

Gear Krieg

Roleplaying Game

Signature Weapons

By

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INTRODUCTION

Signature weapons are, at their most basic, a representation of the wide range of firearms that are available during the first few years of the war. It is highly unlikely that a character will be given a weapon that conforms exactly to the generic stats as presented in the Gear Krieg roleplaying game; this supplement provides some variation based around the standards established by the generic weapons without having to use the custom signature item modification rules from the game. If carried as standard weapons, the firearms presented here can be used as-is. If actually selected as a signature weapon, the gun can be (and should be) modified according to the signature item rules to provide the character with a unique and highly personalized version of the weapon.

Design Note: The “Standard” Disclaimer

This web supplement contains a great deal of information on firearms for use with both the SilCORE and OGL versions of the Gear Krieg roleplaying game. These statistics were calculated according to the “Translating History - Firearms” document, available for free from Dream Pod 9 (www.dp9.com). The weapons as presented here may not be completely historically accurate. Some effort has been made to include some historic quirks and limitations, but ultimately the weapon statistics are simply too broad to incorporate every detail regarding weapon performance. Gamemasters are welcome to make whatever modifications they deem appropriate.

WEAPON STATISTICS

Some of the weapon statistics do not use standard SiLCORE notation. These are explained below. Also, most weapons have an additional specific rule or two governing their use in combat. These extra rules are optional, and are listed at the bottom of each weapon description

Rate of Fire (ROF): Rates of fire for fully automatic weapons are listed as X (Y), where X is the basic ROF, usually 2, and Y is the maximum ROF of the weapon. Weapons with a minimum ROF will be listed as a range, e.g., 1-6. Weapons with a negative ROF use the optional manual action and reload rules from Gear Krieg chapter 7.

Ammo: Listed as the number of rounds in the weapon, followed by caliber and type of magazine in parentheses. The type of magazine is really only important if using the optional reloading rules from Gear Krieg chapter 7. The types are abbreviated as follows: cyl = cylinder, box = removable box, int = internal magazine, drum = large drum and belt = ammunition belt, either cloth or metal link. Ammunition is interchangeable between handguns and submachine guns of the same caliber.

Users: This lists the countries where the weapon has the greatest level of production and use. Brit/Comm stands for Britain and Commonwealth, which also includes Canada and Australia. Unless a weapon includes the designation “Civilian,” it is restricted to military use although small numbers of the weapon can be obtained through the black market.

Date in Use: This is the year the weapon is introduced in large numbers whether for civilian or military use. Small numbers of the weapons are available up to a year earlier than this date for experimental and evaluation purposes. Characters must have connections or be a part of an evaluation team in order to obtain early versions of these weapons, and even so there will never be more than one or two weapons available for use.

Open Gaming Content: Weapon Statistics and Purchasing DCs

The weapon statistics were generated according to the SiLCORE Conversion Guidelines. However, some of the weapon statistics have been fudged somewhat in order to provide a little more variation between individual models.

The damage type for all weapons listed here is **ballistic**.

The Purchase DCs were arbitrarily assigned and may seem a little high, especially for new military firearms. This is intended to reflect a lack of availability outside the particular national militaries using the weapons. Within the countries listed as users for these weapons, the Purchase DC is 2 less except for any weapon with a Date In Use of 1942 – these are still quite rare.

Also, PCs currently in the military do not have to make purchase checks for any weapons that are standard issue for their particular ranks and assignments – they receive these firearms as a matter of course. However, they are expected to return any issued weapons should the PCs ever leave the service.

Table Footnotes

For the sake of space, table footnotes are listed below. The same footnotes apply to both SiLCORE and OGI weapon tables.

⁽¹⁾ Also available in 35 (7.62 mm, box)

⁽²⁾ Also available in 30 (.45, box)

⁽³⁾ Also available in 97 (.303, drum)

⁽⁴⁾ Also available in 250 (7.92 mm, belt)

