Ammunition Variants

by Rich Redman

Introduction

"Putting the right ammunition in your firearm makes you about as smart as a monkey that knows the round peg goes in the round hole. Selecting a specific type of the proper ammunition is one sign of a real professional."

—Nathan Brashkie, Armorer, Department 7

Rule 0

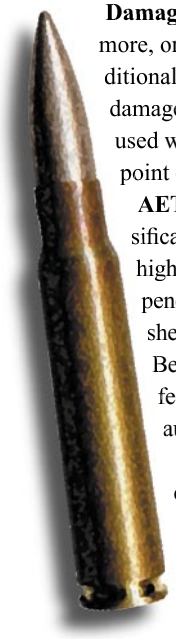
I wrote the original combat and equipment rules for *d20 Modern*, and participated in all aspects of its design, development, and testing. I made my best effort to balance the rules in *Ammunition Variants* between being cool and being reasonable. This material is not official, and gamemasters may choose to disallow some or all of it.

Ammunition

Proper ammunition customizes a firearm for a particular situation.

All ammunition is a customization. Anyone using the weapon gains the benefit of the ammunition.

Some ammunition can make a weapon unreliable. Such a weapon jams if you roll a natural 1 on an attack roll. Each source of unreliability increases the "failure range" by 1. This means a weapon with three sources of unreliability fails on a natural 1, 2, or 3. Clearing a jam is a full-round action. GMs may rule that damage to a weapon or immersion of a weapon also counts as a source of unreliability.



Damage Modifiers: When ammunition does +1 or more, or -1 or less, points of damage, it does an additional +1 or -1 point of damage per die of additional damage done with Burst Fire or Double Tap. When used with Strafe or automatic fire, it does +1 or -1 point of damage to each affected target.

AET (accelerated energy transfer): AET is a classification of bullets, all of which incorporate a light, high-velocity bullet with an unusual shape. They penetrate cover and light armor but still rapidly shed velocity when striking soft material, like flesh. Because of their unusual shape, AET bullets cause feed problems in self-loading (semi-automatic or automatic) weapons, making them unreliable.

AP (armor-piercing): If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using AP ammunition. However, you suffer a -1 penalty on damage rolls regardless of whether your target is armored or not. AP bullets do not provide any additional benefit when using Burst Fire or Double Tap. AP bullets have no effect on the Reflex save caused by Strafe or automatic fire.

Ball: Ball ammunition is the standard load for most weapons. No special rules apply.

Explosive: The tips of these bullets contain an unstable substance, like mercury fulminate. Firing the bullet arms the detonator, and the round then explodes on impact. Below .38 caliber pistol ammunition, there isn't enough explosive to make these functionally different from hollow-points (see below). Explosive pistol bullets do an additional 1d4 points of damage. Explosive rifle bullets up to and including 7.62mm do an additional 1d6 points of damage. Explosive rifle bullets over 7.62mm do an additional 2d4 points of damage. Any time a character carrying explosive bullets takes more than 6 points of damage from falling, fire, or an explosion, that character must make a Fortitude save (DC 20). If the character fails that saving throw, all the bullets explode at once and do their additional damage all at once to the character and any other character within 5 feet.

Flechette: Flechette ammunition turns any weapon into a shotgun. Instead of firing a single bullet, flechette ammunition fires a bundle of metal darts. When firing flechette ammunition, attacks suffer a -2 penalty to damage per range increment rather than the normal -2 penalty to hit (minimum 1 point of damage).

Glaser: Glaser is a specific brand of *frangible* bullet. Frangible rounds break apart, spreading out within the target. If your target has armor or natural armor, you suffer a -2 penalty to your attack roll when using Glaser ammunition. However, you gain a +2 circumstance bonus to damage rolls.

Hollow-point: Hollow-point ammunition has a hollow tip, or a tip filled with soft lead or plastic. It deforms on impact. If your target has armor or natural armor, you suffer a -1 penalty when using hollow-point ammunition. However, you gain a +1 circumstance bonus to damage rolls.

