



# **S.T.A.G. Team**

## **Field Guide**

Weapons and Tactics: Part 1:  
Standard Issue RSR 600 operation maintenance and tactics

If you got this, welcome to the team rookie  
I've already passed, but hopefully  
this book serves you better than it  
served me

- Corporal Trese  
Sergeant



This field guide is confidential for Class 4 agents and/or clerks and above. If you found or received this guide in mistake please report to your nearest PIDD Office.

# RSR-600 *Helsing*



## Know your gun

The **RSR-600 (revolving shotgun rifle)** colloquially called the **Helsing**, is a specialised weapon for our agents to face down the paranormal threats that our team has been tasked with protecting our country from abominations, ghosts, and demons.

To explain the design of the RSR, we first have to discuss the issues we face and why conventional firearms proved ineffective.

## Environment

First is versatility of environment, ghosts can wreak havoc on the natural world, changing the laws of physics, especially electrical. So high tech weaponry is impossible. The physical environments are similarly varied, we may be called to anywhere in the country; cramped offices and sewers, to wide open fields and forests.

## Threats

The foes we face are often immune to conventional ballistics, and those that aren't are incredibly tough against normal ballistics they are beasts who do not know pain. The final challenge is we are often undermanned, and separated from our supply of resources on long investigations before we truly understand what we are facing.

## The Solution

And so the RSR faces these challenges, a simple gunpowder and shell construction with as minimal complicated moving parts or electrical systems; while still affected by the physics field around certain apparitions it is still able to fire except in the most dire of circumstances. A bullpup design makes the overall barrel length shorter making it much more usable in small environments, with changeable barrel lengths to either shorten it for even more cramped conditions, or extend for longer range accuracy.

The shells are able to accomodate large numbers of variety of shells, from conventional buckshots, slugs, and bullets, but the unconventional we often need such as salt shot, wyvern fang, and specialty bullets which will be explained later. The revolving drum allows an agent to quickly deploy whichever ballistic system is best suited for their current target in a heartbeat, so each agent is a walking armoury, ready to deploy the most effective weapon.

Combined with this the RSR has been extremely well regarded for it's incredible stopping power, it's unique recoil profile, and remarkable reliability; and so has been the trusted firearm for two decades.

*Dislocated my shoulder when I first fired it  
You really need to lean into this*