⁽⁵⁾ Due to being both bolt action and manual reload

SiLCORE Statistics

	ACC	DM	BR	ROF	Ammo	Mass (kg)	Users	Date In Use
Revolvers								
Colt Detective .38 Special	0	17	4	0	6 (.38, cyl)	0.6	Civilian	1926
Enfield No. 2 Mk I	0	18	5	0	6 (.38, cyl)	0.8	Brit/Comm	1937
Nagant M1895	0	15	5	0	6 (7.62 mm, cyl)	0.8	Russia	1895
Smith & Wesson .357 Magnum	0	20	7	0	6 (.357, cyl)	1.0	US	1935
Smith & Wesson M1908	0	22	8	0	6 (.44, cyl)	1.0	Civilian	1908
Automatic Pistols								
Browning 1935 GP	0	19	8	0	13 (9mm, box)	1.1	Brit/Comm, Germany, China	1935
Colt M1911A1	0	21	6	0	7 (.45, box)	1.1	US	1911
Luger P08	0	18	7	0	8 (9mm, box)	0.9	Germany	1908
Tula Tokarev	0	16	7	0	8 (7.62 mm, box)	0.8	Russia	1929
Type 14 (Nambu)	0	15	6	0	8 (8mm, box)	1.0	Japan	1925
Walther P38	0	18	7	0	8 (9mm, box)	1.0	Germany	1938
Walther PPK	0	14	5	0	7 (.32, box)	0.6	Germany	1932
Rifles								
Holland & Holland .600 Nitro Express	0	59	64	0	2 (.600, int)	8.0	Civilian	1903
Lee Enfield No.1 Mk. III (SMLE)	0	29	69	-1	10 (.303, box)	3.7	Brit/Comm	1916
M1 Garand	0	31	72	0	8 (.3, int)	4.1	US	1932
Mauser KAR-98K	+1	31	67	-1	5 (7.92 mm, int)	3.9	Germany	1935
Mosin-Nagant M1891/30	0	29	80	-1	5 (7.62 mm, int)	4.0	Russia	1937
Springfield M1903 ⁽¹⁾	0	29	72	-1	5 (.3, int)	3.9	US/Civilian	1903
Tokarev SVT 40 ⁽¹⁾	0	29	72	0	10 (7.62 mm, box)	4.0	Russia	1940
Type 38 (Arisaka Meiji)	0	26	76	-1	5 (.25, int)	4.2	Japan	1907
Winchester M1894	0	27	55	-1	6 (.3, int)	2.7	Civilian	1894
Submachine Guns								
M3 "Grease Gun"	0	24	20	1-2 (6)	30 (.45, box)	3.7	US	1942
MP40	0	20	26	2 (6)	32 (9 mm, box)	3.8	Germany	1940
PPSh 41 "Burp Gun"	0	18	30	2 (6)	71 ⁽¹⁾ (7.62mm, drum)	5.5	Russia	1941
Sten Mk II	0	20	23	2 (6)	32 (9 mm, box)	2.9	Brit/Comm, China	1941
Thompson M1	0	24	23	1-2 (4)	20 ⁽²⁾ (.45, box)	4.9	US/Britain	1928
Type 100	0	17	23	2 (6)	30 (8 mm, box)	3.3	Japan	1940
Light Machineguns								
Bren Gun Mk. I	0	29	88	2 (6)	30 ⁽³⁾ (.303, box)	10.2	Brit/Comm, China	1938
Browning M1919A2 (BAR)	0	29	103	1-2 (4)	20 (.3, box)	8.7	US	1916
MG42	0	29	95	2 (10)	50 ⁽⁴⁾ (7.92 mm, belt)	11.5	Germany	1942
Ruchnoy Pulemyot DPM	0	29	102	1-2 (9)	47 (7.62 mm, drum)	9.1	Russia	1928
Type 96 Shiki Kikanju	0	26	94	2 (6)	30 (7.7 mm, box)	9.0	Japan	1936
Anti-Armor Weapons								
Boys AT Rifle	0	61	128	-1	5 (0.55, box)	16.3	Brit/Comm	1937
Panzerbüchse 39	0	72	164	-2 ⁽⁶⁾	1 (7.9 mm, int)	12.6	Germany	1939
PTRD-1941	0	72	159	-1	1 (14.5 mm, int)	17.3	Russia	1941
Type 97 AT Rifle	0	73	137	0	7 (20 mm, box)	52.0	Japan	1937

Open Gaming Statistics

Weapon Summary

	Damage	Critical	RI	ROF	Magazine	Size	Mass (kg)
Revolvers							
Colt Detective .38 Special	2d6	20	20 ft.	S	6 (.38, cyl)	Small	0.6
Enfield No. 2 Mk I	2d6	20	25 ft.	S	6 (.38, cyl)	Small	0.8
Nagant M1895	2d6	20	25 ft.	S	6 (7.62 mm, cyl)	Small	0.8
Smith & Wesson .357 Magnum	2d6	20	30 ft.	S	6 (.357, cyl)	Med	1.0
Smith & Wesson M1908	2d8	20	30 ft.	S	6 (.44, cyl)	Small	1.0
Automatic Pistols							
Browning 1935 GP	2d6	20	30 ft.	S	13 (9mm, box)	Small	1.1
Colt M1911A1	2d6	20	30 ft.	S	7 (.45, box)	Small	1.1
Luger P08	2d6	20	30 ft.	S	8 (9mm, box)	Small	0.9
Tula Tokarev	2d6	20	30 ft.	S	8 (7.62 mm, box)	Small	0.8
Type 14 (Nambu)	2d6	20	25 ft.	S	8 (8mm, box)	Small	1.0
Walther P38	2d6	20	30 ft.	S	8 (9mm, box)	Small	1.0
Walther PPK	2d4	20	20 ft.	S	7 (.32, box)	Small	0.6
Rifles							
Holland & Holland .600 Nitro Express	3d12	19-20	85 ft.	Single	2 (.600, int)	Large	8.0
Lee Enfield No.1 Mk. III (SMLE)	2d10	20	90 ft.	Single	10 (.303, box)	Large	3.7
M1 Garand	2d10	20	90 ft.	S	8 (.3, int)	Large	4.1
Mauser KAR-98K	2d10	20	85 ft.	Single	5 (7.92 mm, int)	Large	3.9
Mosin-Nagant M1891/30	2d10	20	100 ft.	Single	5 (7.62 mm, int)	Large	4.0
Springfield M1903	2d10	20	90 ft.	Single	5 (.3, int)	Large	3.9
Tokarev SVT 40	2d10	20	90 ft.	S	10 (7.62 mm, box)	Large	4.0
Type 38 (Arisaka Meiji)	2d8	19-20	95 ft.	Single	5 (.25, int)	Large	4.2
Winchester M1894	2d8	20	80 ft.	Single	6 (.3, int)	Large	2.7
Submachine Guns							
M3 "Grease Gun"	2d8	20	45 ft.	A	30 (.45, box)	Large	3.7
MP40	2d6	20	40 ft.	S, A	32 (9 mm, box)	Large	3.8
PPSh 41 "Burp Gun"	2d6	20	35 ft.	S, A	71 ⁽¹⁾ (7.62mm, drum)	Large	5.5
Sten Mk II	2d6	20	40 ft.	S, A	32 (9 mm, box)	Large	2.9
Thompson M1	2d8	20	45 ft.	A	20 ⁽²⁾ (.45, box)	Large	4.9
Type 100	2d6	20	35 ft.	S, A	30 (7.7 mm, box)	Large	3.3
Light Machineguns							
Bren Gun Mk. I	2d10	20	100 ft.	S, A	30 ⁽³⁾ (.303, box)	Huge	10.2
Browning M1919A2 (BAR)	2d10	20	115 ft.	A	20 (.3, box)	Large	8.7
MG42	2d10	20	110 ft.	S, A	50 ⁽⁴⁾ (7.92 mm, belt)	Huge	11.5
Ruchnoy Pulemyot DPM	2d10	20	115 ft.	A	47 (7.62 mm, drum)	Huge	9.1
Type 96 Shiki Kikanju	2d8	20	110 ft.	S, A	30 (7.7 mm, box)	Large	9.0
Anti-Armor Weapons							
Boys AT Rifle	4d12	19-20	135 ft.	Single	5 (0.55, box)	Huge	16.3
Panzerbüchse 39	4d12	20	200 ft.	Single	1 (7.9 mm, int)	Huge	12.6
PTRD-1941	4d12	19-20	185 ft.	Single	1 (14.5 mm, int)	Huge	17.3
Type 97 AT Rifle	4d12	19-20	160 ft.	S	7 (20 mm, box)	Huge	52.0