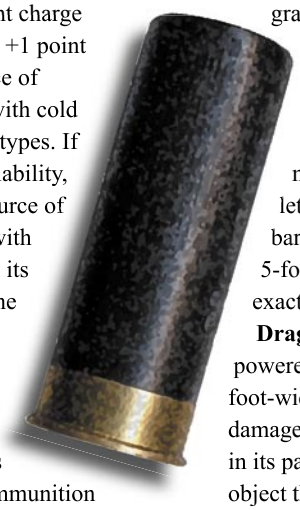
Incendiary: The tips of these bullets contain a highly flammable substance. Firing the bullet arms the detonator, and the round then bursts into flame on impact. Below .38 caliber pistol ammunition, there isn't enough flammable material to make these functionally different from hollow-points (see above). Incendiary pistol bullets do an additional 1d4 points of fire damage. Incendiary rifle bullets up to and including 7.62mm do an additional 1d6 points of fire damage. Incendiary rifle bullets over 7.62mm do an additional 2d4 points of fire damage. Any time a character carrying incendiary bullets takes more than 6 points of damage from falling, fire, or an explosion, that character must make a Fortitude save (DC 20). If the character fails that saving throw, all the bullets explode at once and do their additional fire damage all at once to the character and any other character within 5 feet.

Tracer: Coated with a chemical that burns, leaving a glowing trail behind it, tracer ammunition grants a +1 equipment bonus

©2003 The Game Mechanics, Inc. All rights reserved unless otherwise noted. Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and are used according to the terms of the d20 System License version 4.0. A copy of this License can be found at www.wizards.com/d20.

on attack rolls, but only when using automatic fire (or Strafe) and only when using at least 10 bullets in the attack.

Ammunition Modifiers



Hot Loads: Hot loads use a heavier propellant charge than is standard for the weapon. Hot loads do +1 point of damage. Hot loaded ammunition is a source of unreliability. You cannot combine hot loads with cold loads, but you may combine them with other types. If combined with ammunition that causes unreliability, such as AET, hot loads count as a separate source of unreliability. For instance, a weapon loaded with AET hot loads will jam on a natural 1 or 2 on its attack roll. Hot loaded ammunition doubles the purchase DC.

Cold Loads: This ammunition suffers an additional -1 penalty for each range increment over which it is fired due to its reduced propellant charge. Some weapons require this ammunition to be truly silent. Cold-loaded ammunition increases the purchase DC by +1.

Shotgun Ammunition

Shotgun ammunition comes in a variety of special types described here.

Birdshot: Similar to the standard ammunition, buckshot (see below), but with more and smaller pellets. Designed for hunting small game, birdshot leaves more of the meat intact. 12-gauge birdshot shells do 2d3 points of damage, and 10-gauge birdshot shells do 2d4 points of damage. Birdshot suffers a -2 penalty to damage per range increment rather than the standard -2 penalty to hit (minimum 1 point of damage). This rule supersedes the rule in the *d20 Modern* rulebook (see *d20 Modern Roleplaying Game* Chapter 4, Weapons, Ranged Weapons, Longarms) which penalizes damage in addition to penalizing the attack role.

Buckshot: Standard load for shotguns, buckshot suffers a -2 penalty to damage per range increment rather than the standard -2 penalty to hit (minimum 1 point of damage). This rule supersedes the rule in the *d20 Modern* rulebook (see *d20 Modern Roleplaying Game* Chapter 4, Weapons, Ranged Weapons, Longarms) which penalizes damage in addition to penalizing the attack role.

CS: This shell fires a tiny tear gas grenade. A target struck by the shell takes 2d4 points of nonlethal damage. If the target has armor or natural armor, the firer gains a +1 circumstance bonus on attack rolls when using this ammunition type. However, users normally fire the shell at a 5-foot square. On the round that it is fired, the CS gas fills the square in which it lands. On the following round, the cloud fills all adjacent squares. It disperses after 10 rounds, though a moderate wind disperses the smoke in 4 rounds, and a strong wind disperses the smoke in 1 round. Anyone caught in a cloud of CS gas must succeed at a Fortitude save (DC 20) or be stunned for 1d6 rounds. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth grants a +2 equipment bonus on the Fortitude save.

CS Penetrating: Similar to the CS shell, this one is designed to fire through doors and other barriers. If the target has armor or natural armor, the firer gains a +1 circumstance bonus on attack rolls when using this ammunition type. A CS penetrating shell deals 2d6 points of lethal damage. If it deals more damage than an intervening barrier's hardness, it penetrates the barrier and effects the 5-foot square immediately on the other side. It releases its gas exactly like a CS shell.

