

BUILDING A BETTER SOLDIER

Advanced Military Technology for the *AFMBE* Role Playing Game *AND* a Massively Expanded Firearms List

By [TexasZombie](#)

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.50 BEOWULF COMBAT RIFLE

Weapon	Range	Damage	Cap	EV	Cost	Aval
.50 Beowulf*	10/20/50/100/300	D8X6 (24)	4/7/10	6/3	N/A**	R

*This is a short .50 caliber round, based on the S&W .50 Action-Express. It is not the huge .50 round used by the M2HB heavy machinegun and the M82 Barrett sniper rifle.

**Military only. Not legally available to civilians.

The .50 Beowulf is an alternate version of the M4/M16 combat rifle using a stretched Smith & Wesson .50 Action-Express cartridge. The Beowulf can use standard M4/M16 5.56mm NATO magazines, but reduces the number of rounds per magazine (20-round M16 magazine holds 7 .50 Beowulf rounds, 30-round magazine holds 10, 10-round magazine holds 4).

The Beowulf was designed as a "boarding and interdiction" weapon for the Coast Guard and is fully capable of functioning as a "breaching" gun to shatter locks and hinges on steel doors. This weapon is semi-automatic only (fires 1 shot per trigger pull). The integral muzzle break reduces the recoil to that of a 20- or 12-gauge shotgun.

Since the .50 Beowulf is a slightly lengthened pistol cartridge and sacrifices long range accuracy for hitting power, the range is less than that of many rifles.

The .50 Beowulf may already be in use with some units as of late 2004. There are several competing rifles of similar design, all using a lengthened .50 pistol cartridge and carrying a smaller number of rounds than an M16. Some are capable of fully-automatic fire but have been described as handling and performing poorly. Other than the Beowulf, none use standard M16 magazines.

XM8 (eventually M8) COMBAT RIFLE

The M8 lightweight carbine system is a potential near-future replacement for the M16/M4 rifle series. This is a modular rifle system with interchangeable parts, allowing an

individual rifle to be configured for a variety of options from shortened close-combat carbines to long-range sniper rifles.

M8 Lightweight Carbine System

Weapon	Range	Damage	Cap	EV	Cost	Aval
5.56mm	10/50/150/600/1000	D8X4 (16)	30	6/3	N/A*	R

*Military only. Not legally available to civilians.

Standard Features:

- Collimating/Red Dot Reflex sight
- Collapsible stock
- Ambidextrous controls, allowing a single rifle to be converted from a right-handed to a left-handed configuration in a matter of seconds.

Modular systems available:

- Baseline Carbine (Standard Model)
- Compact Carbine (shortened stock, 9” barrel)
- Sharp Shooter (full length stock, 22” barrel)
- Automatic Rifleman (increased rate of fire by approximately 20%; used “Drum” magazine similar to the M249 Squad Assault Weapon – Cap 100+)

XM25/109 (eventually M25/M109) PAYLOAD RIFLE

The XM25/XM109 concept is for a semi-automatic rifle that fires 25mm shells carrying a variety of “cargo loads”. The XM25 is a shortened “bullpup” configuration rifle (ammo feeds behind the trigger in the stock instead of in front of the trigger, allowing the same barrel length on a shorter weapon). The XM109 is a larger version of the M82 Barrett Firearms .50 semi-automatic rifle and has a conventional configuration with magazine feed in front of the trigger.

There is no difference in game terms except in the appearance and weight of the respective models.

M25/M109 Payload Rifle

	EV	Cost	Aval
M25	16/8	N/A*	R
M109	30/15	N/A*	R

*Military only. Not legally available to civilians.

Weapon	Range	Cap	Area of Effect/ Damage		
			Ground Zero	General Effect	Maximum Range
25mm Thermobaric	30/100/300/500/1000	6	3/ D10X10 (50)	8/ D10X8 (40)	15/ D10X4 (20)
25mm Flechette	30/100/300/500/1000	6	*/ D10X6 (30)	*/ Same	*/ Same
25mm High Explosive	30/100/300/500/1000	6	2/ D10X8 (40)	6/ D10X6 (30)	10/ D10X3 (15)

25mm Non-lethal (M25 only)	30/100/300/500/1000	6	0/ D10X6 (30) Non-lethal**	N/A**	N/A**
25mm Armor Piercing (M109 only)	30/100/300/500/1000	6	0/ D10X10 (50) Armor Piercing Factor 2	N/A***	N/A***

