EXPANDED COMBAT

Welcome, thank you for picking up this supplement. I initially created these rules to breath some more life into the combat of my own of 5th edition games of Dungeons and Dragons, I hope you find they improve your games as much as they did mine. The vanilla system, while it works perfectly, is somewhat bland and many base weapons are simply useless due to having smaller damage dice, and many of the feats that affect how one uses weapons don't do much to change this.

So my hope is that with this supplement I can add some new, simple mechanics and statuses to make weapons combat more exciting, and more involved than rolling two dice and hoping you get a big number. As with everything in tabletop I encourage you to use only what you personally enjoy from this supplement, while you certainly can us everything here in conjunction you by no means have to.

WEAPONS

This section contains a modified weapons table, new and modified weapons properties, and details of amended or new rules pertaining to weapons. If an item is not described in this section, then the standard rules from the *Player's Handbook* apply.

WEAPON PROPERTIES

- **Crushing.** Weapons with crushing property strike with such force it can stagger targets. Whenever a creature damages another with a crushing weapon it can force it to move 5ft in any direction unless that movement would force it closer to it's attacker. This movement cannot trigger reactions.
- **Double-ended.** This weapon is designed to be used with both ends, and is considered two-handed when wielded this way. When the attack action is taken with a double-ended weapon, a creature can use it's bonus action to make an additional attack. When used as double-ended, a weapon always uses it's smallest damage dice.

- **Heavy.** A creature must have a Strength score of 15 or higher to wield this weapon proficiently. Additionally small creatures have disadvantage on attack rolls with heavy weapons, as the weapon's size makes it too large for for a small creature to wield effectively.
- **Reach.** The weapon has a modified range listed, in feet, as two numbers. The first is the additional range the weapon has, the second is the range, within which, attacks with the weapon are made at disadvantage.

SPECIAL WEAPONS

- **Halberd.** Halberds are polearms, with a spear point, an axe head, and a hammer worked into the weapon. Because of this they can deal either bludgeoning, piercing, or slashing damage.
- **Lance.** Lances can only be used while mounted.
- **Morningstar.** Sometimes called a ball and chain, morningstars are dangerous weapons and are very difficult to use, a creature wielding one can use it to hook around opponent's weapons and rip them from their grasp. Creatures wielding morningstars have advantage when attempting to disarm opponents.

SHIELDS

- **Buckler.** A buckler counts as a weapon and does not give any bonus to AC, however a creature wielding one makes parry roles with advantage.
- **Round Shield.** A large shield, made of wood and metal. Grants a +2 to AC, and an additional +2 to AC verses ranged attacks.
- **Kite Shield.** As big as a shield gets, almost as tall as a man, this shield grants a +3 to AC, and an addition +2 to AC verses ranged attacks, but reduces movement by 10ft. Additionally when a creature wielding this shield takes the dodge action, they add their strength bonus to their AC.

WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 slashing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Crushing, two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light Hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	-
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Double-ended, versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1gp	1d6 piercing	3 lb.	Reach (5/-)
Unarmed Strike	-	1 bludgeoning	-	-
Simple Ranged Weapons				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 100/350), loading, two-handed
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 150/600), crushing, loading, two-handed
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), loading
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Sling	1 sp	1d4 bludgeoning	-	Ammunition (range 30/120)
Martial Melee Weapons				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	-
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach (5/-), two-handed
Greataxe	30 gp	2d6 slashing	7 lb.	Crushing, heavy, two-handed
Greatsword	50 gp	1d12 slashing	6 lb.	Heavy, reach (5/-), two-handed
Halberd	20 gp	1d10 special	6 lb.	Crushing, heavy, reach (5/5) two-handed
Lance	10 gp	1d12 piercing	6 lb.	Crushing, reach (10/10), special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Crushing, heavy, two-handed
Morningstar	15 pg	1d8 bludgeoning	4 lb.	Special
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach (10/10), two-handed
Rapier	25 gp	1d8 piercing	3 lb.	Finesse
Scimitar	25 gp	2d4 slashing	3 lb	Finesse
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Reach (5/-), versatile (1d8)
War Pick	5 gp	1d8 piercing	2 lb.	-
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Heavy, versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach (5/5)
Martial Ranged Weapons				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 100/400), loading
Shortbow	25 gp	1d6 piercing	1 lb.	Ammunition (range 30/120), loading
Net	1gp	-	3 lb.	Special, thrown (range 5/15)
Shields				
Buckler	1 gp	1d4 bludgeoning	2 lb.	Special
Round Shield	35 gp	-	15 lb.	Special
Kite Shield	75 gp	-	30 lb.	Heavy, special

ARMOUR

This section contains new and modified rules surrounding armour, to give it more depth, variety, and necessity. Currently there is almost no reason for a PC to wear heavy armour and be a strength based character, as the loss to AC as a Dexterity based one is minimal and you don't pick up the disadvantages of heavy armour.