Dragon: This shell effectively turns a shotgun into a low-powered flamethrower. When fired, the shotgun shoots a five-foot-wide, 20-foot-long line of flame that deals 2d6 points of fire damage (Reflex save, DC 15, for half) to all creatures and objects in its path. No attack roll is required. Any creature or flammable object that takes damage from a dragon shell risks catching on fire (see the *d20 Modern* rulebook, Chapter 7, Catching on Fire). Dragon shells lack sufficient power to operate semiautomatic or automatic shotguns. Such weapons must be operated manually to chamber the next shell. Furthermore, any weapon that fires a dragon shell becomes unreliable until it receives special maintenance (requiring 30 minutes).

Riot: Riot shells do the same damage as buckshot rounds, except that the damage is nonlethal. They are meant for dispersing crowds.

Slug: A slug shell contains a single, heavy projectile, similar to a conventional bullet. Because of their size, low velocity, and the lack of rifling in a shotgun barrel, shotgun slugs are not as accurate as rifle bullets. Shotgun slugs suffer a -2 penalty per range increment on the attack roll, and a -2 penalty per range increment on damage. If the target of the attack has armor or natural armor, the firer suffers a -1 penalty on attack rolls when using this ammunition type.

Shotgun slugs can be used to fire explosive and incendiary rounds from shotguns. Such slugs do additional damage as rifle bullets over 7.62mm.

Slug penetrating: This is a slug shell designed to penetrate armor or cover.

Slug penetrating ammunition is most often used to get explosive or incendiary loads past intervening barriers. If the target has armor or natural armor, the firer gains a +1 circumstance bonus on attack rolls when using this ammunition type. If it deals more standard damage than an intervening barrier's hardness, it penetrates the barrier and deals its additional damage to the target. If it fails to deal more standard damage than the barrier, then it deals both the standard and additional damage to the barrier.♦

Nathan's Note: Try loading a variety of ammunition types in your weapon in a specific order. For instance, if you expect to shoot through glass, you might load your weapon so the first bullet is explosive. This thoroughly shatters the glass, so the next bullets you fire don't suffer the effects of that barrier.

Pistols and Submachine Guns

Caliber/Ammo	Damage	Purchase DC
.22		
Ball	2d4	4
Glaser**	2d4+2	8
Hollow-point*	2d4+1	4
.32		
Ball	2d4	5
Glaser**	2d4+2	9
Hollow-point*	2d4+1	4
.38 Special		
Ball	2d6	5
AP††	2d6-1	6
Flechette†	2d6	6
Glaser*	2d6+2	9
Hollow-point*	2d6+1	5
9mm		
Ball	2d6	5
AET	2d6+1	10
AP**	2d6-1	6
Explosive	2d6+1d4	10
Flechette†	2d6	6
Glaser**	2d6+2	9
Hollow-point	2d6+1	5
Incendiary	2d6+1d4 fire	10
Tracer§	2d6	7
10mm		
Ball	2d6	5
AET	2d6+1	10
AP††	2d6-1	6
Explosive	2d6+1d4	10
Flechette†	2d6	6
Glaser**	2d6+2	9
Hollow-point	2d6+1	5
Incendiary	2d6+1d4 fire	10
Tracer§	2d6	7
.357 Magnum		
Ball	2d6	5
AET	2d6+1	10
AP††	2d6-1	6
Explosive	2d6+1d4	10
Flechette†	2d6	6
Glaser**	2d6+2	9
Hollow-point	2d6+1	5
Incendiary	2d6+1d4 fire	10
Tracer§	2d6	7

Caliber/Ammo	Damage	Purchase DC
.44 Magnum		
Ball	2d8	5
AET	2d8+1	10
AP††	2d8-1	6
Explosive	2d8+1d4	10
Flechette†	2d8	6
Glaser**	2d8+2	9
Hollow-point	2d8+1	5
Incendiary	2d8+1d4 fire	10
Tracer§	2d8	7
.45		
Ball	2d6	5
AET	2d6+1	10
AP††	2d6-1	6
Explosive	2d6+1d4	10
Flechette†	2d6	6
Glaser**	2d6+2	9
Hollow-point	2d6+1	5
Incendiary	2d6+1d4 fire	10
Tracer§	2d6	7
.50 AE		
Ball	2d8	6
AET	2d8+1	12
AP††	2d8-1	7
Explosive	2d8+1d4	12
Flechette†	2d8	7
Glaser**	2d8+2	9
Hollow-point	2d8+1	6
Incendiary	2d8+1d4 fire	12
Tracer§	2d8	7