Purchase Summary

	Users	Date In Use	Purchase DC	Restriction
Revolvers				
Colt Detective .38 Special	Civilian	1926	15	Lic (+1)
Enfield No. 2 Mk I	Brit/Comm	1937	18	Mil (+3)
Nagant M1895	Russia	1895	17	Lic (+1)
Smith & Wesson .357 Magnum	US	1935	22	Mil (+3)
Smith & Wesson M1908	Civilian	1908	17	Lic (+1)
Automatic Pistols				
Browning 1935 GP	Brit/Comm, Germany, China	1935	22	Res (+2)
Colt M1911A1	US	1911	15	Res (+2)
Luger P08	Germany	1908	16	Res (+2)
Tula Tokarev	Russia	1929	17	Mil (+3)
Type 14 (Nambu)	Japan	1925	22	Mil (+3)
Walther P38	Germany	1938	19	Mil (+3)
Walther PPK	Germany	1932	19	Mil (+3)
Rifles				
Holland & Holland .600 Nitro Express	Civilian	1903	20	Lic (+1)
Lee Enfield No.1 Mk. III (SMLE)	Brit/Comm	1916	18	Mil (+3)
M1 Garand	US	1932	18	Mil (+3)
Mauser KAR-98K	Germany	1935	22	Mil (+3)
Mosin-Nagant M1891/30	Russia	1937	18	Mil (+3)
Springfield M1903	US/Civilian	1903	17	Lic (+1)
Tokarev SVT 40	Russia	1940	22	Mil (+3)
Type 38 (Arisaka Meiji)	Japan	1907	22	Mil (+3)
Winchester M1894	Civilian	1894	16	Lic (+1)
Submachine Guns				
M3 "Grease Gun"	US	1942	23	Mil (+3)
MP40	Germany	1940	22	Mil (+3)
PPSh 41 "Burp Gun"	Russia	1941	20	Mil (+3)
Sten Mk II	Brit/Comm, China	1941	20	Res (+2)
Thompson M1	US/Britain	1928	18	Res (+2)
Type 100	Japan	1940	22	Mil (+3)
Light Machineguns				
Bren Gun Mk. I	Brit/Comm, China	1938	21	Mil (+3)
Browning M1919A2 (BAR)	US	1916	21	Mil (+3)
MG42	Germany	1942	23	Mil (+3)
Ruchnoy Pulemoyt DPM	Russia	1928	20	Mil (+3)
Type 96 Shiki Kikanju	Japan	1936	22	Mil (+3)
Anti-Armor Weapons				
Boys AT Rifle	Brit/Comm	1937-41	23	Mil (+3)
Panzerbüchse 39	Germany	1939-41	23	Mil (+3)
PTRD-1941	Russia	1941	23	Mil (+3)
Type 97 AT Rifle	Japan	1937	23	Mil (+3)

Purchase Summary (Continued)

Ammunition	Purchase DC		Amount per Purchase ⁽¹⁾
	Users	Non-Users	
.25	5	10	20
.30	4	8	20
.30-03	4	7	20
7.62 mm	5	10	20
7.7 mm	5	12	20
7.92 mm	6	12	20
8 mm	5	12	40
9 mm	4	7	40
.44	4	8	40
.45	4	8	40
.600 Nitro	8	N/A	10
Anti-Tank (all calibers)	8 ⁽²⁾	16	10

⁽¹⁾ The ammunition does not come pre-loaded; characters will have to take the time to load clips or detachable box magazines, especially civilian characters. For military characters, Gamemasters may wish to instead provide 2-4 loaded magazine equivalents.

⁽²⁾ Russian AT ammunition has a User Purchase DC of 12 and a Non-User Purchase DC of 20.

Design Note: Ammunition Types

The above ammunition types have obviously been simplified (for example, there were many different types of .44 and .45 ammunition: each varied in terms of bullet weight, powder charge size, and in some cases, length). As a general rule of thumb, ammunition of a specific caliber from one country is not compatible with same-caliber weapons from other countries. Gamemasters may wish to bend or adjust this rule somewhat, depending on specific weapon models or circumstances.

DESCRIPTIONS

Revolvers

Despite the proliferation of automatic sidearms, revolvers are still widely used in both the military and law enforcement agencies. There are still a few areas where revolvers are more effective than their automatic cousins, but it is unlikely this edge will last long into the war.

Colt Detective .38 Special (Civilian)

This is a small, easily concealable firearm produced in great amounts in the late 1920s. The weapon's short (2-inch) barrel makes it ideal for use in close quarters. Aviators and tank crews sometimes carry this as a sidearm, but it is far more common as a police (and criminal) weapon.

Enfield No. 2 Mk I (Britain/Commonwealth)

The Enfield is the standard British army sidearm, and exists mainly due to the high command's refusal to accept the automatic pistol as a reliable field weapon, despite hard data proving otherwise. The Enfield is an improvement on an earlier Webley design. The recoil from the larger .455 caliber of that weapon made it very difficult to hit anything; the Enfield was designed to use the lower-powered .38 round.