DAMAGE REDUCTION

By virtue of its design, armour reduces some of the damage inflicted on its wearer. The details of this can be found in the damage reduction table table, armours not listed in the table are unchanged.

Armour	Damage reduction
Padded	Bludgeoning damage reduced by 1d6
Chain shirt	Slashing damage reduced by 1d6
Scale mail	Slashing damage reduced by 1d6
Breast Plate	Slashing and piercing damage reduced by 1d8
Half plate	Slashing and piercing damage reduced by 1d8
Chain Mail	Resistance to slashing damage
Plate	Slashing and piercing damage reduced by 2d6

MOVEMENT

Because of it's weight and bulk, armour can slow down those who wear it. Medium armour, with the exception of breastplates and half plate, reduces a wearer's movement speed by 5ft. Heavy armour reduces the wearers movement speed by 10ft, with the exception of plate which only reduces it by 5ft.

COMBAT ACTIONS

This section contains new actions creatures can take in combat. Unless specifically stated these are types of attack that replace a single regular attack, so if a creature can make two attacks in its attack action a disarm would replace one of them.

TARGETED ATTACK

During an attack action a creature can elect to make a targeted attack, announcing what they are targeting. They make a single attack with a -10 to the attack role but the target is damaged as normal, and is affected in the following ways:

- **Leg.** If the attack hits, the target's movement speed is halved for two rounds, or until they are healed. This doesn't stack with other penalties to movement speed.
- **Arm.** If the attack hits, the target makes attacks with disadvantage until the end of it's next turn.
- **Head.** If the attack hits, the target is stunned until the end of it's next turn.

DISARM

To disarm someone a creature makes an melee attack role against a target, declaring what weapon they are targeting. The target takes no damage but must make a Strength or Dexterity save (targets choice), on a failure they drop the weapon. If the target is wielding a two-handed weapon they make the save with advantage.

PARRY

Parry is a reaction that any creature can take against an enemy they made a melee attack against during their last action. When such an enemy attacks the creature they attempt to parry and make a contested attack role against the enemy, if they role higher, the attack misses.

TRIP

To trip someone a creature makes an attack role against a target, which takes no damage but must make a Strength or Dexterity save (targets choice), on a failure the trip is successful. If a target is tripped they can use their reaction to make an Acrobatics check

(DC = the attack role), on a success they aren't tripped and move 5ft in any direction. This movement doesn't trigger reactions. If a trip is attempted with a weapon with the reach property, they make the attack role at advantage.

CONDITIONS

This section contains modification to conditions as detailed in the *Player's Handbook.*

CONDITIONS AND ATTACKING

While affected by the following conditions, a creature's attack roles are made at disadvantage: *Grappled, Incapacitated, Paralyzed, Restrained*

CONDITIONS AND SPELLCASTING

While affected by the following conditions, a creature cannot perform the somatic components of a spell: *Grappled, Incapacitated, Paralyzed, Restrained*

DEXTERITY BONUS TO AC

While affected by the following conditions, a creature loses its Dexterity bonus to AC; *Blinded, Incapacitated, Paralyzed, Restrained*

FIREARMS

Firearms are tricky to add to Dungeons Dragons, they very often don't fit the cannon and are hard to balance in a believable way. These are my own rules for firearms which I find make them fit nicely into the game, both canonically and with regards to balance.

RARITY

Firearms are incredibly rare weapons and their ammunition is even rarer. Guns are difficult to make, requiring specialist techniques that are known to few, and the existence of magic means that the scientific knowledge to craft black powder isn't widely known. But if one has access to these they will have powerful weapons that swing things in their favour.

For cannon purposes ammunition (and the materials to craft it) is expensive and vary hard to find for purchase. Different kinds of ammunition take more or less work to make, and are more or less common.

