

# *1st Rangers Tactical Battalion*

“Our Power is Our Unity”



## ***Code of Ethics and Player's Handbook***



## 1<sup>st</sup> Rangers Tactical Battalion

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## 1<sup>st</sup> Rangers Tactical Battalion Member Code of Ethics and Players' Handbook (Tips)

Let us begin by saying how happy we are that you thought enough of the 1st Rangers Tactical Battalion to want to become a member. Please read this handbook thoroughly and understand the requirements for membership in the 1<sup>st</sup>-Rangers.

### Member Requirements

As a member you are required to be on Teamspeak, this is a separate program from the in game chat in the game. Teamspeak is a free download from [www.teamspeak.com](http://www.teamspeak.com). We also want each applicant to play on our servers as much as possible, so we can all get to know each other.

Applicants can not be a member of another clan that plays the same game. Our recruitment time is typically one month from the time an application is completed. This time could be longer, so please don't be discouraged if you are not invited in early.

### Membership Dues

Members of the 1<sup>st</sup>-Rangers are required to pay dues to help offset the cost of running the 1<sup>st</sup>-Rangers servers and web site. Dues may be paid yearly, quarterly or monthly. Yearly dues are assessed at \$84, quarterly at \$21 and monthly at \$8. If a child will be playing on the server with you we ask that the cost per quarter be \$24.00 to help pay for your child.

### Meetings

Meetings are held every other Saturday and all members are encouraged to attend. Meetings are held on Teamspeak, where members can discuss any new business or issues they may have. Meetings rarely last over an hour then we jump in the game and have some fun. If you are unable to attend a meeting, you are asked to review the meeting minutes in the members' area of the forums and post that you have read and understand them.

### Ranks and Awards

Rank increases are based on merit not time served, so be aware that after the rank of Cpl. your rank will be based on what you do for the unit. Awards are also given to members over and above the rank. See the complete list of Awards that a member can receive. *See Awards on page 10.*

### Your Voice

As a member of the 1<sup>st</sup>-Rangers whether you are an Active member or a Recruit, your opinion, thoughts and ideas matters to the success of this organization.

### Forum

Members should visit the member area of the forums at least twice every week. Here we post things that need to be read and perhaps commented on. Sometimes we will have a poll question that needs your vote so a decision can be reached.

That is basically it and again thank you for your interest in the 1st Rangers.



## Code of Conduct

### 1st Rangers Tactical Battalion - Code of Conduct

- Membership dues are paid up to date (or if a situation arises, let an officer know why payment is / will be late)
- Attend unit meetings (usually every other week). If unable, read the meetings notes and post that you have read and understood.
- Vote on all polls. If you do not vote on an issue, then you cannot complain or make comments on that issue.
- **On 1st RTB Servers:**
  - Treat all players with respect.
  - Obey our own tactical rules.
  - No spiteful trash talking. Friendly ribbing is ok.
  - No profane language at all. No exceptions. This is a family oriented server.
  - No profane, derogatory names allowed. Ask player to change name and if he refuses, kick player.
  - Use Teamspeak while playing. This is a perquisite for potential recruits and this is mandatory for members.
  - Do not leave server, go into spec to see where an opponent is, and then getting back into to kill the opponent.
  - Do not complain about a map / maps.
  - Do not argue in TS Lobby. If you have an disagreement, then drop down to a private channel. The public should never hear an arguments between 1st RTB members.
- **On other servers:**
  - Treat all players with respect.
  - Obey server rules and all administration.
  - No trash talking or profane language.
  - No complaining.
  - Remember that you are representing the 1st RTB so act with respect and give respect.



## Tactical Playing rules

The following are the tactical based rules that govern our unit. These are to be abided by at all times by all players.

### 1. Running

Running is only allowed in situations of combat where it would be effectively employed in a real life scenario. These are to include situations such as:

- Evading enemy fire
- Evading an enemy grenade
- Crossing open areas that have no cover or concealment, or across bridges or other areas that cause you to be a "sitting" duck." This is 2 or 3 seconds ONLY. Abusing run will get you warned, kicked, or banned."
- There is never to be any running while inside buildings, down alley ways, or to get back into the firefight! We **WALK** in these areas because in a real life scenario, running through these areas would be unrealistic. In most cases running would cause you to get yourself, or more importantly, your team killed. Walking also is tactical because it silences the sounds of movement in the game, which other tactical based clans know to listen for

### 2. Jumping

Jumping from 2nd story heights or greater, in effect causing you to take damage are prohibited. In a real life scenario, your team would be stuck carrying your body to assault the objective or defend the home front. Such actions will not be tolerated. Jumping to avoid fire is also prohibited.

We do not allow bunny hopping or moving from side to side to avoid fire.

### 3. Use of Iron Sights

You **must** use your weapon as it is raised, using your Iron Sights to fire. Shooting from the hip is allowed in emergency use only. If you are surprised with the enemy all of a sudden being in front of you and you don't have time to raise your sights to fire you are forgiven. Failure to use your Iron Sights will get you warned, kicked or banned.

### 4. Spawn/Team Killing

We do not spawn kill or team kill. All people exhibiting these actions will get a warning. If that person ignores an order, actions will be taken to boot that person from the server. In cases where a clan member is caught engaging in such actions, punitive actions will result, which could include a discharge from the unit.

If the enemy keeps spawning in front of you, try to toss a smoke nade and fall back. Give them time to find cover. If you camp the spawns you will be kicked or banned.

### 5. Cheats/Hacks

Hacks/Cheats never allowed. You will be kicked and possibly banned for using them. If you are unsure if what you have is a cheat or hack, ask first before using it.

If you suspect a player of hacking, notify a {1st RTB} member in private. Ask them to go to spectator mode and let them know privately. We do not accuse players publicly.



## 6. **Conduct**

Trash Talking and foul language is not tolerated. Friendly banter and joking between friends is ok, but flat out taunting or ridiculing “you got Owed”, “Noob”, etc. is not tolerated. Respect will be given to all visitors on our server, and we expect the same courtesy returned to us.

Respect will be given to all visitors to our server, and to all when {1st RTB} members are on other servers. If a superior officer or a squad leader gives an order, listen to what he has to say and obey. There will be instant obedience to ALL orders. If you disagree with an order, do NOT argue with the person giving it. You will bring it up the chain of command and it will be arbitrated. We will not tolerate whining, complaining, or bickering in the unit. This unit is run in a militaristic manner, and if you do not find this conducive to your beliefs, then you are welcome to find another clan. A fair decision will always be reached by the officers regarding any disputes between our members.

## 7. **Sportsmanship**

Before you enter our servers be aware that we do not tolerate ego's or attitude's from anyone. We own these servers and you are our guests, but like in any other community service, if you act like a child you will be treated like a child, and in this case you will be removed from the server. If you continue to display poor sportsmanship you may be banned depending on the severity of your incident.

## 8. **Language**

The {1st RTB} does it's best to be a clean, respectful, and orderly unit. We try to run a clean server, and this includes language. Inflammatory slurs and language will not be tolerated. This includes your in game name. In cases where a clan member is caught engaging in such actions, punitive actions will result, which could include a discharge from the unit.

Swear words or curse words are not to be used in our server. Remember that COD II and Modern Warfare are games enjoyed by all ages. There are many useful adjectives in the English language that are not curse words, try them out, and expand your vocabulary. There are an infinite number of ways to make your point without swearing. The general rule of thumb will be to think of the {1st RTB} server as having a PG13 rating. People using bad language in our server will be warned. Repeat offenders may be kicked, or even banned. In cases where a clan member is caught engaging in such actions, punitive actions will result, which could include a discharge from the unit.