Nagant M1895 (Russia)

The Nagant revolver is an extremely old Russian design, with the unusual feature of having a completely sealed cylinder. This was done to increase the efficiency of the weapon, and although the actual benefit is miniscule, it does mean that the pistol is very effective with a silencer (called a "Bramit Device"). The Nagant is used as the Red Army's standard sidearm for troops who do not have access to the Tokarev. It is also used in large numbers in the NKVD, especially for covert operations.

SilCORE Rules: When silenced, treat the weapon as having the Stealth System Perk. Also, the sealed cylinder cannot be reloaded quickly; treat the magazine as internal when determining reloading times.

OGL Rules: Listen and Spot checks to detect a silenced Nagant are at DC 15. Also, the sealed cylinder cannot be reloaded quickly; treat the magazine as internal when determining reloading times.

Smith & Wesson .357 Magnum (United States)

A powerful handgun, this revolver chambers an improved round with an appreciable increase in range over the standard .38 revolver. General George Patton carries a short-barreled .357 magnum as one of his sidearms, and refers to it as his "killin' gun."

Smith & Wesson M1908 (Civilian)

One of Smith & Wesson's largest handguns, this .44 caliber weapon packs a good punch over a good distance. This pistol was initially known as the New Century Hand Ejector revolver, and saw considerable use during the Great War. During the early 1930s, the military version of the pistol was redesigned to use standard .45 and .38 caliber rounds, but the original .44 pistol remains on the civilian market around the world.

Automatic Pistols

Automatic pistols are setting new standards in terms of personal firearm capabilities, although they have yet to completely replace older revolver designs. Technological advances have made them much more rugged and reliable, but some countries (such as Britain) have been slow to recognize their value.

Browning 1935 “Grand Puissance” (Britain/Commonwealth, Germany and China)

Also known as the Hi Power, the Browning GP has the dubious distinction of being the only gun in the war actively produced for both the Axis and the Allies; Germany secured the Belgian production plants when it invaded in 1939. The gun is arguably one of the best automatic pistols in existence; although it is not the most powerful, it does have an impressive range and ammunition capacity. Germany issues these pistols to Waffen SS officers, while Britain assigns them to airborne and commando units. A large number have also been supplied to China.

Colt M1911A1 (United States)

The Colt M1911A1 is a durable automatic pistol, with one of the best stopping powers possessed by a handgun. Its low muzzle velocity gives it a somewhat shorter range, but in close quarters this is usually not an issue. This is the standard automatic sidearm of United States armed forces, and has seen little change since it was introduced during the Great War.

Luger P08 (Germany)

The Luger was considered obsolete by the start of the war but is still very popular. It uses standard 9 mm parabellum ammunition (in fact, it was the weapon that set the 9 mm ammo standard). It is rugged and reliable, but in the hands of untrained users, it has a tendency to “just go off.” A large number of German troops carry the weapon as a sidearm, including machine and mortar gunners as well as medics. Soldiers typically carry two magazines: one in the weapon and one in an ammo pouch.

SilCORE Rules: If a character without Small Arms Skill fumbles an action while holding a Luger, the gun goes off. Gamemaster’s discretion as to whether someone gets hit.

OGL Rules: If a character without the Personal Firearms Proficiency feat is forced to make a Reflex save, regardless of the results of that save, a second save must be made (DC 15) to avoid having the Luger go off. Gamemaster’s discretion as to whether someone gets hit by the stray bullet.

Tula Tokarev (Russia)

The standard Russian automatic sidearm, the Tokarev is based on the Colt 1911A1 and Browning GP, although it uses the 7.62 mm round. It was developed in the 1920s to replace the aging Nagant revolver, but by the outbreak of the war it had still not been issued to a large number of troops.

Type 14 Nambu (Japan)

This is considered the “standard” Japanese sidearm, though in reality several sidearms are in use. It was designed by general Kijiro Nambu around 1925, in the 14th year of the Taisho emperor (hence the “Type 14” designation), and has the distinction of being one of the ugliest weapons in the war. Although it is of average performance, there are some annoyances: the safety catch requires both hands to operate, and the box magazine is difficult to remove if the user’s hands are cold or wet. Most officers and troops prefer to carry *katanas*, even inside the limited confines of armored vehicles. A new version of the pistol has an enlarged trigger guard, allowing users to fire the weapon while wearing heavy gloves.

Walther P38 (Germany)

The P38 is a (relatively) new 9 mm German handgun, currently being issued as a replacement for the Luger. It is the primary sidearm of panzer crews. Two clips of ammunition are typically carried, one in the gun and one in an ammo pouch.

Walther PPK (Germany)

First produced in 1932, the PPK is a smaller version of the Walther PP police pistol. The PPK has a shortened barrel and is easier to conceal, but possesses only a moderate stopping power. Several versions of the gun are available, chambering .22 LR (long rounds), .25 ACP, .32 ACP and .38 ACP caliber bullets (the .32 version is included on the charts). The PPK is issued primarily to military police – specifically the Gestapo – although high-level military officers also carry the weapon.

Walther PP Version: This weapon is identical in performance to the Walther PPK, except that it carries 8 rounds instead of 7.

Rifles

Bolt-action rifles are still the standard armament of most infantries of the world. Automatic rifles have made a few inroads, but with the exception of the United States (and perhaps Russia), they are not in widespread use by the current date (end of 1941).

Holland & Holland .600 Nitro Express (Civilian)

The Nitro Express is the ultimate in hunting rifles, firing the largest caliber rifle round in existence with enough force to bring down an elephant. Each weapon is custom-made, and both the rifle and ammunition are quite expensive. The weapon is double-barreled, and dual triggers allow the rifle to fire both barrels at the same time. The weapon normally packs quite a recoil, and firing both barrels will at the very least leave a nasty bruise.

SilCORE Rules: If both barrels are fired at once, make one Attack test but double the DM. The user must immediately make a HEA test (Threshold 3). Failure gives the user a Light Wound, a Fumble gives the user a Deep Wound and a broken collar bone – one arm can no longer be used until the wound is healed.