- **Black Powder.** Is made of a mix of charcoal, Saltpeter, and Sulfer. When combined in the correct amounts the resulting powder burns very quickly, and when compacted will explode with great force. It is use as the propellant in firearms. 1 lb. of each of these is needed to create 5 ounces of black powder.
- **Ball.** A ball is a simple form of ammunition, created by allowing drops of molten iron to fall into a pool of water, creating a sphere. They are used in simple firearms that ignite packed black powder to propel the ball.
- **Cartridge.** A cartridge contains both powder and a bullet, allowing for ammunition to be loaded faster and easier. A ball and 1/2 ounce of black powder is needed to craft a cartridge, along with a casing which is simple to craft.

The following is a table showing suggested prices for materials, and how long it takes a PC to craft themsleves.

Ammunition Material	Price	Amount	Crafting Time
Charcoal	1 cp	1 lb.	1 week
Saltpeter	5 gp	1 lb.	Mined
Sulfer	25 gp	1 lb.	Mined
Black powder	50 gp	5 ounces	2 hours
Ball	1 gp	50	6 hours
Cartridge	250 gp	6	2 days

TYPES OF ACTION

This section lists separates guns based on their action (firing mechanism) into single and repeating actions.

Single action This group (for simplicity's sake) includes breach loaded firearms and muzzle loaded firearms, such as flintlocks.

These guns all use ball and powder and can't use cartridges as ammunition. They can only be fired once when used as part of the attack action regardless of how many attacks a creature has, however a creature can still make its other attacks with a different weapon.

They must be reloaded between shots. It is

Firearms

Firearm action	Shots/Capacity	Damage	Properties
Pistols			
Flintlock	1/1	1d8 piercing	Range(60/100)
Wide-barrel flintlock	1/1	2d4 piercing	Cone(15)
Wheel-lock	1/1	1d6 piercing	Light, piercing, range(80/120)
Revolver	3/6	1d6 piercing	Piercing, range(80/150)
Heavy revolver	1/5	1d10 piercing	Crushing, heavy, piercing, range(100/150)
Rifles			
Flintlock	1/1	1d10 piercing	Piercing, range(120/200), two-handed
Breach loading	1/1	2d6 piercing	Crushing, piercing, range(180/240), two-handed
Bolt action	2/5	1d10 piercing	Piercing, range(400/600), two-handed
Heavy bolt action	1/3	3d8 piercing	Crushing, piercing, range(400/600), two-handed
Lever action	3/8	1d8 piercing	Piercing, range(200/350), two-handed

an action to reload a single action fire arm and it requires two hands. If a creature has the crossbow expert feat they can use their bonus action to reload instead.

Repeating action

This group contains bolt- actions, revolvers, and lever action firearms.

These guns all use cartridges as ammunition. They have a given number of shots that can be fired before they need to be reloaded, and can be fired more than once as part of the attack action.

If a creature can make more attacks as part of their attack action than is specified by the firearm, they may do so with no penalty. If a creature has a Dexterity modifier higher than the given number of attacks of a firearm, they may attempt make that number of attacks but with -5 penalty to hit for each attack over this number. For example a creature has a Dexterity modifier of +4, and the firearm they are using can make two attacks as part of the attack action, the creatures third attack would have a penalty of -5 to hit, and its fourth would have a penalty of -10.

Reloading cartridges

A creature can use its action to load two cartridges into a firearm but can attempt a *sleight of hand* check to increase this number, if they fail this check they fumble and load no cartridges. It is always an action to load cartridges.

The DC for this check starts at 20 for three cartridges, and a creature may increase this check in increments of 5 to increase the cartridge count by one for every increment. A player must declare how many cartridges they are attempting to load before making the role.

Dual wielding

Pistols can be used with one hand, allowing them to be used while duel wielding, but attacks are made at disadvantage due to the difficulty of controlling the recoil of them with one hand. Firearms always require two hands to reload however, so the other hand must be empty to reload a gun.

Firearm properties

- **Ammunition.** All firearms require ammunition to use. All single action firearms use the same ammunition, with the exception of the *wide-barrel flintlock* which needs specific ammunition. Likewise all repeating action firearms use the same ammunition, with the exception of the *heavy revolver* and the *heavy bolt action* which need specific ammunition.
- **Piercing.** Piercing weapons ignore the targets armour bonus to AC when determining if an attack hits.