## 9. **Behavior**















As a {1st RTB} member, your actions reflect upon the entire {1st RTB} unit. Therefore, you will not engage in behavior that is detrimental to the {1st RTB}. Such behavior includes, but is not limited to: Cheating, Hacking, Disobeying rules or orders regardless of whose server it is, Disrespecting other players, squads, or servers, or in general, behaving in a manner that tarnishes the reputation of the {1st RTB}. Be aware that the tactical gaming community is not that large, and the word does get around, and generally someone will find out if you've been misbehaving. In cases where a clan member is caught engaging in such actions, punitive actions will result, which could include a discharge from the unit.

## 10. **Above All**

Have fun, play fair.

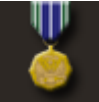





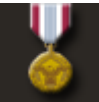



## Listing of Awards

Title	Image	Description
American Campaign Medal		Earned upon completion of recruit training.
Army Good Conduct Medal		For being an excellent team member.
Soldier's Medal		Earned by showing exceptional work towards advance...
Bronze Star		Earned upon rank corporal.
Meritorious Service Medal		Earned by work preformed for the unit outside of the game.
Prisoner of War		Given to members that have returned to the unit from a busy "real" life.
National Defense Service Medal		Earned by admining the {1st-RTB} server with tact and a fair hand.
Army Commendation Medal		For being proficient with a rifle, and displaying teamwork. Received upon advancement to PFC.
Silver Star		Earned upon rank 2nd Lieutenant.
Defense Superior Service Medal		Earned by showing exceptional skill in commanding a squad in combat.
Army Distinguished Service Medal		For exemplary battlefield improvement.
Army Reserve Components Achievement		Expert sniper or rifle marksmanship.
Department Of Defense Distinguished Service Medal		Exceptional Recon/Infiltrator Agent.
Distinguished Flying Cross		Earned by showing true ambassador skills for the unit.



## Listing of Awards (continued)

Title	Image	Description
Army Achievement		Earned by performing a task for the unit without a direct order.
Silver Lifesaving Medal		Earned by a deed of merit witnessed by an officer, and given by that officer.
World War II Victory Medal		Earned only by a member with the highest finishing score in a {1st-RTB} scrim victory.
Gold Lifesaving Medal		Earned by performing a task for the unit above and beyond the call of duty.
WWII Army Of Occupation Medal		For contributions, not on the battlefield, above and beyond the call of duty, that contributes to the success of the unit.
Distinguished Service Cross		For continually representing the {1st-RTB} qualities, characteristics, behavior and selfless acts on and off the battlefield.
Defense Meritorious Service Medal		For contributions, above and beyond the call of duty, that contributes to the success of the unit.
Purple Heart		Members with injury or illness that return to rejoin after or during recovery



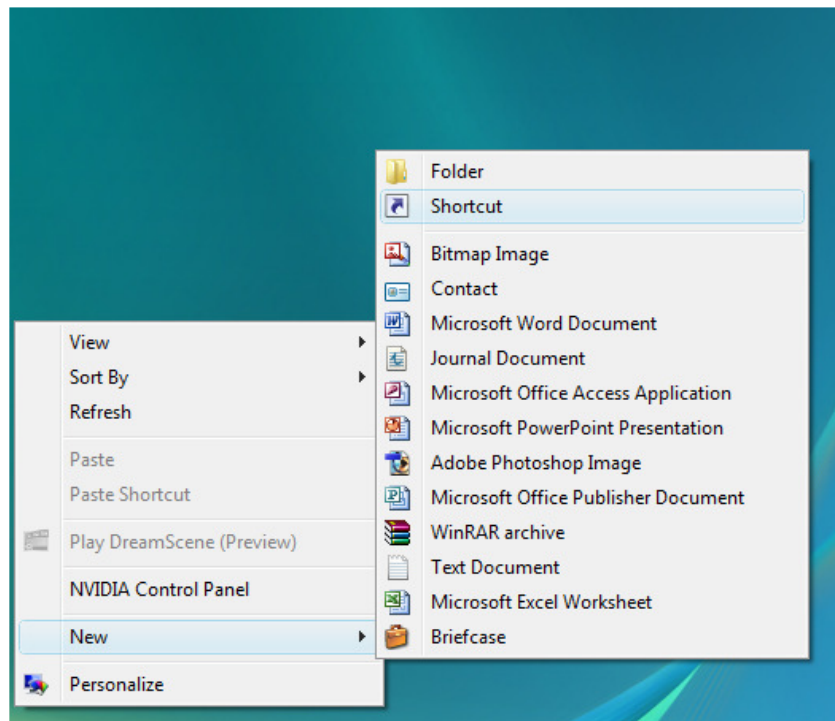
## Helpful and Useful Tips

### SHORTCUTS to Connect to Server 1 & Server 2

1<sup>st</sup> RTB Server 1 (IP address is: 8.12.17.112:28960)

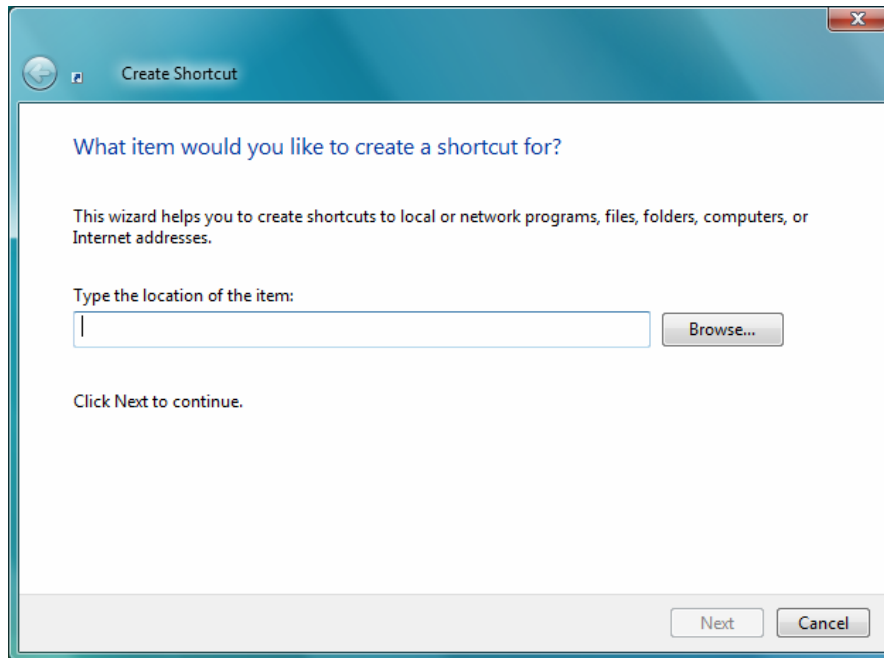
1<sup>st</sup> RTB Server 2 (IP address is: 8.12.17.162:28960)

On the desktop in a blank location right click the right mouse button and select **New** and then **Shortcut**



Another window will appear for you to browse – see below:

With the Left mouse button click the Browse button on the screen.