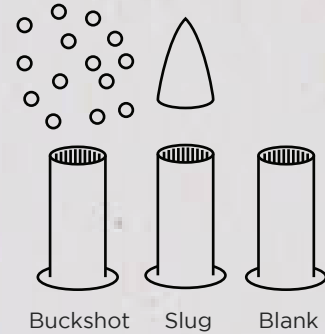
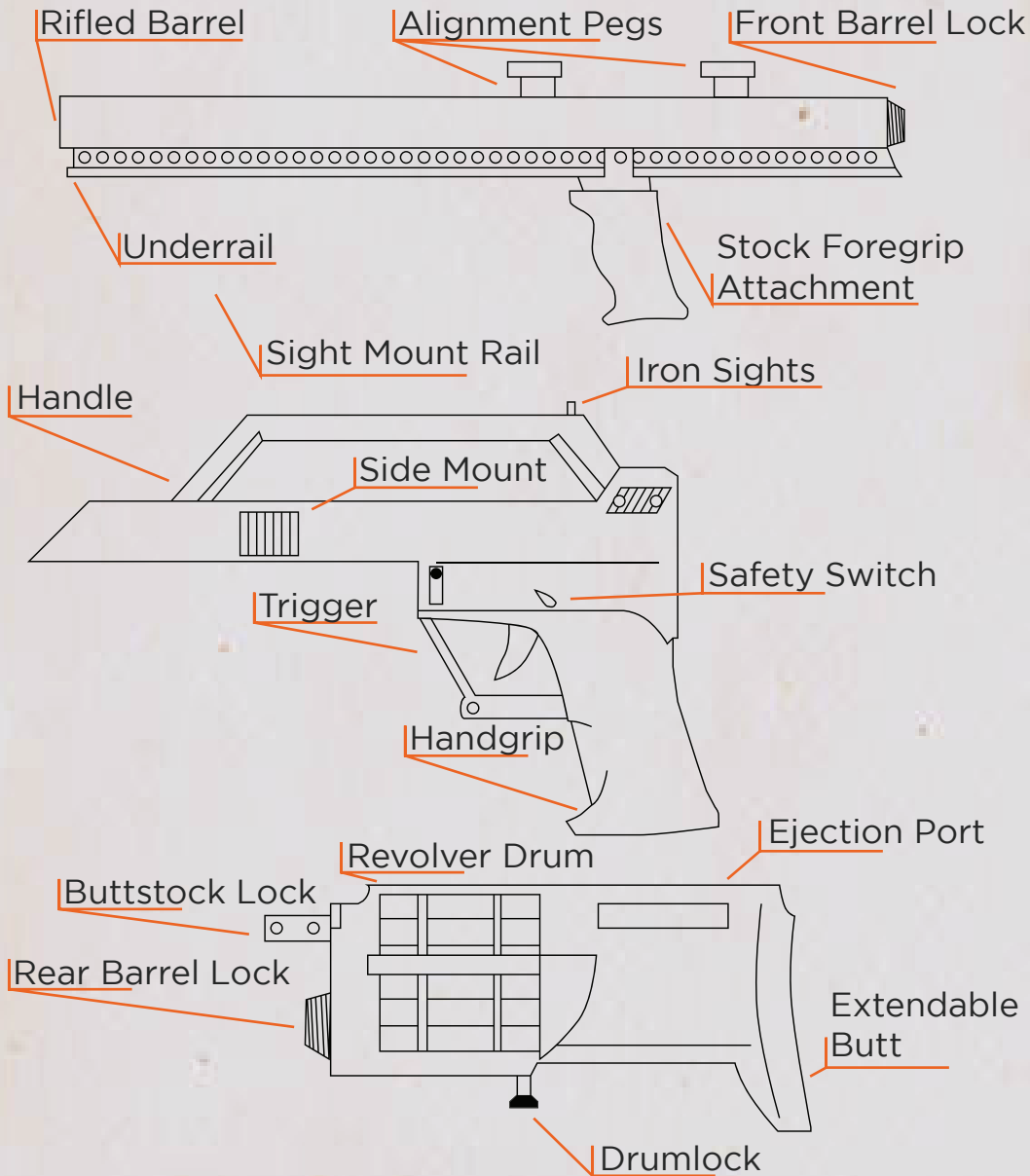
## Considerations

However it is important to note it's shortcomings; firstly is although it's powerful, it has significant recoil and a high eyeline. This combined with it's slow semi automatic fire makes it ill suited to multiple threats. As such it is in our best interest to prevent these situations before they develop, and recommend conventional firearms against numerous mortal threats.



# Technical Breakdown

*the sight to barrel height is also quite long keep that in mind if your peeking over something*



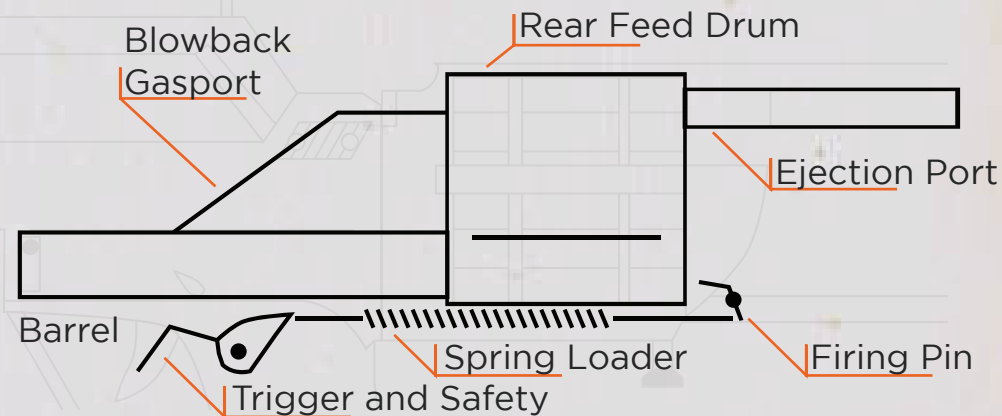
## Standard Ballistics

To the left are the standardised ballistics all agents are given. While not as effective as specialised ammunition; these ballistics are not to be underestimated.