*See AFMBE rulebook, "Shotguns"

**See AFMBE rulebook, "Knocking People Out"; or by area-effect gas (see "...From These Cold Dead Hands...") Deadworld posted elsewhere on this website

***Single round for engaging single target.

25mm rifles fire "cargo rounds" that are in essence small grenades. There are currently five proposed "cargo rounds" (four for each rifle): thermobaric, flechette, High Explosive proximity-fused airburst, non-lethal, and armor piercing. Descriptions in AFMBE game terms are:

Cargo Type	Description
Thermobaric	Small version of the US Air Force Fuel Air Explosive round, spreading then detonating a thin explosive vapor. This is basically an area-effect incendiary round.
Flechette	Shell packed with fin-stabilized steel darts for penetration of light cover and most body armors.
High Explosive	The High Explosive (HE) rounds can either be fired directly at a target or set to detonate at a pre-determined range. This allows the shell to explode above a target behind cover, penetrate light cover before detonation, pass a designated point before detonation, or detonate on impact.
Armor Piercing	High velocity rounds designed to defeat and penetrate target armor or solid cover.
Non-lethal	"Bean Bag" rounds that are designed to incapacitate without causing serious injury or death; or tear-gas rounds.

Standard Features:

- M109 Recoil control system; individuals with Str 2 or lower can only fire one aimed shot; all subsequent shots are considered to be unskilled attempts. Yes, this is with the recoil control system.
- M25 Recoil control system: reduces recoil to level comparable to 12-gauge shotgun allowing individuals with Str 1 and 2 to fire the weapon normally.

LAND WARRIOR

The Land Warrior (LW) is the proposed Next Generation infantry equipment and armor development for US military personnel. The LW system consists of two components:

1. Objective Individual Combat Weapon (OICW)
2. Interceptor Body Armor (IBA)

In most AFMBE games, cost and availability will not be factors – this equipment will likely be rare to begin with, and will quickly erode in performance as batteries drain and circuitry degrades due to improper maintenance. Cost would be prohibitive, and this equipment would likely be illegal for civilians to possess.

OBJECTIVE INDIVIDUAL COMBAT WEAPON (OICW)

OICW Game Statistics

Combat Rifle Module

Weapon	Range	Damage	Cap	EV	Cost	Aval
5.56mm	10/50/150/600/1000	D8X4 (16)	30	16/8	N/A*	R
25mm	See below					

*Military only. Not legally available to civilians.

25mm Rifle Module

Weapon	Range	Cap	Area of Effect/ Damage		
			Ground Zero	General Effect	Maximum Range
25mm Thermobaric	30/100/300/500/1000	6	3/ D10X10 (50)	8/ D10X8 (40)	15/ D10X4 (20)
25mm Flechette	30/100/300/500/1000	6	*/ D10X6 (30)	*/ Same	*/ Same
25mm High Explosive	30/100/300/500/1000	6	2/ D10X8 (40)	6/ D10X6 (30)	10/ D10X3 (15)
25mm Non-lethal	30/100/300/500/1000	6	0/ D10X6 (30) Non-lethal**	N/A**	N/A**

*See AFMBE rulebook, "Shotguns"

**See AFMBE rulebook, "Knocking People Out"; or by area-effect gas (see "...From These Cold Dead Hands..." Deadworld posted elsewhere on this website)

The OICW is the high-tech successor to the current M16/M4 series of combat rifles and the proposed XM-8/XM-25 intermediate combat systems.

The OICW is a combination weapon, consisting of a 5.56mm combat rifle (similar in most ways to the M16/M4) module with a bullpup-configuration semi-automatic 25mm rifle module. The resulting weapon is large and bulky, but makes up for this in versatility. It is an integral part of the Land Warrior (LW) system. The OICW has ambidextrous controls

and a recoil management system to allow shoulder-firing of the 25mm cargo round system. The two modules can be separated and used as two independent weapon systems if desired: the 5.56mm module does not have a stock, but can be used as a submachine gun. The 25mm module is used in a manner similar to a standard rifle.

The OICW 5.56mm rifle module fires standard hardball (full metal jacket) 5.56mm NATO ammunition (M855 cartridge).