Navigate to the following location:

Select My Computer

C Drive

Program Files

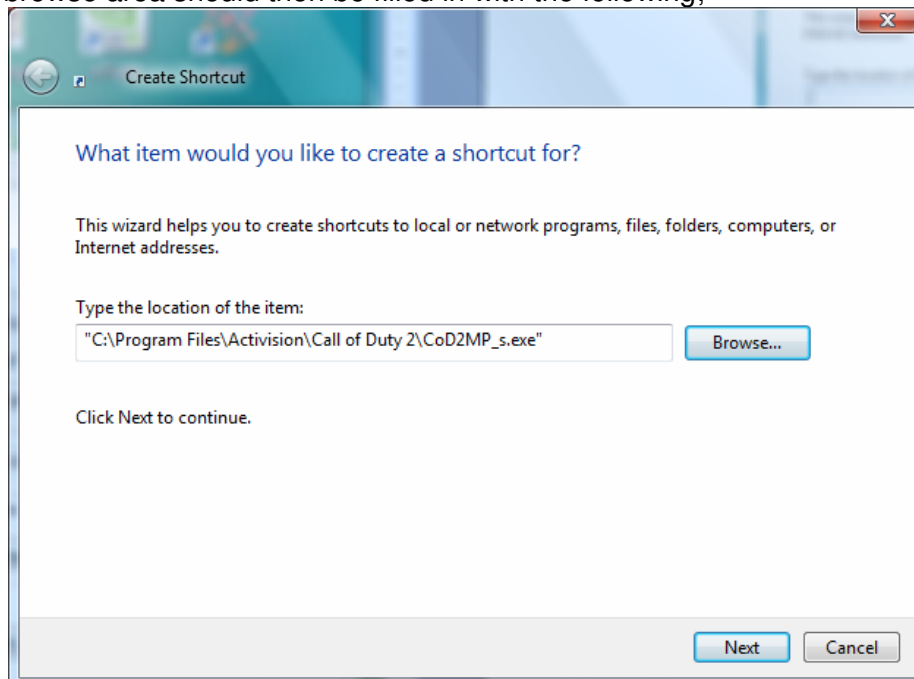
Activision

Call of Duty 2

Look for the COD 2 MP (multi-player) icon – click on it to highlight and then

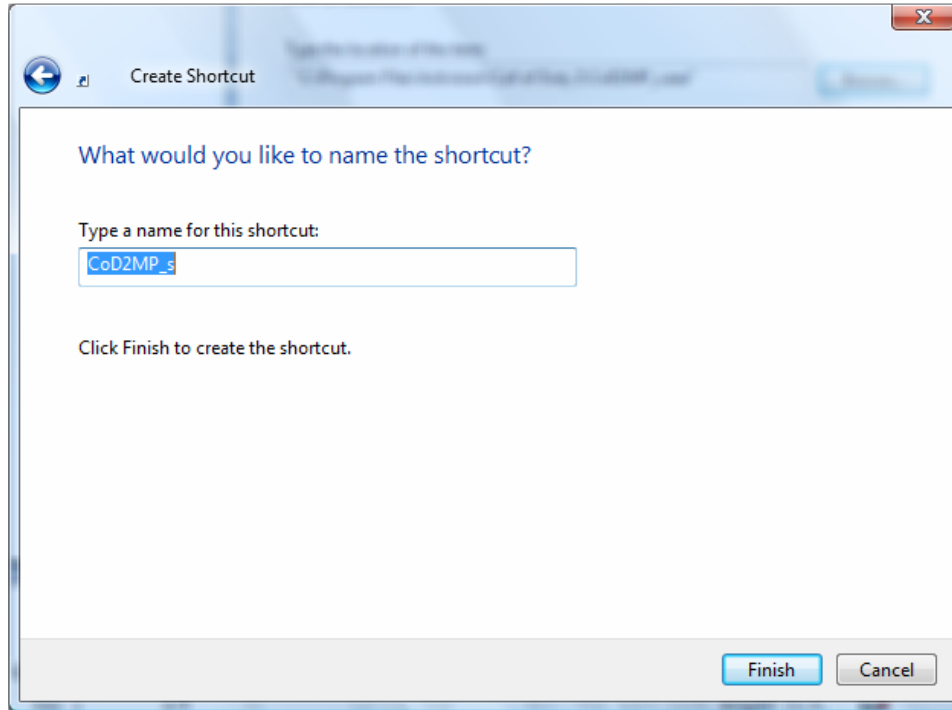
Click the OK button.

The browse area should then be filled in with the following;

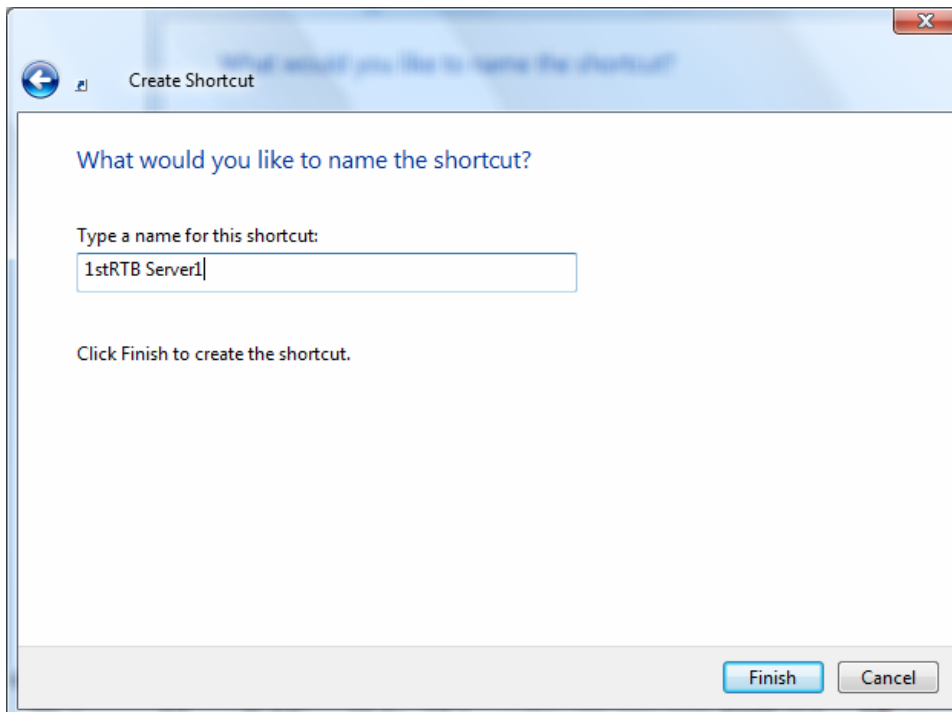




Click the next button. The next screen gives you the ability to type in the name of the shortcut that you are creating: See below:



You can then change the name to be what you want to display i.e.; 1<sup>st</sup> RTB Server 1 – See below:

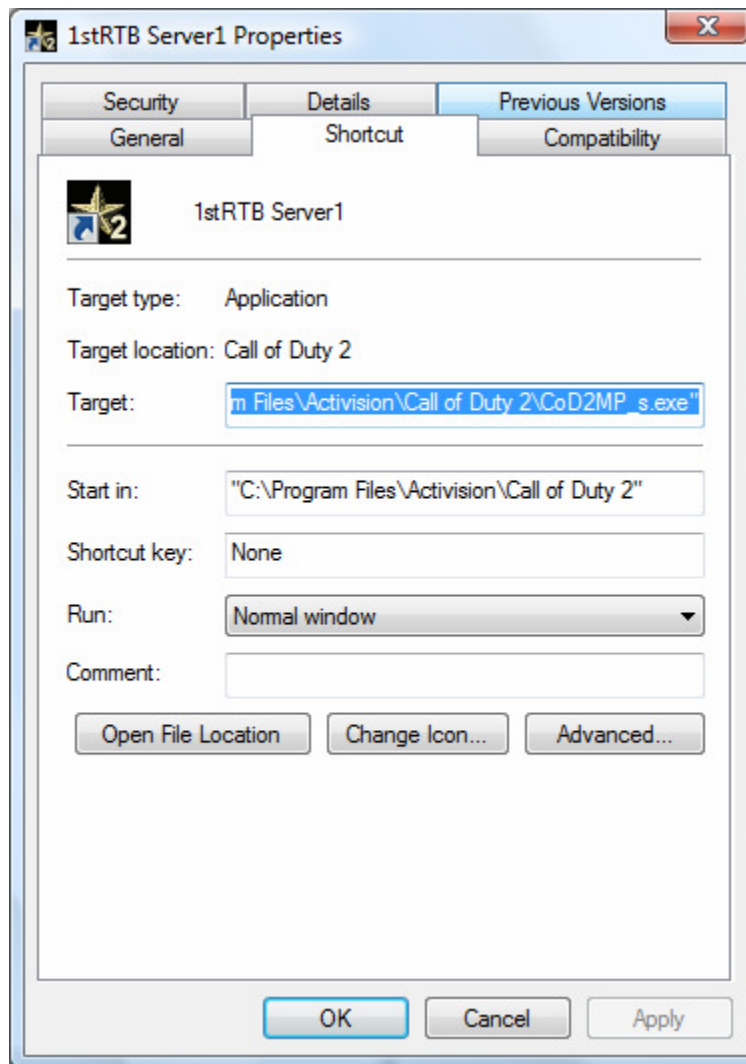




Click the Finish button. This will create the shortcut that we are going to modify so that when you double click on it the program will open up already connected to 1<sup>st</sup> Rangers RTB Server 1 without having to go to favorites in the program or searching for it on the list of servers or in the console typing in the /connect and then the ip address.