## Maintaining your weapon

The most important component is the butt/receiver; where all the machinery is located and where dirt and debris is most likely to cause a jam. It is recommended to open the assembly once per week and to completely clean and oil the internal mechanisms.

To do this, first unlock the stock and barrel locks, and remove the drum. You will find in the butt a bolt to open the stock, and unscrewing the drumlock rod will allow the receiver to be fully opened to clean and/or replace any broken parts.



*Gunpowder and mud can really clog that ejection port recommend keeping a toothbrush with you to clear it up*

# Ammunition Types

These are the specialised ballistics designed either for particular threats, or for use with particular modifications.

## Turbulence

The turbulence is to be used with the specialised censer barrel its unique shape is designed to drag as much air with it as possible, to literally pull the blessed smoke as far as possible.



## Explosive Powder

This is designed to spread a burst of flame from an attached ghost candle, a candle infused to light ghosts and abominations alike aflame.



## Salt Shot

This is weapon that can be used either as a non-lethal alternative for living targets, such as those possessed or cultists; but is primarily a tool for crowd control of ghosts, and demons.



## Wyvern Fang

Wyvern's poison is still inside this fang, and is an extremely potent poison that is to be used against the most resilient of abominations, where conventional ballistics are ineffective due to either armour, regeneration, or sheer resilience and strength.



*These are also flammable great with ghostflame*

*Great for exploding in the target, life in the neck*

## Gyro Rocket

The gyro rocket is an explosive round, designed for long distance travel. They explode on impact and spread shrapnel, including silver pieces for various targets with maximum effect.



## High Powered Rifle

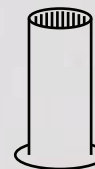
Designed to be used with the extended barrel, these rounds have significantly more firing powder, and a much longer projectile, designed for extreme distances and piercing all but the toughest of hides.



*without the barrel and bipod, this thing kicks too hard to use, feel free to try though*

## Dart

These are two part darts, they are vacuumed on distribution, which is broken once the needle pierces something and will extract liquid and or poison from the needle point. Once fluid is inside, it can be reprimed to deliver the payload.



## Airburst

These are short range explosives, designed to air burst after impact, bouncing off an object or wall. This initial bounce primes the explosive to detonate a moment after impact once fired.

# Attachments

These attachments are ways to specialise your weapon to the task at hand; some allow you to fulfil a specialised role in a team, without significantly altering your on hand equipment. Mentioned here are only the attachments that are specific to the RSR and not conventional attachments.



Censer blessed coals and incense  
Use with turbulence round to spread further

## Censer Coal Barrel

Filled with blessed incense, chosen made for it's high smoke content. Pressurise with the front trigger before firing. Use with either blanks, or turbulence rounds. However it will not impede standard rounds.

*My experience it's best to just shoot rather than this thing, but it might help you*

*They call it a pistol barrel, holding it like a pistol is a good way to break your wrist, use the stock*



Pistol Snub Barrel

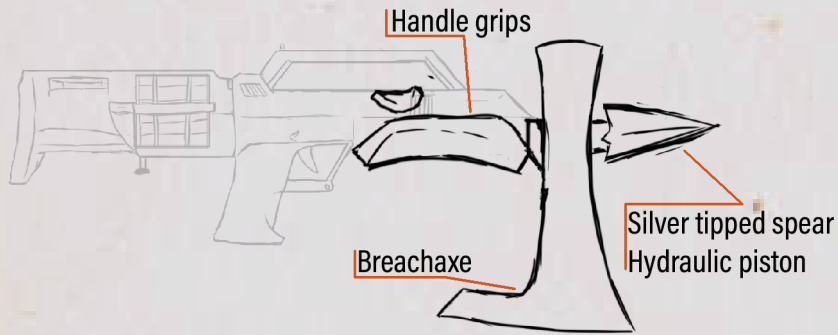
Ghost Candle for use with Explosive Powder

## Snub Barrel

The snub barrel allows your RSR to be used in significantly cramped environments, and can turn the RSR into a modified pistol.