OGI Rules: If both barrels are fired, make one to-hit roll but double the damage (a critical hit doubles the damage again). The user must make a Fortitude check (DC 7), failure means the user takes 2d6 damage. If maximum damage is rolled, the user also loses the use of one arm until the damage is healed.

Design Note: The Nitro .600 statistics in the GK RPG are incorrect. The stats and rules included in this supplement should be used instead.

Lee Enfield No.1 Mk. III (SMLE) (Britain/Commonwealth)

The Short Magazine Lee Enfield is the standard rifle of the British, Canadian and Australian infantry. It has possibly one of the best bolt-action mechanisms in existence, being rugged yet fast and smooth to operate. Extremely skilled shooters have been able to fire up to 40 rounds per minute, including reloading time.

SilCORE Rules: Anyone specializing in the Lee Enfield or taking it as a Favored Item or Signature Weapon may fire the rifle as if it has an ROF of 0.

OGI Rules: Anyone with the Advanced Firearms Proficiency feat may fire the Lee Enfield as if it is a semi-automatic (S) weapon.

M1 Garand (United States)

When the US adopted the Garand in 1936, it became the first country to introduce a semi-automatic weapon as its main infantry armament. The Garand is rugged and can withstand a great deal of abuse. It does have some drawbacks – the magazine can be loaded only with a special 8-round clip; the rifle does not accept single bullets. Also, when the last bullet is fired, the empty clip is automatically ejected with a distinctive sound, a flaw that could prove fatal in close-quarters fighting.

SilCORE Rules: Although the Garand has an internal magazine, treat as box-loaded. A Notice test (Threshold 5) must be made to hear an empty clip eject if the rifle is closer than 5 meters.

OGL Rules: Although the Garand has an internal magazine, treat as box-loaded. A Listen check (DC 15) must be made to hear an empty clip eject if the rifle is closer than 15 feet.

Mauser KAR-98K (Germany)

The Mauser became the standard rifle of the German army in 1935. Although the bolt action makes it slow to reload, it is very reliable and very accurate. A sniper version is available, mounting a scope with up to x3 optical magnification. A typical German infantry soldier carries twelve 5-round clips.

SilCORE Rules: The sniper version does not gain the +1 Acc for the scope, but the Base Range is increased to 80. This bonus comes into play only if the weapon is aimed.

OGL Rules: The basic version has a +3 to hit due to craftsmanship. The sniper version has a Range Increment of 130 ft, but only if an attack action is spent acquiring the target. If the target moves out of sight before the shot is fired, it must be reacquired.

Mosin-Nagant M1891/30 (Russia)

Although an older design, this rifle is still used in large numbers by the Red Army. It is most often encountered as a sniper rifle, with a scope providing up to 3.5x magnification. In fact, snipers prefer the M1891 over the SVT 40 due to the reduced amount of noise from the bolt action. Soldiers are supposed to be issued twelve to eighteen 5-round clips of ammunition; in fact, most receive only six.

SilCORE Rules: The sniper version has +1 Acc (from the scope), but no range increase.

OGL Rules: The Range Increment for the sniper version is boosted to 150 ft, but only if an attack action is spent acquiring the target. If the target moves out of sight before the shot is fired, it must be reacquired.

Springfield M1903 (United States/Civilian)

The Springfield was the standard rifle for the US army until 1936, when the M1 Garand replaced it. It is still in use as a sniper rifle; however, it has also seen widespread acceptance as a hunting rifle around the world. A soldier typically carries twenty 5-round clips, stored in pairs in ten ammo pouches.

SilCORE Rules: The sniper version has +1 Acc (from the scope), but no range increase.

OGL Rules: The Range Increment for the sniper version is boosted to 135 ft, but only if an attack action is spent acquiring the target. If the target moves out of sight before the shot is fired, it must be reacquired.

Tokarev SVT 40 (Russia)

The SVT 40 is one of the more advanced automatic rifles in use by the Red Army. It also has a permanently attached bayonet that can be folded back when not in use. German soldiers on the Russian front have been known to discard their own rifles in favor of captured SVT 40s.

SiICORE Rules: When using the bayonet, the weapon is treated as a short spear (DM of AD+8).

OGL Rules: The bayonet does 1d8 damage.

Type 38 Arisaka Meiji (Japan)

Japan's standard infantry weapon is very rugged, and has light recoil and little muzzle flash. This is due mostly to the small .25 caliber round chambered, which also gives the weapon a lighter-than-average stopping power. However, the round occasionally breaks up during flight, causing a great deal of damage if it hits. A typical soldier carries twelve 5-round clips divided between two pouches.

SiICORE Rules: If the target fumbles his Defense test, treat the weapon as having a DM of 35.

OGL Rules: The Type 38 has an increased critical threat range.

Winchester M1894 (Civilian)

The Winchester '94 is an older rifle, gaining its fame in the heyday of the American Wild West. Currently, it is used quite widely by the civilian population in North America, especially by law enforcement authorities and guards. Numerous versions of the rifle have been produced in a wide variety of calibers (the example on the chart uses .30-03 ammunition) over the years, but most of the non-standard and low-caliber weapons are no longer in use.

Submachine Guns

Short, heavy and capable of high rates of fire, these infantry weapons are seeing an increased amount of use. A given army's SMGs typically use the same bullet caliber as that army's automatic sidearms, allowing ammunition to be freely interchangeable between the weapons should such a need arise.

M3 "Grease Gun" (United States)

This brand new submachine gun is not yet available in large numbers. It is made entirely from stamped metal, and is intended to eventually replace the harder-to-produce Thompson M1. The M3 has earned the nickname "grease gun" because it can only fire on fully automatic; however, it has such a low rate of fire that experienced users can squeeze off single rounds. There are plans to produce a silenced version of the weapon for use by the Office of Strategic Services (OSS).