### Now you are going to modify the shortcut.

With the right mouse button click on the icon shortcut and select properties and make sure the tab at the top indicates Shortcut.. You are going to be working in the Target fill in box on the screen.



Click the left mouse button in the Target box and put your cursor at the end of the script "C:\Program Files\Activision\Call of Duty 2\CoD2MP\_s.exe" and add the following text.

**Note:** start off with a space by clicking on the space bar on the keyboard:  
(space)+connect(space)8.12.17.112:28960(space)+exec(space)1strangers.cfg(space)  
+password(space)captain



Once you have typed this click the Apply button and then the OK button to complete the process. Now when you double click the shortcut icon you will automatically connect to the server.

It should look like this:

"C:\Program Files\Activision\Call of Duty 2\CoD2MP\_s.exe" **+connect 8.12.17.112:28960 +exec 1strangers.cfg +password captain**

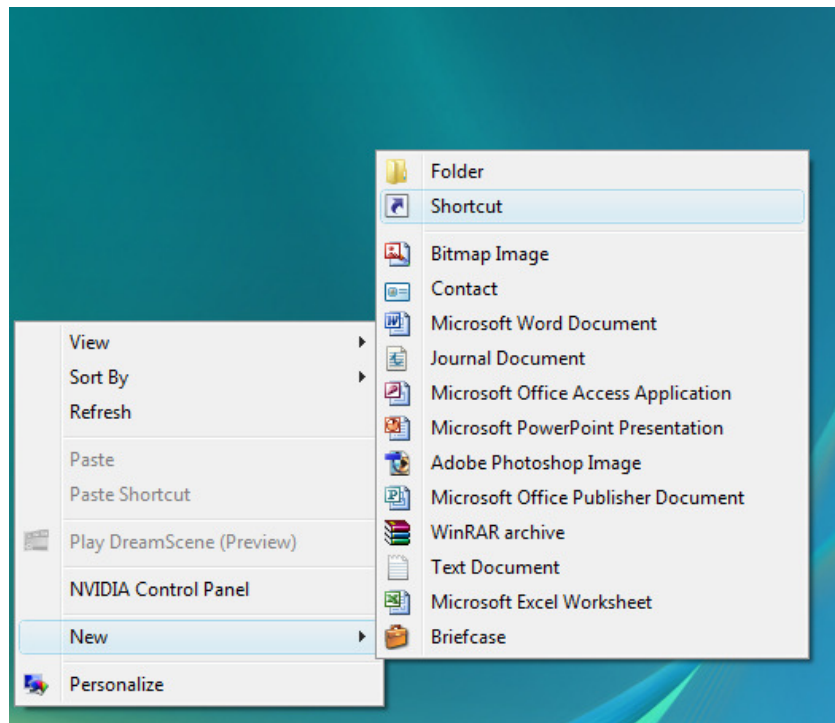
To set it up for 1<sup>st</sup> RTB Server 2 one can make a copy of the first shortcut. Perform a right mouse click on the new icon and select make a shortcut. It will automatically make a copy with the (2) after the name. Right click on the icon and select the rename option to rename it to **1<sup>st</sup> RTB Server2** and then press the Enter key after you have renamed the icon.

Now right click on it and go to properties. Make sure the window opens up in the Shortcut tab. In the Target box change the Server 2 address of 8.12.17.162:28960 – everything else stays the same. It should look as follows:

"C:\Program Files\Activision\Call of Duty 2\CoD2MP\_s.exe" **+connect 8.12.17.162:28960 +exec 1strangers.cfg +password captain**

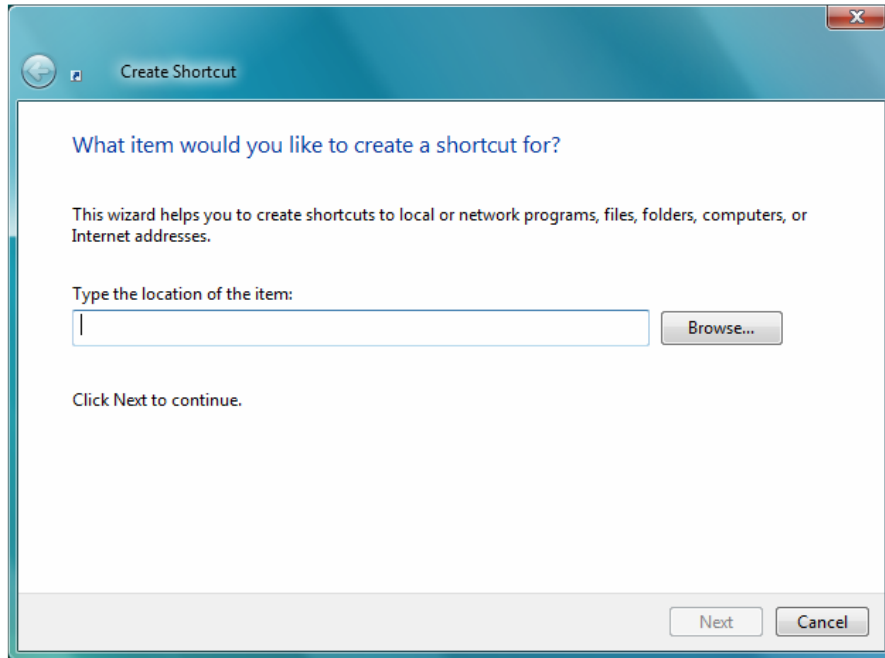
### **SHORTCUT to Connect to COD4 Server**

On the desktop in a blank location right click the right mouse button and select **New** and then **Shortcut**



Another window will appear for you to browse – see below:

With the Left mouse button click the Browse button on the screen.



Navigate to the following location:

