338 LAPUA Mag calibers.

DSR-1 Caliber Conversion Kit



One of the great advantages of the

Cost

10 BP / \$2295.00 (for .338 LAPUA Mag)
9 BP / \$2095.00 (for .300 Win Mag)
8 BP / \$1995.00 (for .308 or .243)

DSR-1 Custom Fitted Aluminum Case



This fitted aluminum case is custom made for the DSR-1. It incorporates closed cell foam with shaped cutouts. The case is lockable and airline approved.

Cost

2 BP / \$189.00 (purchased w/ DSR-No.1)

4 BP / \$499.00 (purchased w/o DSR-No.1)

DSR-1 Spare Magazines



Factory spare magazines.

Cost: 2 BP / \$259.00

DSR-1 Tactical Drag bag

Custom tactical drag bag, specifically designed for the DSR-1. Made of black ballistic nylon and includes multiple accessory pockets. Closed foam internal construction. The bag folds out into a stable shooting mat.

Cost: 4 BP / \$249.00

DSR-No.1 Cleaning kit

Factory recommended cleaning kit for your DSR-No.1. This kit will allow precision cleaning of the DSR-No.1 in all calibers (.243, .300, .308, and .338) - all brushes and patches

appropriate for the task are included. The kit also includes an Optics Cleaning subsection - which allows you to precisely clean your optics without damage.

Included is a 1/2 oz. bottle of Militec-1 Lubricant.

All packaged in a DSR-No.1 Logo ballistic nylon case.

Kit Components

Soft pack ballistic nylon case with "DSR-No.1" logo.

10, 3" patches

30" cable

8" cable

22 cal tip

22 cal obstruction remover

30 cal tip

30 cal obstruction remover

25 cal brush

30 cal brush

35 cal brush

Bore light

Cable connector

Otis premium bore cleaner

1/2 oz. bottle Militec-1 lubricant

T-handle

Mohair lens cleaning brush

Q-tip swabs

Lens cleaning solution

Lens cloths

Cost: 1 BP / \$50.00

DSR-No.1 Sling

Factory DSR-No.1 sling. The sling is constructed of black ballistic nylon and includes padded shoulder straps. The design of the sling allows behind the back carry. The sling attaches to 2 sling points on DSR-No.1.



Cost: 2 BP / \$150.00

Final Notes

I've tried to include enough information about each of the weapons listed to allow you to accurately incorporate them into your campaign. Some of the more recent or less publicized variants are difficult to obtain information on and where necessary, I've made educated guesses as to the appropriate values.

I've based these values on what I feel accurately depicts the weapons based on my knowledge and experience so take it for what it's worth.

I hope you find this information useful. If I find that the response to this sort of thing is positive I'll try and put together another issue in a few weeks. Until then – keep your powder dry.

Molon LABE'

Jim

Table 1: For use with Spycraft

Weapon Name	Budget Points	Accuracy	Damage	Error	Threat	Range Increment	Weight	Actual Cost
M1911A1	22	-	1d12	0	19-20	25	2 lbs.	\$400.00
Luger P08	18	-	1d10+1	1	20	25	1 lb.	\$1,000.00
Luger 'Artillery Model'	20	-	1d10+1	1	20	30	2 lbs.	\$2,000.00
Mauser Model 1898	14	-	2d4	1	20	20	2 lbs.	\$900.00
M1903A3 Springfield	30	-	2d10+1	1	19-20	200	8 lbs.	\$250.00
Mosin-Nagant	30	-	2d10+1	1	19-20	200	8 lbs.	\$100.00
M1 Garand	33	-	2d10+1	1	19-20	175	9 lbs.	\$800.00
P109	34	-	1d8+2	1	20	60	6 lbs.	\$1,000.00
SRT Ruger 77/22 Bison	43	+1	3d4+1	1	20	50	7 lbs.	\$1,000.00
DSR-1 TRP								
.243		+3	4d4+1	1	20	175	13 lbs.	(only available via conversion kit)
7.62x51mm	60	+3	4d4+2	1	18-20	200	13 lbs.	\$7,795.00
.300 Win Mag	61	+3	3d6+2	1	18-20	225	13 lbs.	\$7,895.00
.338 LAPUA	63	+3	5d4	1	18-20	250	13 lbs.	\$8,095.00

Table 2: For use with D20 Modern

Weapon Name	Damage Type	Accuracy Bonus	Damage	Critical	Range Increment	Weight	Purchase DC	Restriction
M1911A1	Ballistic	-	2d6	20	25	2 lbs.	15	Lic (+1)
Luger P08	Ballistic	-	2d6	20	25	1 lb.	15	Lic (+1)
Luger 'Artillery Model'	Ballistic	-	2d6	20	30	2 lbs.	15	Lic (+1)
Mauser Model 1898	Ballistic	-	2d4	20	20	2 lbs.	15	Lic (+1)
M1903A3 Springfield	Ballistic	-	2d10	20	200	8 lbs.	15	Lic (+1)
Mosin-Nagant	Ballistic	-	2d10	20	200	8 lbs.	15	Lic (+1)
M1 Garand	Ballistic	-	2d10	20	175	9 lbs.	15	Lic (+1)
P109	Ballistic	-	2d6	20	60	6 lbs.	18	Res (+2)
SRT Ruger 77/22 Bison	Ballistic	+1	2d6	20	50	7 lbs.	20	Mil (+3)
DSR-1 TRP								
.243	Ballistic	+3	2d8	20	175	13 lbs.	25	Lic (+1)
7.62x51mm	Ballistic	+3	2d10	20	200	13 lbs.	25	Lic (+1)
.300 Win Mag	Ballistic	+3	2d10	20	225	13 lbs.	25	Lic (+1)
.338 LAPUA	Ballistic	+3	2d10	20	250	13 lbs.	25	Lic (+1)

OPEN GAME LICENSE Version 1.0a

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

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols,

designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the

License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and

distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Random Shots Volume 1 Copyright 2003, Jim Wardrip

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

The Open Gaming Content

The following material is designated Open Game Content: all material enclosed within a black border with grey shading (i.e. Cost, Action, Caliber, Weight, etc.) as well as Table 1 and Table 2.