SiICORE Rules: Anyone specializing in the M3 or taking it as a Favored Item or Signature Weapon may fire the weapon with an ROF of 0. Silenced versions are treated as having the Stealth Systems Perk.

OGL Rules: Anyone with the Advanced Firearms Proficiency feat may fire the M3 as if it is a semi-automatic (S) weapon. Listen and Spot checks to detect a silenced M3 are at DC 15.

MP40 "Schmeisser" (Germany)

The MP40 exactly the same as its predecessor, the MP38, save that the manufacturing process uses stamped metal instead of machined parts. A dual-sling box magazine has been developed, doubling the weapon's ammunition capacity to 64, but the magazine is prone to jamming and has not been widely distributed. A soldier carrying an MP 40 typically has 6 extra magazines.

SilCORE Rules: An MP40 using a dual-sling box magazine jams if an Attack test has a Margin of Failure of 4 or more. An action must be spent to clear the jam before the weapon can be fired again.

OGI Rules: Each time an MP40 using a dual-sling magazine is fired, the weapon jams on a d20 roll of 5 or greater. If the user has a luck bonus, it can be applied to this roll. The jam requires one attack action to clear.

Pistolet Pulemet Shpagin PPSH 41 "Burp Gun" (Russia)

This submachine gun was developed after the Winter War with Finland. It boasts a high rate of fire and large magazine capacity, and has a longer effective range than most Axis SMGs. The drum is a little temperamental, and can be slow to reload. Fortunately, a low-frustration box magazine has been developed and is now being deployed. The PPSH 41 is very reliable, even in the cold of a Russian winter, but it is a little sensitive and can go off if dropped. A soldier typically carries only one extra drum of ammunition.

SilCORE Rules: An Agility-based Small Arms test (Threshold 2) is required to replace an empty drum.

OGI Rules: The user must make a Dexterity check (DC 5) to successfully replace an empty drum. The user can Take 10 as a full-round action.

Sten Mk II (Britain/Commonwealth, China)

The Sten is a very basic firearm. Its construction is simple, and it is easily dismantled. It was first used at Dieppe by Canadian soldiers, who hated the weapon and came up with some rather creative, if obscene, names for it. Although the box magazine is capable of holding 32 rounds, it is often loaded with only 30 in order to save wear and tear and also to prevent the gun from jamming. A large number of Stens have been supplied to China, and Britain has also developed a silenced version of the weapon.

SilCORE Rules: When firing for the first time with a freshly loaded 32-round clip, a Fumbled Attack test indicates the gun is jammed. An action must be spent clearing the jam before the gun can be fired again. Silenced versions are treated as having the Stealth Systems Perk.

OGI Rules: When firing for the first time with a freshly loaded 32-round clip, the gun will jam on a d20 roll of 5 or lower. If the user has a luck bonus, it can be applied to this roll. The jam requires one attack action to clear. Listen and Spot checks to detect a silenced Sten are at DC 15.

Thompson M1 (United States, Britain)

The M1 is a redesign of the classic M1928 Tommy Gun. It is reliable, although heavy, and carries an impressive stopping power thanks to its .45 caliber bullets. The M1 is capable of automatic fire only, and cannot accept the characteristic ammunition drums used by the M1928. The Lend-Lease Act resulted in a large number of Thompson M1928s and M1s shipped to Britain.

M1928 Version: The statistics are exactly the same, save that the M1928 is capable of semiautomatic fire. In addition to the box ammunition, the M1928 can be fitted with a 50- or 100-round drum. The Thompson M1928 is available to civilians.

Type 100 (Japan)

Japan developed the Type 100 to supplement its aging Bergmann machineguns. Although its range is comparable to other SMGs, its smaller caliber round has resulted in a reduced stopping power. Japanese paratroopers carry a version of the gun equipped with a folding sock and barrel. With the magazine removed, the weapon can be reduced to approximately one third of its length.

SilCORE Rules: It takes two rounds to assemble a folded Type 100: 1 round to unfold the gun, and 1 round to load the magazine.

OGL Rules: It takes a full-round action to assemble a folded Type 100, but it can be broken down as: 1 attack action to unfold the gun, and 1 movement action to load the magazine.

Light Machineguns

Light machineguns are generally designed to use the same ammunition as the standard rifles of each country's respective armies. Light machineguns are typically bipod mounted, although they can be tripod or vehicle mounted. Those equipped with bipods can be fired "from the hip" with reduced accuracy. LMGs attached to tripods cannot be picked up and fired from the hip.

SiICORE Rules: Light machineguns fired from the hip have a -2 to Attack tests. Bipods require two actions to set up; tripods require four actions.

OGL Rules: Light machineguns fired from the hip have a -5 to hit. Bipods require either two attack actions or one full-round action. Tripods require double that time.

Bren Gun Mk. I (Britain/Commonwealth, China)

The Bren was adopted in 1935 as the new standard light machine gun for the British army. The infantry version is bipod-mounted, but the Bren has also been deployed on a large number of vehicles, including the Universal Carrier. The Bren is capable of firing in both semi- and fully automatic modes. It typically carries a 30-round box magazine. A 97-round drum is available, but it is used predominantly for anti-aircraft fire as it blocks the gunsights. A number of Brens have been supplied to China for use against the Japanese.

SiICORE Rules: When using a 97-round drum, the Acc drops to -1 versus ground targets.

OGL Rules: When using a 97-round drum, the Bren has a -3 penalty to hit ground targets.

Browning M1919A2 Automatic Rifle (BAR) (United States)

Although classified as a light machinegun, the BAR is actually a heavy automatic rifle. It does not use belted ammunition, and the bipod appears only on the A2 version. The BAR A2 also drops the semi-automatic firing mode available on its predecessors. In the Marine Corps, BARs have a crew of two: the Automatic Rifleman and the Assistant Rifleman. The US army has an additional Assistant. Each crewmember carries twelve 20-round magazines in a bandoleer known as a BAR belt.