    Select My Computer

        C Drive

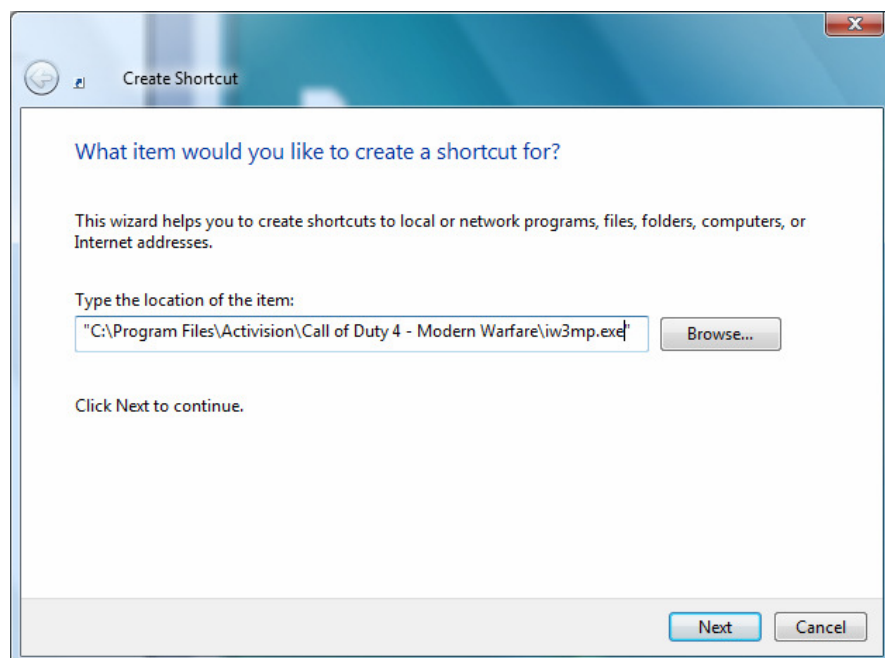
            Program Files

                Activision

                    Call of Duty 4 – Modern Warfare

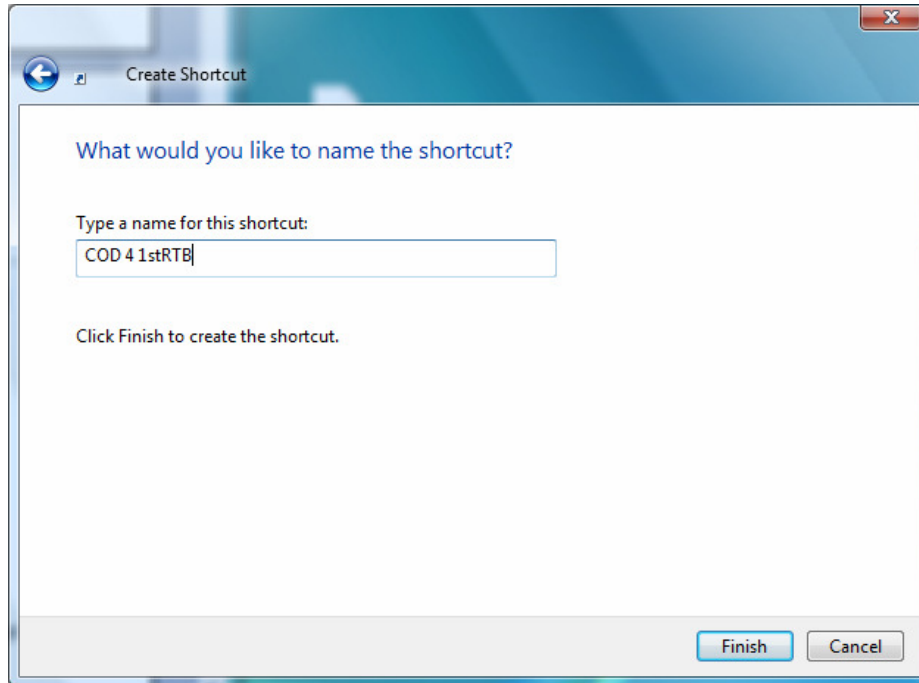
                        Look for the COD 4 MP (multi-player) icon – click on it to highlight and then Click the OK button.

The browse area should then be filled in with the following;





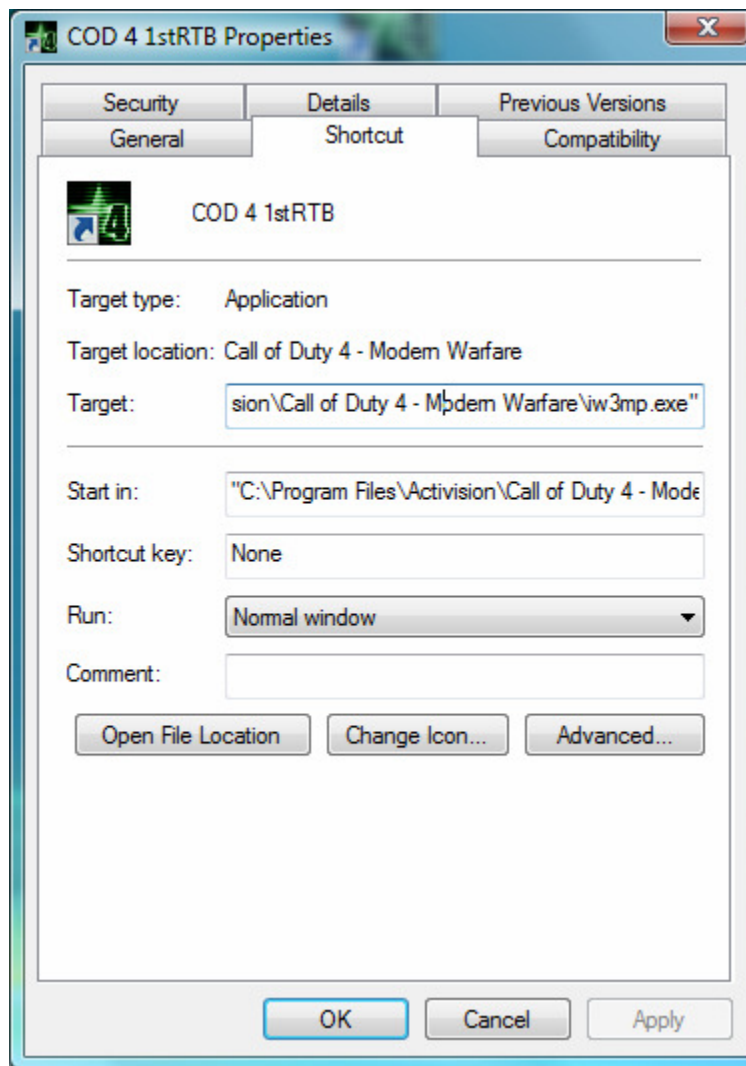
Click the next button. The next screen gives you the ability to type in the name of the shortcut that you are creating and rename it and click the Finish button. See below:



This will create the shortcut that we are going to modify so that when you double click on it the program will open up already connected to 1<sup>st</sup> Rangers RTB COD 4 server without having to go to favorites in the program or searching for it on the list of servers or in the console typing in the /connect and then the ip address.

**Now you are going to modify the shortcut.**

With the right mouse button click on the icon shortcut and select properties and make sure the tab at the top indicates Shortcut.. You are going to be working in the Target fill in box on the screen.



Click the left mouse button in the Target box and put your cursor at the end of the script "C:\Program Files\Activision\ Call of Duty 4 – Modern Warfare\iw3mp.exe " and add the following text.

**Note:** start off with a space by clicking on the space bar on the keyboard:  
(space)+connect(space)66.55.142.17:28960(space)+exec(space)1strangers.cfg(space)  
+password(space)captain

Once you have typed this click the Apply button and then the OK button to complete the process. Now when you double click the shortcut icon you will automatically connect to the server.

It should look like this:

"C:\Program Files\Activision\Call of Duty 4 – Modern Warfare\iw3mp.exe" **+connect  
66.55.142.17:28960 +exec 1strangers.cfg +password captain**



## TEAMSPEAK

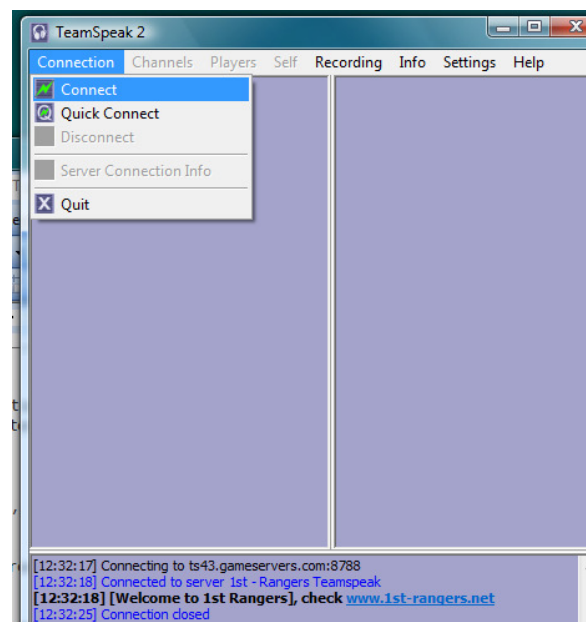
1<sup>ST</sup> Rangers Tactical Battalion uses TeamSpeak which is a quality, scalable application which enables people to speak with one another over the Internet. This results in an Internet based conferencing solution that works in a variety of applications such as team mates speaking with one another while playing their favorite online game.