The OICW 25mm rifle module fires “cargo rounds” that are in essence small grenades. There are currently four proposed “cargo rounds”: thermobaric, flechette, High Explosive proximity-fused airburst, and non-lethal. Descriptions in AFMBE game terms are:

Cargo Type	Description
Thermobaric	Small version of the US Air Force Fuel Air Explosive round, spreading then detonating a thin explosive vapor. This is basically an area-effect incendiary round.
Flechette	Shell packed with fin-stabilized steel darts for penetration of light cover and most body armors.
High Explosive	The High Explosive (HE) rounds can either be fired directly at a target or set to detonate at a pre-determined range. This allows the shell to explode above a target behind cover, penetrate light cover before detonation, pass a designated point before detonation, or detonate on impact.
Non-lethal	“Bean Bag” rounds that are designed to incapacitate without causing serious injury or death; or tear-gas rounds.

INTERCEPTOR BODY ARMOR

IBA Game Statistics

The IBA system has two components – the Tactical Outer Vest (TOV) and the Integrated Helmet Assembly Subsystem (IHAS).

Tactical Outer Vest (TOV)

Armor Type	Armor Value	EV	Cost	Aval
Class IV	(D8X5)+20 (40)	10/5*# 30/15	NA**	R

*"Stripped" version – armor only. The second value is for fully loaded versions with all components in place.

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The TOV also contains a small integrated computer and power system that serves to assist in the processing of information received from the OICW and the IHAS components of the Land Warrior System. See Peripheral Systems (below).

Integrated Helmet Assembly Subsystem (IHAS)

Armor Type	Armor Value	EV	Cost	Aval
Class IV	(D8X5)+20 (40)	4/2	NA*	R

*Military only. Not legally available to civilians.

This helmet is based on the Modular/Integrated Communication Helmet (MICH) currently employed by some Special Operations groups.

PERIPHERAL SYSTEMS

Land Warrior Electronics Game Statistics

There are several peripheral systems associated with the Land Warrior concept.

OICW Peripherals

These items are mounted directly on the OICW.

- **Thermal Weapon Sight (TWS)*** - Allows the soldier to see through darkness, smoke, light concealment such as brush, etc.
 1. **Game Effect** – negates penalties for combat in dark conditions.
- **Laser Range-Finder*** and **Targeting Laser*** - Just like it sounds; allows the user to determine range to target and place shots on the impact point of the visible laser. Use of an IR laser would allow the user to guide laser-guided munitions to a designated target at which the laser is aimed.
 1. **Game Effect** - +3 to hit (if a visible laser); also allows determination of range within line of sight to within 1 yard/meter; **ZM Note** – a targeting laser that is visible to the gunner is also visible to the target...
- **Digital Compass*** - determines direction.
- **Daylight Video Camera** for interfacing with the IHAS HUD (see below) – a small camera mounted on the OICW can send images to both the user and squad leaders. The OICW can be aimed and fired using this camera, allowing a user to fire while exposing only his or head hands and arms.
- **Red Dot/Collimating Sight** – a “Reflex” sight allowing quick target acquisition.
 1. **Game Effect** - +2 to hit; Red Dot is only visible to the gunner; use with targeting laser doesn’t result in a cumulative bonus. Use the highest bonus only.
- **Fire Control Computer** – advanced modules may mount a small system that determines targeting adjustments for wind, humidity, air pressure, etc. and adjusts the aiming point of the Red Dot or Targeting Laser appropriately.
 1. **Game Effect** – Additional +1 to hit; negates penalties for firing in bad weather.
- **Picatinny Rail System** (P-Rail/Weaver Rail) for mounting additional accessories such as tactical flashlights and scopes.

*These items will eventually be integrated into a single component. Separately or combined, information from these systems is displayed on the IHAS HUD (below).

Weight of these items is already factored into the OICW EV.

IHAS/TOV Peripherals

These items are either mounted directly on the IHAS/TOV or carried in a backpack and linked to the LW equipment via small tough cables.