M1918A1 Version: This earlier version has no bipod and only a single crewmember. It can fire single shots semi-automatically. It was available for civilian use until the mid-1930s, but now can be obtained by non-military personnel only through the black market.

SiICORE Rules: The BAR suffers only a -1 to Attack tests when fired from the hip. The M1918A1 has no bipod; an action must be spent to properly brace the BAR before it can be fired.

OGL Rules: The BAR suffers only a -2 to hit when fired from the hip. A movement action must be spent to properly brace the M1918A1 version weapon before it can be fired.

Maschinengewehr 42 (MG42) (Germany)

The MG 42 is being introduced as the standard German light machinegun. It uses a unique blowback system to give it an incredibly high rate of fire (and a very distinctive sound). It was believed that a gunner would have only a short period of time to shoot at the enemy, so the MG 42's designers ensured that it could put a maximum amount of lead in the air. Unfortunately, this also means that the MG 42's loaders have a difficult time keeping ammunition fed to the weapon.

Ruchnoy Pulemoyt DPM (Russia)

The DPM is the Red Army's standard light machinegun. It is fed from a wide 47-round top-mounted drum, but the weapon sights have been raised to compensate for the drum's height. The DPM is equipped with a light bipod that can bend or break if treated roughly. Fortunately, the gun itself is resistant to dust and dirt. The DPM is capable of automatic fire only.

SilCORE Rules: If the weapon takes a hit to the bipod or while it is set up on the bipod, on a d6 roll of 1 the bipod breaks. On a roll of 2-3 the bipod bends, and an action must be spent to bend the bipod back into shape – Strength test (Threshold 2), a Fumble breaks the bipod. If the bipod is bent or broken, it cannot be used; treat the weapon as being fired from the hip.

OGL Rules: If the weapon takes a hit to the bipod or while it is set up on the bipod, on a d20 roll of 5 or less the bipod breaks. On a roll of 10 or less the bipod bends, and a full-round action must be spent to bend the bipod back into shape. If the bipod is bent or broken, it cannot be used; treat the weapon as being fired from the hip.

Type 96 Shiki Kikanju (Japan)

The Type 96 was introduced in 1936 as a replacement for the old and mechanically complicated Type 11. It uses the same low-powered .25 caliber round as the Japanese rifles, which gives it the same lack of stopping power but also the same round break-up characteristic. To make matters worse, each round must be individually oiled before being placed in the box magazine. This is done to aid the firing mechanism and protect it from dust, but often the oil combines with the dust to produce thick grime that could jam the gun.

SilCORE Rules: If the target fumbles his Defense test, treat the weapon as having a DM of 35. If the firer fumbles his Attack test, the weapon jams and requires one action to clear the bullet. In addition, a fresh box magazine must be inserted into the gun. The old magazine cannot be used until each remaining bullet is removed, cleaned, re-oiled and reinserted into the box. The process takes roughly one minute per bullet (half an hour for a full box).

OGL Rules: The Type 96 has an increased critical threat range. Each time the gun is fired, it jams on a d20 roll of 5 or lower (luck bonuses apply). A jammed weapon requires one attack action to clear. As above, the box magazine must be replaced and the bullets in the old magazine cleaned and re-oiled before they can be reused.

Anti-Tank Rifles

Anti-tank rifles are little more than massive caliber weapons designed to take out armored vehicles. Most of these weapons are ineffective against the armor being deployed on the new (1941 and later) tanks, but they are still capable of damaging lighter armed vehicles such as trucks and jeeps. All infantry versions are bipod-mounted; the British Boys and Japanese Type 97 are also mounted on jeeps and armored cars.

These weapons typically have extremely high recoils. They can be fired only when properly set up on bipods or vehicle mounts, and even then some bipod AT rifles still have the potential to hurt the firer.

Boys AT Rifle (Britain/Commonwealth)

The Boys is essentially a massive bolt-action rifle. When fired, it produces a very audible report and a heavy recoil. Although adopted in 1937, the rifle was generally regarded as obsolete by 1940. Fortunately, the Italian and Japanese army currently employ tanks that still be penetrated by the rifle's large .55 caliber round.

SilCORE Rules: If the firer fumbles his Attack test, he takes a Flesh Wound from the recoil. Notice checks are at +2 to locate a Boys from the sound of it being fired.

OGI Rules: Each time the AT rifle is fired, the user must make a Fortitude save (DC 5). Failure means the user takes 1d4 damage. Listen checks to notice a Boys are made with a +5 circumstance bonus.

Panzerbüchse 39 (Germany)

Germany's standard anti-tank rifle was particularly unequal to the task required of it, especially since its first large deployment was during Operation Barbarossa against the Russians, the one country besides France that developed heavy and superheavy tanks. The Panzerbüchse is also a bolt-action, but unlike the Boys, it has no magazine and each round must be loaded manually. A 10-round box can be clipped to either side of the weapon. While this does not speed the loading process, it does keep the rounds handy for the firer. The round itself is the smallest AT round in use, but its solid steel core gives it a greater penetration than its size would suggest. This rifle is also known for having a recoil strong enough to break collar bones.

SilCORE Rules: If the user fumbles his Attack test, he must immediately make a HEA test (Threshold 3). Failure gives the user a Light Wound, a Fumble gives the user a Deep Wound and a broken collarbone – one arm can no longer be used until the wound is healed.

OGI Rules: Each time the weapon is fired, the user must make a Fortitude check (DC 10), failure means the user takes 2d6 damage. If maximum damage is rolled, the user loses the use of one arm until the damage is completely healed.

PTRD-1941 (Russia)

Although the Russians have had an anti-tank rifle since mid-1941, the ammunition for it has become widely available only in the last few weeks of the year. Similar to the Panzerbüchse, the PTRD-1941 is a single-shot bolt-action weapon. However, the Russian AT rifle uses a unique recoil mechanism that opens the bolt and ejects the spent shell, eliminating the time the firer would normally spend working the mechanism. It also absorbs a significant amount of the rifle's recoil. Although the weapon is incapable of penetrating German armor, it is used in a sniper role to destroy visor screens, periscopes and external sensors in the hopes of blinding the tank crews.