## Ghost flame Underrail

The ghost flame is a specialised candle it's blue glow acts as a deterrent to various intangibles. Using the explosive powder shells allows it to be turned into a rudimentary flamethrower, that is particularly strong against most supernatural beings, but lacks the adhesion of typical flamethrower propellants to cause anything more than minor burns on true living creatures



## Spear barrel

Replacement barrel that uses a hydraulic system to act as an piston spear-tip. The tip has been coated in a thin silver plating; particularly tough hides may scratch this plating off, limiting long term use

## Breach Axe Front

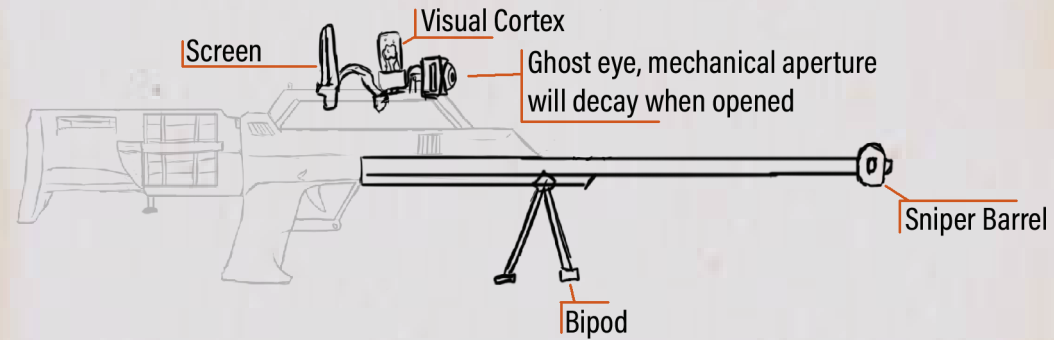
Breach axe fits around the barrel, and attaches to the underrail of the weapon; heavily reinforced designed to breach obstacles but can be used as a melee weapon.

## Polymer Grips

Simple polymer grips instead of foregrips, while foregrips are the intended and generally perceived more ergonomic setup, certain attachment loadouts may be better served with a polymer grip around the barrel

*Fuck that, and fuck getting in close  
want as much distance  
as possible*

*This thing always creeps me out,  
Only open when about to fire, it decays quick  
in the air*



## Sniper Barrel

The opposite of the snub, the Sniper Barrel increases the range and accuracy of the RSR, and provides some extra recoil protection in the form of extra gas compensators.

## Ghost eye sight system

Collecting the eyes and visual cortex of the various monsters has allowed our scientists to preserve them in our visual system to see through the monsters eyes. Being able to see into the other realm gives our agents a huge edge, especially when hunting those that usually remain invisible to the physical realm.

The significant distance between the operative and the targets allows the use of the electrical systems, and an operative who finds himself in range of one of these beings will quickly find the system malfunctioning.