- **Day and Night Heads Up Display (HUD)** for computer and sensory input.
 1. **Game Effect** – Allows wearer to access information from integrated systems without looking away.
- **Night Vision Module** – standard night vision goggles attached to the IHAS.
 1. **Game Effect** – Negates penalties for combat in low light/dark conditions, but not in total darkness. Most useful outdoors (see AFMBE core book, Implements of Destruction, Surveillance, Goggles, Nightvision).
- **Global Positioning Satellite (GPS) System** – just like in a new car.
 1. **Game Effect** - Determines location to within 15 feet as long as satellites are operational (see One of the Living Player's Handbook, More Implements of Destruction, GPS Handset). This system is hands' free.
- **Computer/Radio Subsystem** – this subsystem is mounted on the chest of the TOV and controlled with an integral mouse ball. The “Soldier” version has a single unit radio and allows the user to access available information and utilize the battlefield LAN. The “Leader” version has two radios (one for the unit, one for battalion-level communications) and an additional attachment similar to a Personal Data Assistant device.
 1. It is possible to link all the IHAS communications systems in a unit to a single net, allowing instant sending not only of voice transmissions, but also video and other data such as the anti-ballistic radar tracks mentioned above, text messages, coordinates, etc.
 2. In advanced versions of the LW, this system will be embedded in the system's webgear. In later models, this computer may be able to run complicated programs for additional devices, such as anti-ballistic/counter-battery sensory systems that will backtrack bullets to their source using high frequency miniature radar systems. These might be micronized and fitted on each LW system, or could be relay transmitted for squad radar and other sensor systems.
 3. Additional versions could include specialized software for medics, forward artillery observers, or even linguistic translation software.
 4. **Identify Friend/Foe (IFF)** functions are also possibilities.
 5. Integration with other systems, such as Unmanned Aerial Vehicles used for battlefield surveillance, can allow real-time data distribution to the LW LAN.
 1. **Game Effects** – Unit members can exchange information (vocal, data, visual) over coded or uncoded frequencies at ranges up to 30 miles (50km) (see AFMBE core rulebook, Implements of Destruction, Electronics, Personal Radio) for the Soldier version, 60 miles (100km) for the Leader version.
- **IHAS Heads Up Displace (HUD)** - consists of a small folding visor through which the various electronic and video systems of the OICW are projected for the user. The result is a “see through” system similar to that used by fighter pilots with tactical

information projected onto their cockpits allowing them to react to information without consulting additional instrumentation. In other words, if the range to target is 586 meters, this information will appear to be floating in the LW wearer's field of vision. Likewise, video information from the OICW will appear in a "Window" somewhere in the user's field of vision. These images can be adjusted so as to not interfere with normal vision or to enhance quality at the expense of normal vision.

1. **Game Effects** – Allows user to access data input without looking away. Multiple pieces of information can be displayed simultaneously.

Batteries and Power Support

All of these components require a power source. There may be alternate versions, but the most likely is a rechargeable battery system that can be replaced with fresh batteries if a recharge is not available. The mostly likely type is a rechargeable Lithium battery. These batteries are likely to be packaged in sequenced flat packs (i.e. flat rectangular or square batteries to save space).

A fully-charged battery pack allows full functions to be used for about 3 hours before it is necessary to recharge or replace the batteries. The "life cycle" of the power supply can be extended by only operating systems that are necessary at the moment and powering down systems that are not in use (using a "sleep mode"). This extends the power supply to up to 24 – 30 hours.

In further-future games, battery lifecycles might be extended further. I'd recommend against this, as it would detract from the Survival Horror aspect of the game.

Drawbacks

There are several drawbacks to the Land Warrior system: heat and weight.

The various electronic systems generate large amounts of waste heat that is transmitted to the soldier. This increases Endurance loss and reduces the range of ambient temperatures in which a soldier can effectively utilize the LW system. ZMs should double Endurance loss after the first two hours to reflect this.

The LW system is also much heavier than conventional existence loads. Early models weighed up to 90lbs. Subsequent advances reduced the weight to around 70lbs. The total EVs above total 50/25. This reflects two things: continued advances in design to further reduce weight, and advances in the positive ergonomic profile aspects of the LW system. The current support system allows the weight of the LW system to be shifted from shoulders to hips as needed to reduce fatigue on the user. The EV of 50/25 is on target with theoretical weights projected for 2010 A.D. The EV does not include other existence load items such as ALICE or MOLLE packs, water, food, ammunition, tool kits, first aid kits, MOPP gear, or anything else. Getting the basic weight down to 50lbs doesn't remove the need to hump another 100+lbs of food, water, and equipment into battle.

The end result is that utilization of a "full" LW system by cast members with less than 3 STR and 3 CON is likely to result in disaster for the cast members in question.

Additionally, the software systems may lock up and need to be rebooted during use. This can interfere with combat when the targeting system freezes or crashes.