SilCORE Rules: If the optional manual action rules are being used (Gear Krieg RPG, chapter 7), the PTRD-1941 does not require an action to work the bolt. However, it still requires an action to reload.

OGI Rules: As reloading the weapon normally takes a full-round action, the unique recoil mechanism offers no special benefits.

Type 97 AT Rifle (Japan)

This is one of the largest weapons of its type. It requires a crew of four, three of which are present just to move the weapon. The Type 97 is carried on a stretcher-like frame, which itself weighs 10 kg without the gun. The rifle has not only a bipod under the barrel but also a monopod under the butt to stabilize the gun. When properly set up, this arrangement plus the AT rifle's weight effectively reduce the recoil below the point where it can damage the firer. The Type 97 is the only semi-automatic AT rifle in use, although it still has a very slow rate of fire. These guns are exceedingly rare – only 400 have been manufactured, and it is unlikely that any more will be produced.

OPTIONAL WEAPON RULES

Increasing Rates of Fire

In the basic GK rules, the ROF for all automatic weapons is capped at 2, save for the heavy machinegun, which is 3. The following optional rules are designed to better reflect the actual firing capabilities of personal weapons, although it does add a bit of complexity to the game.

Unless specifically prohibited, any automatic weapon can be fired “from the hip” – that is, without being braced or properly set up – with an ROF equal to 2 plus the firer’s Strength Attribute, up to the full ROF of the weapon. Note that anti-tank rifles, medium and heavy machineguns cannot be fired from the hip. Properly braced weapons (vehicle mounted, bipod or tripod) can be fired with an ROF of 2 (or 3 if a heavy MG) plus the firer’s Agility Attribute, up to the full ROF of the weapon. Negative Attributes will reduce the ROF only when firing from the hip, and do not affect the ROF of a properly braced weapon.

Weapons can be fired beyond the limits described above, up to the maximum ROF of the weapon. However, each ROF factor beyond the “standard” limit (ROF+Attribute) reduces the firer’s Attack test by 1.

If using the optional manual action rules, manually operated weapons have a negative ROF. The negative number indicates how many actions must be spent reloading the weapon before it can be fired again (e.g., ROF –1 means 1 action must be spent before the gun can be fired).

Design Note: Budda Budda Budda

The various ROF rules introduced above for SiLCORE are mainly to provide a wider variety of actions with automatic weapons. They are more “heroic” than realistic, and they could also seriously overbalance the damage potential for weapons with an ROF. The Gamemaster may want to impose additional limitations for weapons with a high Full ROF, such as using the increased ROF for Walking Fire and Burst Fire only. Use of the full Belted Ammunition rules (below) should also be considered – high rates of fire use lots of ammo, and if the loader fumbles his job or is distracted, the machinegun will quickly run out of ammunition.

Open Gaming Content: Automatic Weapons

For special advantages from using automatic weapons, characters simply use the automatic weapon feats: Advanced Firearms Proficiency, Burst Fire and Strafe.

Belted Ammunition

Belted ammunition consists of bullets joined together via a cloth strip or metal links. Belts are usually 50, 100 or 250 rounds long (some lengths may not be available for some weapons). Weapons using belted ammunition require extra time to load, as the belt must be “threaded” through the weapon’s feed mechanism.

Ammunition that comes in belts may be linked together, allowing a weapon to continue to fire without pausing to reload. In order to take advantage of this feature, the machinegun must have a second crewmember (called a “loader”) feeding the ammunition into the weapon. Due to the way belts are stored, linking can be done only when the current belt has less than 25% of its ammunition remaining. As a note, linking is done as part of the normal initiative order. If the weapon has not yet fired when the belts are linked, the firing penalties listed below do not apply.

SilCORE Rules: Belted weapons require 2 actions to load, regardless of the length of the belt. This is in addition to any other set-up time required by the weapon. Belts are linked together on a successful Small Arms (AGI) test (Threshold 3). If the machinegun is fired the same turn its belts are being linked, the Threshold is increased by 1 for every ROF used. A Fumble means the joining mechanism between the two belts is damaged; no new belt can be linked to the belt being currently used, and the machinegun will have to be manually reloaded.

OGL Rules: Belted weapons require 2 attack actions (or one full-round action) to load, regardless of the length of the belt. This is in addition to any other set-up time required by the weapon. Normally, belts can be linked with just a move action. As an optional rule, the loader must make a Dexterity check (DC10) to link belts. If the machinegun fires bursts while the belts are being linked, the DC increases by 3 for every 5 rounds fired. If the check fails, the loader must immediately make a Reflex save (DC 15) to avoid damaging the belt links as described above.

Plunging Fire

Heavy machineguns are capable of firing indirectly, launching bullets in high trajectories to rain down on the less protected tops of armored vehicles. Technically, medium and light machineguns can do the same thing, but since the weapons lack the muzzle velocity of heavy machineguns, they can only engage in plunging fire if they are significantly elevated above their targets.

SilCORE Rules: Heavy machineguns may use the indirect fire rules, but the Base Range is divided by 2. Light and medium machineguns can use plunging fire only if they are above their targets at a height equal to at least half the range to the target. Base Range is divided by 2. Regardless of weapon, the target's Armor Rating is counted as being one third less unless the vehicle has the All-Around Armor Quality Perk. Note that some vehicles are open-topped, in which case the crew does not have any armor cover whatsoever.

OGL Rules: Treat the weapon as if it has the "Indirect" weapon quality (see d20 Mecha Compendium). The Range Increment is halved, and the elevation restrictions outlined in the SilCORE Stats apply. Unless the vehicle is evenly armored, Hardness is reduced by one third.

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