## First Encounter Tactics

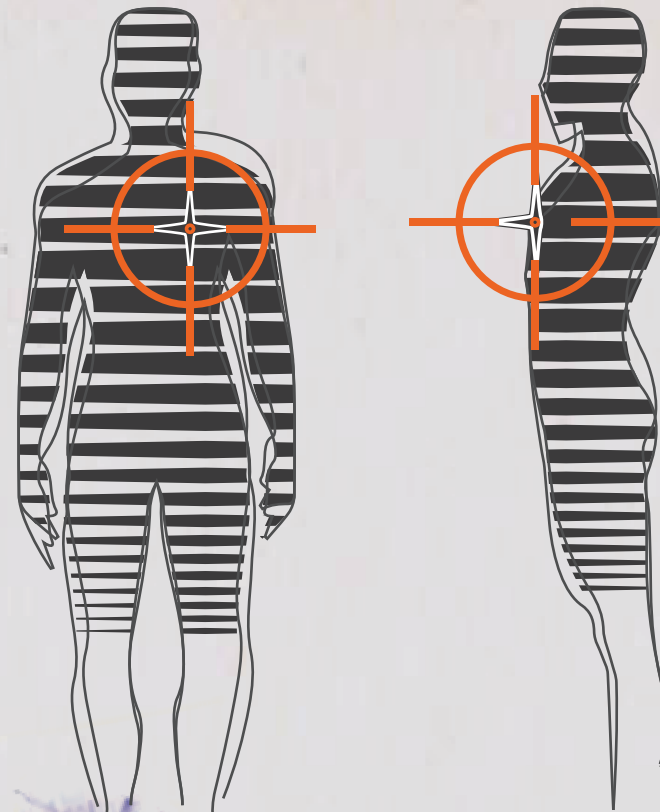
Depending on the foes you face you may need to use different attachments and different tactics. While this is not a comprehensive list of all the various supernatural entities we may take on; this acts as a broad decision-making framework for rookie field operatives to make a good educated estimate on the best approach to a given situation.

This section will present in the following sections: Identification, warnings, equipment guide, and finally rules of engagement.

Through extensive field trials following this guide on first encounters will vastly improve survival rate; and unless instructed otherwise by a superior rank agent or specialist in the investigative team, you are to follow the instructions provided in this manual.

*Brass wants things handled straight away  
my opinion... scout, retreat, wait for help  
You'll save more alive than dead.*

*Oh this doesn't mention. Load each shell before firing;  
leave the lock on. You can choose your shells easier  
if shit goes down, slam in the lock and you will  
have a full drum ready to go*



### Ghosts Identification:

Partially transparent, uncertain silhouette, malfunctioning electronics and mechanics, whispers from everywhere

### **Warnings:**

Close proximity may cause gun misfires and jams

### **Equipment Guide:**

Salt Shell, Censer, Ghostflame Candle, Explosive Powder

### **Rules of Engagement:**

Maintain distance and long sight lines, look out for anomalies in newtonian physics and electrical malfunctions to locate. Shoot with Salt or Censer first, then aim for coalescing energy, usually around the heart area.

*Whispers are the worst part;  
these guys don't hunt but still cause  
chaos if you're in the way. They break  
physics, like that ink.*



## Abominations

### Identification:

Vaguely Humanoid, extreme visual variation, usually much larger and muscular than a normal humanoid

### Warnings:

Extremely fast, difficult to kill, and usually possess limitless regeneration

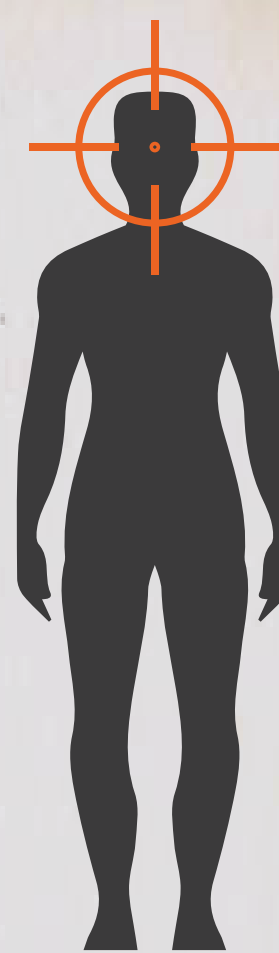
### Equipment Guide:

Wyvern Fang, Spear Barrel, Ghostflame, Buckshot/Slug

### Rules of Engagement:

Conventional munitions have limited effect, silver tipped spear effective at piercing hide, sever brainstem from body to immobilise. Cauterise wounds with fire to stem regeneration. Wyvern poison also effective once exposed.