New Skills

Several new skills are included here for use with the equipment listed above.

Communication Systems – The cast member is skilled in the use, maintenance, installation and repair of modern communication systems. Includes knowledge of common radio codes and frequencies.

Communication Systems (Specialty – Battlefield LAN) - Allows cast member to operate a battlefield LAN communications net and facilitate effective information sharing and to coordinate activities.

Computer(Specialty – Integrated Systems) – Allows cast member to properly maintain and repair LW computer systems.

Craft, Armorer – Cast member is skilled in the maintenance and repair of modern personal armor.

Craft, Armorer (Specialty – Land Warrior System) – Cast member can repair and maintain Land Warrior and similar integrated personal systems.

Electronic Surveillance (Specialty – Land Warrior Visual Systems) – Allows cast member to effectively utilize the various sensory suites on the LW without completely blocking their field of vision by cluttering the HUD system.

Electronics (Specialty – Integrated Systems) – Allows cast member to properly maintain and repair LW and OICW electronic systems.

Guns, Payload Rifle – Allows use of 25mm Cargo Round guns. Most importantly, the range of the Cargo Round can be effectively set to allow for non-impact detonations.

Notes

As can be imagined, the purpose of the Land Warrior System is to make individual infantry nigh invincible in combat. Combined with Night Vision systems, enhanced hearing devices and other accessories, a soldier in LW gear can do almost anything except leap tall buildings in a single bound.

Also note that deployment of these systems will be limited initially – only front-line infantry and Special Operations are likely to be issued the LW system any time in the next five to ten years. Other troops may be issued advance rifles, and will definitely be issued the Body Armor and Helmet components, though the advanced technology may not be integrated. One can reasonably expect that over the course of the next ten to twenty years, the US military will field infantry units with a variety of advanced and current technologies that are tailored to their specific needs.

And again, one or more cast members equipped with XM25, OICW and LW systems could easily unbalance many AFMBE scenarios. Use at your own risk, but have fun! The future's a scary place, but so are zombies!

Other nations are working on similar systems. The United Kingdom's Future Integrated Soldier Technology (FIST) and Crusader systems are two examples.

Revised and Expanded Firearms Chart

Reprinted from the “...From These Cold Dead Hands...” Deadworld posted elsewhere on this web site

This may be entirely too much detail for most gamers, but is intended to show the variety of calibers of firearms available in the Western hemisphere. This list is not exhaustive, as there are many variants of most centerfire rifle cartridges. When dealing with civilian firearms, any of the below are possible. Your mileage may vary.

This system should not be confused with real-life, although I've tried to make as accurate a comparison as possible. Damage for weapons was determined based on the smallest and largest calibers listed in the AFMBE core rulebook, with new calibers ranked by a number determined from muzzle velocity, muzzle energy, and average bullet mass.

And for evil ZM's, it can be fun to stick a cast member with something off the wall like a Winchester .405 Lott lever-action rifle. Yes, it is a very punishing firearm. The ammunition, however, is nearly impossible to find even in well-stocked gun shops. In many cases the firearms are more common than the ammunition, especially in the opposing cases of older calibers and popular current calibers. Availability ratings, therefore, are a combination of the availability of the weapon and its ammunition.

Expanded Damage Ratings for Firearms in the UNISYSTEM Gaming System		
RIFLES AND PISTOLS		
Caliber	Notes	Damage
.22 Short	R, SS, BA, SA, PA, SR (C)	D4X2 (4)
.22 LR	R, SS, BA, SA, PA, SR (C)	D4X4 (8)
.25 Automatic	SA (C)	
.32 S&W	R (U)	
.22 Magnum	R, PR, SA (C)	D6X2 (6)
.32 Automatic	SA (C)	
.380 Automatic	SA (C)	
.32-30	R, LA (R)	
.32 Magnum	R, LA (R)	D6X3 (9)
9mm Makarov		
.38 Colt	R, LA (C)	
.30 Carbine	R, SR (U)	D6X4 (12)
9mm	SA, R, SS, AR (C)	
.38 Special	R, LA	
.38-40	R	
10mm	SA (U)	D6X5 (15)
.40 S&W	SA, SR (C)	
.38 Special +P	R	
9mm +P	SA (U)	