Among TeamSpeak's incredible range of features are crystal clear voice communication, Windows/Linux cross-platform design for both the client and server

TeamSpeak is FREE of charge. Go to <http://www.goteamspeak.com/> and click on the Free Download button located on the upper right of the page.

After the program has been installed on your computer you will want to set up connecting to 1<sup>st</sup> Rangers Teamspeak and change the shortcut so that when you double click it with the left mouse button it will automatically open up TeamSpeak and log you into it without having to select the connect option. Just follow the information below for setting it up.

- 1) Under the Connection menu select Connect



The next screen will display Servers – with the right mouse button click on Servers and select Add Server. This will create a place for you to type in the name of the server – name it 1<sup>st</sup> Ranger RTB. This will open up another window labels Connect to Server and have fields located on the right side that will require you to fill in only some of them.



**Fields**  
The following should be addressed:

Label: Already filled in with the name of the server you have created.

Server Address: **8.9.36.41:87**

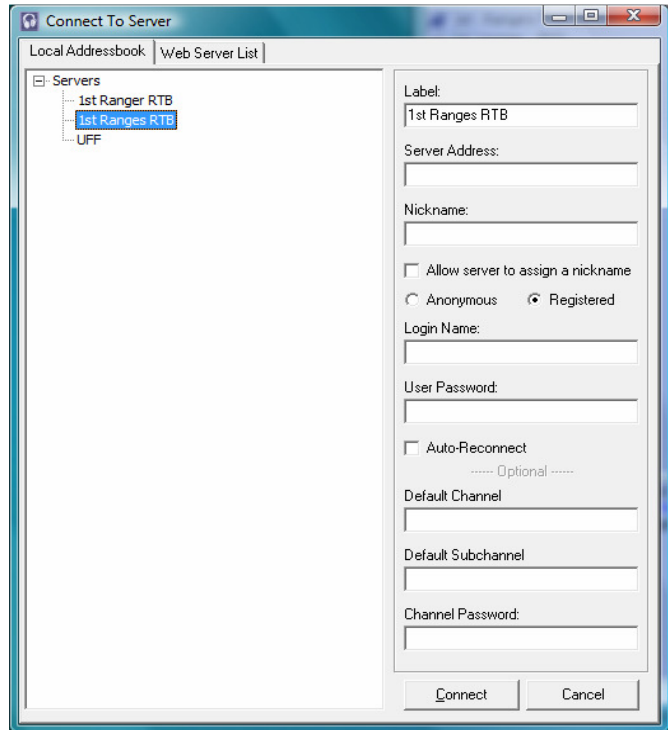
Nickname: Your nickname

Anonymous: Use if you are not a registered 1<sup>st</sup> Ranger

Registered: Use if you are a registered 1<sup>st</sup> Ranger

Login Name: Will only show if Registered is selected  
Your Login Name

User Password: **rangers**



*The other fields do not need to be addressed. Click the Connect button.*

### MODIFYING TEAMSPEAK SHORTCUT

Here are steps to modifying the TeamSpeak shortcut to automatically connect you to Teamspeak when the icon is double clicked with your left mouse button.

Right click on the shortcut and select Properties. This will open up a window with several tabs – be sure to be in the Shortcut tab. The Target field is what is going to be modified. It should look like below before modifying.

**Original TeamSpeak shortcut:**

"C:\Program Files\Teamspeak2\_RC2\TeamSpeak.exe"

**Modified TeamSpeak shortcut:**

After the \TeamSpeak.exe" press the spacebar to put in a space – then add the rest of the information that you see below:

teamspeak://ts43.gameservers.com:8788/?nickname=**YourNickname**?loginname=**YourLoginName**?password=rangers

YourNickname	is the name that you entered on the Server setup screen
Your LoginName	is the name that you entered on the Server setup screen if you are a registered 1 <sup>st</sup> Ranger

Click the Apply button and then the OK button. Shortcut has been changed and you are ready to double click to automatically go into 1<sup>st</sup> Rangers Server TeamSpeak.



## BINDS

Warning: These binds are just an example on how to add it, in game. It's been used by Rcon teams to warn problematic players or our Ambassador team to welcome new players

1. Create a text file with notepad and name it 1strangers.cfg and put that file in your C:\Program Files\Activision\Call of Duty 2\main
2. Type the binds like this..... while playing every time you'll touch the key Home the message will appear in game bind home rcon say “^2Hey Welcome to the ^71st-Rangers. ^3Please ^1Read & OBEY ^7the ^1server rules above compass.”
3. Here are personal binds, feel free to make your own or use some of them

bind end rcon say “^3RUN ONLY WHEN ESCAPING ENEMY ^1FIRE ^2OR A ^1NADE.”

bind pgup rcon say “This is a ^1TACTICAL SERVER.^7Move in ^1CROUCHED position in all times^7around the map.^3RUN n GUN^7 ^1NOT ALLOWED AND NOT PERMITTED^7here.”

bind = rcon say “^1Trash Talking ^7and ^1Foul Language ^2Will Not Be TOLERATED ^1THIS INCLUDES YOUR NAME”

bind pgdn rcon say “^1DO NOT Spawn Kill, ^2Toss smoke and ^3Fall back”

bind - rcon say “^1Poor Sportsmanship ^7and ^1behavior ^3will get you kicked from this server”

bind 9 rcon say “^2WHAT PART OF STOP RUNNING DON'T YOU UNDERSTAND?”

bind 0 rcon say “^2If you ^3spawn kill ^2and ^3camp ^1you will be kicked with no warning.”

bind 1 rcon say “^2We hope ^3you'll enjoy your time on ^71st-Rangers ^3server ^1like we do.”

4. Add this command to your target line of your shortcut, it should look like this

“C:\Program Files\Activision\Call of Duty 2\CoD2MP\_s.” +connect 8.12.17.112:28960 +exec 1strangers.cfg

All you have to do now, is connecting to the server using your shortcut, when you are log in just hit any key you set up in key bind file.

**PS. Remember don't overuse binds to annoy players and members.**



## How to find your CD key on your computer

Here is a tutorial showing how to find the CD key if lost.

You know how sometimes you get a message that the key code is invalid or maybe you have to reinstall COD2 or COD4 and you have the CD but you can't find the case in came in and that is where the CD Key is located. Before reinstalling follow the tutorial to locate the correct CD Key which is already on your PC. The link is below:

<http://www.codhq.com/modules.php?name=Forums&file=viewtopic&t=773>

## Weaponry

### Call of Duty 2 – Weaponry



### American Weapons



**Thompson** (fully automatic) This gun is good for medium to close range combat, you can hit people far away but you will usually waste your time. The 20 round magazine and high rate of fire make it good if you have a good lock on the enemy, otherwise you leave yourself open when it reloads.



**M1 Garand** (semi-automatic) - Great gun, two hits in chest and it will kill. Not good for close range but it is still fairly effective due to it being semi-automatic. It has 8 rounds in a clip. When you have only a few rounds left before reloading, just shoot them into the ground or a wall so the gun will reload because you cannot reload mid-clip.



**M1A1 Carbine** (semi-automatic) - Basically a pistol with accuracy. Its very light, fairly weak, but it has 15 rounds in a clip which make it last a while before you need to reload. Many people prefer it because it has one-hit-kill melee and it is one of the fastest guns t o bash with.



**Browning Automatic Rifle (BAR)** - As its name says it is automatic. It has 20 rounds in a clip, and is a very powerful gun. The clip takes a while to load so try not to reload with an enemy near as you will be a sitting duck. Great accuracy.



**Springfield** - a sniper rifle. According to most it is the best sniper in terms of accuracy. Most prefer it to any other sniper



**Colt (Pistol)** – Generally only officers carried a pistol.



**Flamethrower** - Some flamethrowers project a stream of ignited flammable liquid; some project a long gas flame. Most military flamethrowers use liquids.