*Sever the head, burn the head then lock it in a box*



## Demons

### Identification:

New Classification, uncertain. Current reports indicate smell of sulphur, and sometimes horns but this is unconfirmed.

### Warnings:

More intelligent than humans, worst of both abomination and ghosts. Do not engage.

### Equipment Guide:

Censer Barrel, Salt Shell, Airburst flash

### Rules of Engagement:

So far all attempted equipment and tactics have proven ineffective; censer smoke has been seen to lessen their powers, and make tangible, and salt prevents teleportation. Do not engage, tactical retreat, concentrate on eyes to stun.

*Demons are scary, not beasts you can bargain with them. But don't tell the brass.*



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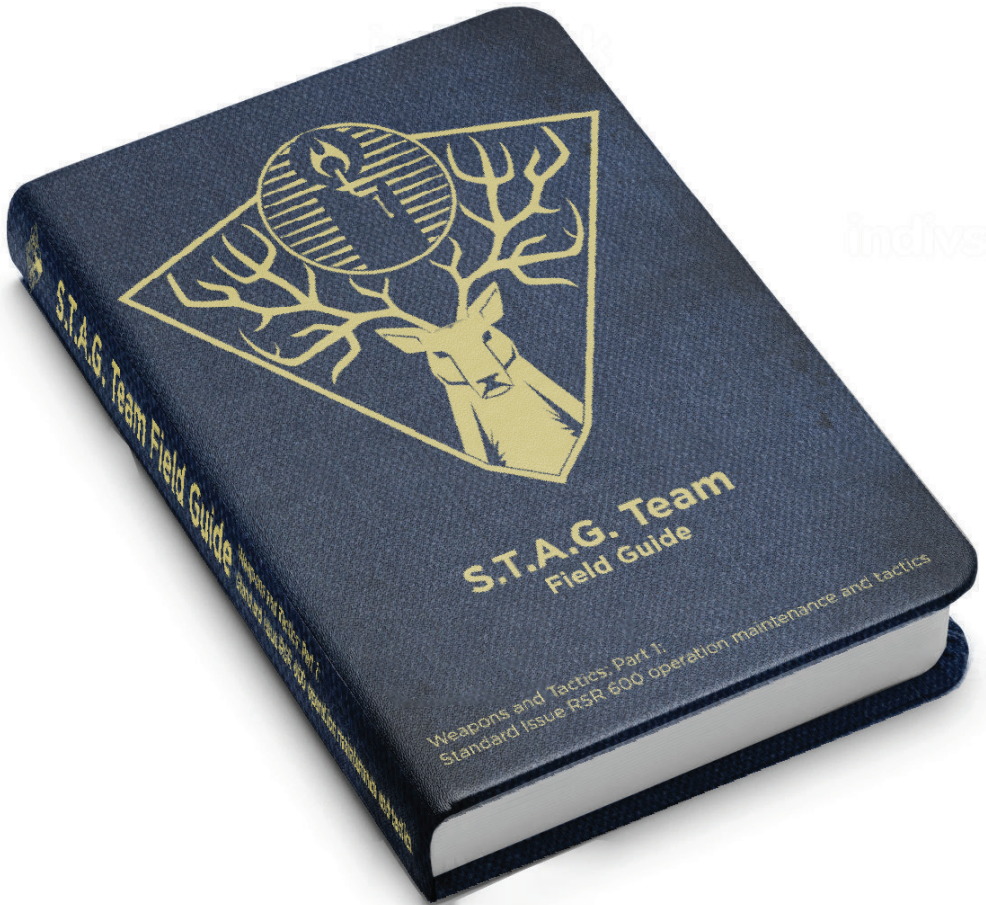


# STAG-TAG Field Guide

Weapons and Tactics: Part 1: Standard Issue Rifle Operation and tactics



# Physical Mockup



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