.22-250	BA, SS (C)	D8X4 (16)
.221	BA, SS (U)	
.222	BA, SS (U)	
.218 Bee	BA (R)	
.22 Hornet	BA (R)	
.17 Magnum Rimfire	R, SS, BA, SA, PA, SR (C)	
.44-40	R, LA (R)	
.41	R (U)	
.44 Special	R (C)	
.45 Long Colt	R, LA (R)	
.357 SIG	SA (U)	
.45 GAP	SA (U)	
.45ACP	SA, SR, AR (C)	
.357 Magnum	SA, R, LA (C)	
.223/5.56N	BA, SR, SS, AR (C)	
5.45 BLOC	SR, AR (R)	
.38 Super	SA (R)	
.220 Swift	BA (R)	D6X6 (18)
5.7mm	BA (R)	
6mm	BA (R)	
6.5mm	BA (R)	
.357 Maximum	R (R)	
7.62 X39 BLOC	SA, AR (U)	
.44 Magnum	SA, R, LA (C)	
.225	BA (R)	D8X5 (20)
.224 Magnum	BA (R)	
.240 Magnum	BA (R)	
.243	BA (C)	
.25-06	BA, SS (R)	
.257 Magnum	BA (R)	
.264 Magnum	BA (R)	
.270	BA (C)	
.280	BA (R)	
.284	BA (C)	
.30-30	LA (C)	
.35	LA (R)	
.308/7.62N	BA, SR, SS, AR (C)	

.405	LA (R)	D8X6 (24)
.444	LA (U)	
.450	SS (R)	
.454 Casull	R, SS (R)	
.458	R, BA, SS (R)	
.475	R, BA, SS (R)	
.480 Ruger	R, SS (R)	
.50AE	R (R)	
.500 Magnum	R (R)	
.50 Desert Eagle	SA (R)	
.375 Magnum	BA, SS (R)	
.338	BA, SS (U)	
.45-70	SS, LA (R)	
.45-120	SS (R)	
7mm Magnum	BA (U)	
.300 Magnum	BA (U)	
.50 Beowulf	SA (R)	
.502	SA, AR (R)	
.499	SA, AR (R)	
.457 Magnum	LA (R)	
.30-40 Krag	BA (R)	
.30-06	BA, SR, SS	
.30 Browning	BA, SR, AR	
.308/7.62N ^	BA, SR, SS, AR (C)	
.30-378	BA (R)	
.303 British	BA (R)	
.50 Browning		
.577 Tyrannosaur	SS (R)	D10X6 (30)
.470 Nitro Express	SS (R)	
.500 Express	SS (R)	
.600 Nitro Express	DB (R)	
.700 Nitro Express	DB (R)	
SHOTGUNS		
12-gauge birdshot*	SS, LA, SA, DB (C)	D6X5 (15)
12-gauge buckshot*	SS, LA, SA, DB (C)	D8X6 (24)
12-gauge slug*	SS, LA, SA, DB (C)	D8X5 (20)
20-gauge birdshot**	SS, LA, SA, DB (C)	D6X4 (12)
20-gauge buckshot**	SS, LA, SA, DB (C)	D8X5 (20)
20-gauge slug**	SS, LA, SA, DB (C)	D8X4 (16)
.410 caliber birdshot	SS, LA, SA, DB (R)	D6X3 (9)
.410 caliber slug	SS, LA, SA, DB (R)	D6X4 (12)
*Also 10-gauge		
**Also 16-gauge and 28-gauge		

Notes:

SA = Semi-Automatic Handgun

R = Revolver (if you're worried about single-action vs., double-action, do your homework)

SS = Single-Shot Rifle

PR = Pump Action Rifle

LA = Lever Action Rifle

BA = Bolt Action Rifle

SR = Semi-Automatic Rifle

AR = Automatic Rifle/Assault Rifle (if you're worried about SMG vs. AR, do your homework)

DB = Double-barrel

(?) = indicates how common the caliber is likely to be on average; see the AFMBE core rulebook, page 126.

^ = increasing damage of .308/7.62 NATO is more realistic

+P= Overpressure shells/hot loads

N = NATO

BLOC = Russian/Eastern European origin

Cells shaded like this indicate weapon covered in core AFMBE rulebook. No copyright infringement intended – this is a useful tool for comparison and for expanding descriptions of types of firearms

This table does not list all possible calibers that can be found in Single Shot rifles. At one time or another, single-shot rifles have been manufactured for almost all non-metric calibers.

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