## British Weapons



**Lee-Enfield** (bolt-action) - The ten round clip makes this gun go for a long time before you need to reload. You can reload only 5 rounds at a time. Great power and has decent weight. It is only superior to other rifles in the clip size.



**Scoped Lee-Enfield** - Same as Lee-Enfield. Second best in terms of accuracy, next to the Springfield.



**Sten (Sten gun)** was a family of British 9 mm submachine guns used extensively by British and Commonwealth forces throughout World War II and the Korean War. They were notable for simple design and comparatively low production cost. STEN is an acronym, cited as derived from the names of the weapon's chief designers, Major Reginald **S**hepherd and Harold **T**urpin, and **EN** for Enfield.<sup>[1]</sup> Over 4 million Stens in various versions were made in the 1940s.



**Webley (Pistol)** service revolvers are among the most powerful top-break revolvers ever produced. Although the .455 caliber Webley is no longer in military service.<sup>1</sup>



## Russian Weapons



**PPSh** (fully automatic) - Best all around SMG. It has an amazing rate of fire and an incredible 72 round clip. These two combine to make a deadly combination. It has bad accuracy so it is only good for rushing and camping.



**PPS42** (fully automatic) - Same gun as PPSH basically. It has a smaller clip, 32 round, and some might say it has a slightly lower rate of fire. It is very accurate to a decent distance. Good gun if you want the accuracy and are willing to give up the 72 round clip.



**Mosin-Nagant** (bolt action) - Has a 5 round clip and is the most accurate bolt-action. Good for long range and medium range.



**Scoped Mosin-Nagant** - Considered by most to be the most powerful sniper in the game. Very accurate, of course it is a sniper rifle.



**Tokarev** (semi-automatic) - Not a very good gun next to all the other Russian weapons. It will get the job done but most prefer the Mosin.

## German Weapons



**MP40** (semi-automatic) - Not a very good gun next to all the other Russian weapons. It will get the job done but most prefer the Mosin.



**MP44** (semi-automatic) - Not a very good gun next to all the other Russian weapons. It will get the job done but most prefer the Mosin.



**Kar98k** (semi-automatic) - Not a very good gun next to all the other Russian weapons. It will get the job done but most prefer the Mosin.



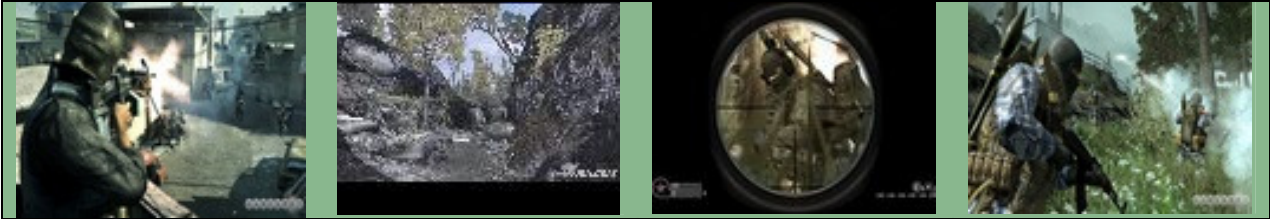
**Kar98k Scoped** (semi-automatic) - Not a very good gun next to all the other Russian weapons. It will get the job done but most prefer the Mosin.



**Luger** (semi-automatic) - Not a very good gun next to all the other Russian weapons. It will get the job done but most prefer the Mosin.



## Call of Duty 4 – Modern Warfare Weaponry



### Assault Rifles

#### M16A4



M16-A4

The M16A4, now standard issue for front-line U.S. Marine Corps and some U.S. Army units, replaces the combination fixed carry handle/rear iron sight with a MIL-STD-1913 Picatinny rail, allowing for the rifle to be equipped with a carry handle and/or most military and consumer scopes or sighting systems. Most of the U.S. Marine Corps' M16A4s are equipped with a Knight's Armament Company M5 RAS hand guard, allowing vertical grips, lasers, tactical lights, and other accessories to be attached. U.S. Army M16A4s also often feature the KAC M5 RAS. In U.S. Army Field Manuals, M16A4s fitted with the RAS are sometimes referred to as M16A4 MWS or Modular Weapon System. This model retains the 3-round burst mode of the M16A2.

#### AK-47



The AK-47 (short for Russian: Автомат Калашникова образца 1947 года; Kalashnikov model automatic rifle of 1947) is a gas operated assault rifle which was used in most Eastern bloc countries during the Cold War. Adopted and standardized in 1947, it was designed by Mikhail Kalashnikov and originally produced by Soviet manufacturer Izhevsk Mechanical Works. Compared with most auto-loading rifles of World War II, the AK-47 is compact, of comparative range, moderate power, and capable of selective fire. It was one of the first true assault rifles and, due to its durability and ease of use, remains the most widely used assault rifle. More AK-type rifles have been produced than any other assault rifle type.

#### M4\_Carbine



The M4 Carbine is a family of firearms tracing its lineage back to earlier carbine versions of the M16, all based on the original AR 15 made by ArmaLite. It is a shorter and lighter version of the M16A2 assault rifle, achieving 80% parts commonality with the M16A2. The M4 has selective fire options including semi-automatic and three round burst (like the M16A2), while the M4A1 has a "full auto" option in place of the three round burst.

#### G3



The G3 Automatic Rifle standard bearer of the Deutsche Bundeswehr since Germany was again allowed to arm. It is truly the firearm that put the fledgling arms maker on the map. Just up the hill from famed gun maker Mauser the former Mauser engineers worked as a team to come up with a design that would supercede the G1 essentially an FN FAL rifle since Fabrique Nationale in Belgium would not license Germany to produce it. The wounds of World War II were still deep and open at the time only five years after the end of the war.



### G36c



The G36 is a German 5.56 mm assault rifle designed in the early 1990s by a team of engineers from Heckler & Koch GmbH (HK) and accepted into service with the German Army in 1995 replacing the 7.62 mm G3 automatic rifle.

### M14



The M14 rifle (more formally the United States Rifle, Caliber 7.62 mm, M14) is an American selective fire battle rifle firing 7.62x51mm NATO ammunition. Although largely superseded in military use by the M16 rifle, it remains in limited front line service with the United States Army, Marine Corps, and Navy. The M14 also provides the basis for the M21 and XM25 sniper rifles (not to be confused with the XM25 grenade launcher).

### MP44



Sturmgewehr 44 (StG44) was an assault rifle developed in Nazi Germany during World War II and was the first of its kind to see major deployment. It is also known by the designations Maschinenpistole 43, Maschinenpistole 44 (MP43 and MP44, respectively) which denotes earlier versions of the same weapon

## Sub Machine Guns

### MP5



It is simply an opinion, but one shared by the majority of tactical teams at all levels in the United States. You can sense it the first time that you fire one. The MP5 is the culmination of countless efforts to blend reliability, controllability and firepower into a small package. With the MP5, that design objective has been achieved. The MP5 is that by which all other designs are judged.

### Scorpion



The Scorpion submachine gun is an interesting little weapon which is somewhat hard to classify - is it a machine pistol (a full-automatic weapon for single-hand fire) or a submachine gun (also an automatic weapon, but for shoulder fire). Either way, there are pros and cons. Nevertheless, this weapon deserved its place in history of firearms. Its development was initiated in late 1950s, with intent to provide various non-infantry units with lightweight personal defense weapon that is more effective than a pistol, but is no more obtrusive. Another niche for Scorpion was use by various special forces, because the selected cartridge, known as 7,65x17 Browning / .32 ACP can be easily silenced. First prototypes of a new weapon were built in 1959, and official adoption followed in 1961, under designation of "*Samopal Vzor 1961*" (submachine gun model of 1961), or SA Vz.61 in short. This weapon was issued to various units in Czechoslovak army, and also widely exported. Licensed version of the Scorpion was produced in Yugoslavia, where it was widely issued as a military officer's sidearm. It also can be easily fired single-handedly, like most pistols.