* If your target has armor or natural armor, you suffer a -1 penalty on attack rolls when using this ammunition type.
** If your target has armor or natural armor, you suffer a -2 penalty on attack rolls when using this ammunition type.
† When using this ammunition, you suffer a -2 penalty to damage per range increment rather than the standard -2 penalty to hit.
†† If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition type.
§ When using this ammunition, you gain a +1 equipment bonus on attack rolls, but only when using automatic fire (or Strafe) and only when using at least 10 bullets in the attack.

Longarms

Caliber/Ammo	Damage	Purchase DC
5.56mm		
Ball	2d8	4
AET	2d8+1	9
AP††	2d8-1	5
Explosive	2d8+1d6	8
Flechette†	2d8	5
Glaser**	2d8+2	8
Hollow-point	2d8+1	4
Incendiary	2d8+1d6 fire	8
Tracer§	2d8	5
7.62mm		
Ball	2d10	4
AET	2d10+1	9
AP††	2d10-1	5
Explosive	2d10+1d6	8
Flechette†	2d10	5
Glaser**	2d10+2	8
Hollow-point	2d10+1	4
Incendiary	2d10+1d6 fire	8
Tracer§	2d10	5
7.62mmR		
Ball	2d8	4
AP††	2d8-1	5
Explosive	2d8+1d6	8
Hollow-point	2d8+1	4
Incendiary	2d8+1d6 fire	8
Tracer§	2d8	6
0.444		
Ball	2d10	6
AET	2d10+2	13
AP††	2d10-1	7
Explosive	2d10+2d4	12
Flechette†	2d10	7
Glaser**	2d10+2	12
Hollow-point	2d10+1	6
Incendiary	2d10+2d4 fire	12
Tracer§	2d20	6

Shotguns

Caliber/Ammo	Damage	Purchase DC
12-gauge		
Buckshot	2d8	4
Birdshot	2d3	3
CS††	2d4 nonlethal	12
CS penetrating††	2d6	14
Dragon	special	12
Riot	2d8 nonlethal	5
Slug‡	2d8	4
Slug, explosive‡	2d8+2d4	8
Slug, incendiary‡	2d8+2d4 fire	8
Slug penetrating††	2d8	6
10-gauge		
Buckshot	2d10	4
Birdshot	2d4	3
Riot	2d10 nonlethal	5
Slug‡	2d10	4
Slug, explosive‡	2d10+2d4	8
Slug, incendiary‡	2d10+2d4 fire	8
Slug penetrating††	2d10	6

* If your target has armor or natural armor, you suffer a -1 penalty on attack rolls when using this ammunition type.
** If your target has armor or natural armor, you suffer a -2 penalty on attack rolls when using this ammunition type.
† When using this ammunition, you suffer a -2 penalty to damage per range increment rather than the standard -2 penalty to hit.
†† If your target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition type.
§ When using this ammunition, you gain a +1 equipment bonus on attack rolls, but only when using automatic fire (or Strafe) and only when using at least 10 bullets in the attack.
‡ If your target has armor or natural armor, you suffer a -1 penalty on attack rolls when using this ammunition type. When using this ammunition, you suffer a -2 penalty to damage per range increment rather than the standard -2 penalty to hit.

OPEN GAME LICENSE Version 1.0a

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

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyñfree, nonñexclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coñadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE Dead Heroes Arenít Much Fun ©2002 Wizards Unbound, Inc., all rights reserved, unless otherwise noted. Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Designation of Open Game Content. The following items are Open Game Content: All material under the "Ammunition" heading on pages 1 and 2, and the tables on pages 3 and 4.

Designation of Product Identity. The following items are Product Identity: All images and logos (excluding the d20 System Logo); the character of Nathan Brashkie. *The Game Mechanics* and The Game Mechanics logo are trademarks of The Game Mechanics, Inc.

Designer: Rich Redman

Editor: Marc Schmalz

Graphic Designer: Marc Schmalz