### Mini-Uzi



The UZI submachine gun was developed in Israel by designer Uziel Gal in around 1949, and manufactured by IMI (now IWI Ltd) since about 1951. UZI had been adopted by police and military of more than 90 countries, including Israel (now only in reserve), Germany, Belgium. It was also produced under license in Belgium by FN Herstal, and without license - in Croatia. More compact versions, Mini and Micro UZI, which were developed in 1982 and 1983, respectively, are adopted by many police, special operations and security units around the world, including Israeli Isayeret, US Secret Service etc. An interesting question is the ancestry of the design of Uzi submachine gun. Most sources state that it was inspired by the Czechoslovak SA 23 submachine gun, which also had magazine in pistol grip and wrap-around bolt. This submachine gun was adopted in 1948, with production commencing in 1949. There are some doubts that it could reach the shores of Israel the same year it was born. On the other hand, British army tested several prototype weapons of the same basic layout as early as 1944 (see MCEM-2), and it is possible that Uziel Gal had learned about this layout from UK. It is also possible that he "invented" this layout on his own - after all, the very same basic layout has been used in semi-automatic pistols for a good 50 years.

### AK-74u



The AKS-74U is a compact assault rifle, sometimes classified as a sub-machine gun with a folding stock and a shortened barrel that was produced in the Soviet Union from the 1980s to 1991. It was designed to be used by Pilots, Tank Crews and other echelons of the Soviet Army where a full-sized rifle was impractical for defense. In this regard, it is analogous to the German MP5. The AKS-74U fires a 5.45x39MM round, the same as the AK-74 from which it is derived. The AKS-74U is still a frontline weapon in Russia and it is still used by other former Eastern Bloc countries, as well as Soviet-Affiliated states. It is also used by Insurgent groups, although a rarity. The most infamous example of the later is Osama bin Laden, as one is frequently seen with or around the Al-Qaeda leader in his video addresses. Nicknames for the AKS-74U include Krinkov in English speaking countries and Ksyusha in Russian-speaking countries.

### P90



P90 submachine gun (SMG) was developed in the late 1980s as a personal defense weapon for the troops whose primary activities does not include small arms, such as vehicle and tank crew members, artillery crews etc. Standard pistols and submachine guns chambered for pistol rounds were proved ineffective against enemy soldiers, wearing body armor; Therefore FN designers first developed a new round with enhanced penetration, initially known as SS90. To achieve necessary high penetration while keeping recoil impulse low, FN used a small-bore approach, creating a round that looked much like the scaled down 5,56NATO round.



## Light Machine Guns

### M249 SAW



The M249 5.56mm SAW (Squad Automatic Weapon) will be primarily deployed in the infantry fire teams of the U.S. Army and Marine Corps. It will replace the bipod-mounted M16A1 AR (automatic rifle) at the squad level and selected M60 GPMGs (general-purpose machine guns) in non-infantry units. The two fire teams in the rifle squad will each be issued an M249.

### RPD



The RPD was developed for the Russian military in 1944 for use as a squad automatic weapon, and entered service during the 1950s. It can be fired from a prone position with the built-in bipod, or from the hip with the aid of a sling, and left hand pressing on the specially shaped fore grip to reduce muzzle climb. It is fed by refillable non-disintegrating 100-rounds belt. Two parts of the belt, 50 rounds each, are held together by the cartridge. After firing 50 rounds, used part of the belt is dropped down from receiver so as to not hinder gunner's movement. Belts are stacked in the drum boxes, which may be attached under the receiver. The RPD is a product-improved and modernized version which was introduced in the mid 1950s

### M60E4



M60E4/Mk43 Commando light machine gun series represents the latest improvements to the M60 Series of machine guns. The M60E4/Mk43 Commando features a redesigned machined aluminum top cover with an integrated Picatinny rail and an aluminum Rail Interface System hand guard provides for Mounting Optics, Infrared Laser Systems and other sensors giving the weapon 24 hour capability. Several 850 round continuous fire reliability tests have been performed by Special Operations Personnel to include: SEAL Team Eight, Special Boat Team 20 and U.S. Army SF 5th Group.

## Shotguns

### W1200



The Winchester Model 1200 is a pump-action, 12-Gauge shotgun used by military, police and civilians for a variety of uses. In its context as a military weapon, it is effective as a close-quarters weapon in Jungle and Urban combat and also as a breaching tool when other means, such as explosives are considered ineffective or dangerous. An unknown number of Winchester Model 1200 shotguns were procured by the Army in 1968-1969, with a ventilated hand guard, sling attachment swivels, and the bayonet attachment as additions to the civilian Winchester 1200. The shotguns carry a serial number, found on the bottom of the front end of the receiver.

### M1014



The M1014, Joint Service Combat Shotgun was adopted in November, 2001 by the United States Marine Corps to replace three different service shotguns currently in use by the Corps. According to a Benelli press release, "five samples of the Benelli M4 Super 90 were delivered to Aberdeen Proving Ground, Maryland on Aug. 4, 1998." From August 1998 until the adoption in late 2001, the shotguns were supposedly put through extensive testing with Marine Corps units.



## Sniper Rifles

### M40A3



In 1996 the USMC started on the design for the replacement of the M40A1, the result was the M40A3. It uses a Remington 700 short action, with a steel floor plate assembly and trigger guard built by D.D. Ross. The Unertl rings and bases have been replaced with D.D. Ross base and G&G Machine rings. The rifles also come with a Harris bipod and an accessory rail. The stock is a new McMillan A4, with adjustable cheek and length of pull

### M21



M21 sniper rifle is gas operated, semi-automatic rifle which uses Garand-type rotary bolt locking and gas-operated short stroke piston system, located below the barrel. M21 rifle retained adjustable iron sights of M14 rifle, and added a telescope or night sight using standard M14 rifle side mount (each military M14 rifle was manufactured with provisions for mounting a scope bracket on the left side of the receiver). For special operations, M21 rifle was often issued along with Sionics sound suppressor (silencer).

### Dragunov



The SVD (Russian: Снайперская винтовка Драгунова, *Snaiperskaya Vintovka Dragunova*), "Dragunov Sniper Rifle", is a 7.62 mm semi-automatic sniper rifle, developed in the former Soviet Union. It was selected as the winner of a contest that included two competing designs: the first was a rifle designed by Dragunov (designated the SSV-58), and the second – Konstantinov. Extensive testing of both rifles in variable environmental conditions resulted in E. F. Dragunov's design being accepted into service in 1963. At the same time an initial pre-production batch of 200 rifles was assembled, and from 1964 serial production was carried out at Izhmash. Since then the SVD has become the standard squad support weapon of several countries, including those of the former Warsaw Pact, among them Poland (since 1966). License production of the rifle was established in China (Type 79 and Type 85) and Iraq (as the Al Kadesiah).

### R700



Remington markets the 700 to military forces and law-enforcement agencies under the Remington Law Enforcement and Remington Military banner, with the military/law enforcement 700s being called the Model 700P ("Police"). The 700P series appears to have been influenced by the designs, features, and success of the M24 Sniper Weapon System and the M40 series, with one feature of the Model 700P series being the heavier and thicker barrel for increased accuracy and reduced recoil. The 700P has a 26" barrel, aluminum block bedded in its stock, which is made by HS Precision.

### Barrett .50cal



The M82 is a heavy SASR (Special Application Scoped Rifle) developed by the American Barrett Firearms Company. It is currently used by many units and armies around the world, including the American Special Forces. It is also called the "Light Fifty" for its .50 caliber BMG (12.7 mm) chambering. The weapon is found in two variants — the original M82A1 (and A3) and the bull pup M82A2. The M82A2 is no longer manufactured, though XM500 can be seen as its spiritual successor, in that it also employs a bull pup configuration.