



LPJ9974



DEVIL'S WORKSHOP

Bleeding Edge: Ammunition

New Ammunition Types

New Ammunition Types

When using any type of firearm the most important ingredient in the weapon's success is the type of ammunition, whether it is armor-piercing explosive rounds or whisper rounds or shotgun slugs. The following is a list of information on common types of ammunition.

Duplex Rounds

This is a unique type of round; it contains two projectiles within it. When firing a duplex round, the character subtracts a -2 modifier from the Attack rolls, but rolls two d20s. Due to the nature of this round, if there is another person within 5' of the intended target and either Attack roll fails by 3 or less, there is a 20% chance that the adjacent target is struck for one die of damage. Duplex rounds do an additional die of damage if both projectiles strike the same target.

Copper Head Rounds

This round features an all-copper slug with a copper ring nose, in the full diameter of the round. This round provides excellent expansion in soft targets including human bodies, and was primarily designed for hunter and sniper firearms to deliver fatal headshots or body hits. Copper Head rounds do 2 points of additional damage, but suffer a -2 penalty to Attack rolls against armored targets.

Depleted Uranium Rounds

Depleted uranium rounds are notorious all over the world for their increased damage as well as their impressive armor penetration. The head of a depleted uranium round is made of super-dense and radioactive-depleted uranium. The round is so dense in comparison to other rounds that it is quite effective when penetrating armor. In gaming terms, these types

of rounds ignore all armor of less value than 20. Depleted uranium rounds do one die of additional damage.

Dum-Dum Hollow Point Rounds

Dum-Dum Hollow Point rounds possess a softer tip and cause a deeper cut than standard hollow point ammunition. This round results in a more vicious fragmentation during its penetration in a target. Dum-Dum Hollow Point rounds do 3 points of additional damage, but suffer a -3 penalty to attacks against armored targets.

Equalloy Rounds

This specific type of ammunition is coated with a nylon covering to increase its speed when fired. While this bullet will expand quite rapidly while in a target, like a Hollow Point, it will not pass through a target like an armor piercing round. Due to this bullet's ability to gain such high velocities, all shooters gain +2 to attacks against armored targets, but they do not get the benefit of armor piercing rounds against bulletproof materials, i.e. any armor of +6 or better. Equalloy rounds do an additional 2 points of damage.

Jacketed Hollow Point Rounds

Jacketed Hollow Point rounds have a harder brass, lead or copper wrap on the exterior of the round, reducing the amount of fragmenting the round undergoes while penetrating a target but still allowing for tremendous damage. Jacketed Hollow Point rounds do 2 points of additional damage.

Kinetic Rounds

This rubber pellet cartridge or beanbag is normally used in situations where collateral damage and serious injury to innocent bystanders is to be avoided. The "bean bag," which is filled with lead shot, unfolds in flight to deliver the energy over a wide surface. All



damage by this type of round is considered to be doubled and does subdual, or nonlethal, damage only. However, attacks made with this type of ammunition incur a -2 penalty per range increment.

Mercury Cored Rounds

This specific round's core contains a reservoir of mercury. When the bullet strikes its target, the bullet expands and frees the mercury into the target's body. The mercury will spread throughout the person's body causing the target to suffer a form of long-term poisoning (See Poisons in the Core Rulebook, p54). Mercury Cored Rounds do the damage listed for the weapon, but require the target to make a Fortitude Save (DC17) in order to avoid the effects of mercury poisoning (use rules for Strychnine poisoning).

OmniShok Rounds

This round was an extremely potent improvement over the typical Hollow Point round. This particular round has a screw-like object placed in between a four-way separation. The round, on contact, will split the four-way separation similar to a flower opening its petals, causing amazing damage to the target. Omni-Shok rounds do an additional 4 points of damage, but suffer a -2 to attacks against armored targets.

Plus P Rounds

Using greater quality powder in slightly larger quantities than normal full metal jacket rounds. Plus P loads provide more power to a firearm without overstressing the firearm beyond the weapon's design limitations. Plus P rounds increase the weapon's range increments by 10, and provide a +2 bonus to attacks against armored targets.

Rubber Rounds

Otherwise known as gel rounds, this type of ammunition is used by law enforcement and security officers often when non-lethal weapons are needed. Rubber ammunition does only subdual, or nonlethal damage, except when used at point blank range.

Semi-Armor Piercing Rounds

Semi Armor Piercing rounds are the basis of most dual-purpose munitions. Inside the round is a small steel rod

core, which penetrates armor better than a standard lead round. This type of ammunition will pass through living targets with little additional damage. In gaming terms, these types of rounds add a +3 bonus to attacks made against armored targets.

THU Rounds

Also known as a reverse ogive round, this bullet has a special hollowed out edge that will pancake on contact with the target. The ammunition's physical design helps it attain remarkably high velocities, which adds to the lethality of the weapon. THV rounds do an additional 2 points of damage.

SHOTGUN SHELLS

00 and 000 Shot Shells

This type of shot contains little lead balls, usually 8 to 15 of 00 or 000 buckshot in each shotgun shell cartridge. These shells cause incredible damage to targets when they hit at point blank range. 00 Shot shells do an additional die of damage at point-blank range. 000 Shot shells do two additional dice of damage at point-blank range.

Nails Shells

Buy these in box loads from your nearest local store. Quite powerful, they will do a great amount of damage, but will also have a dangerous effect to the shotgun barrel. On an attack roll of 1, the barrel is damaged beyond repair. Nail Filled Shells do an additional die of damage at point-blank range.

Powdered Glass Shells

Regular glass is reduced to a fine powder. Although this type of shell will reduce range to point blank or short only, it will make an extraordinary cloud in which flesh is stripped to the bone. Powdered Glass Shells do an additional three dice of damage at point-blank range, and an additional two dice of damage at short range.

AMMUNITION CARRYING DEVICES

The following is a list of devices that can be used to carry ammunition for various types of firearms.

Bandoleer

A bandoleer is a belt that has small carrying notches that ammunition can be placed in. A single bandoleer can carry a maximum of either 25 shotgun shells or 50 bullets, no matter the type of shotgun shell or bullet.

Purchase DC: 9.

Drum Ammunition Container

Drum Ammunition Container is ammunition that is contained in a circular container that been created to hold more ammunition than the standard magazine for whatever firearm may be using the device. The Drum Ammunition Container can be used on certain firearm types. There are three types of Drum Ammunition Containers that can be used on firearms; Machine Pistols are able to be equipped with a 30-round container, Assault Rifles and Sub Machine Guns are able to be equipped with a 50-round container, Light Machine Guns are able to be equipped with a 100-round container.

Purchase DC: 11 for a 30-round container (*Lic (+1)*), 14 for a 50-round container (*Res (+2)*), 17 for a 100-round container (*Mil (+3)*).

Shotgun Side Saddle

This ammunition carrying case fits on the side of the barrel or on the stock of a shotgun. The shotgun side saddle can hold up to a maximum of 6 shotgun shells of any type.

Purchase DC: 6.

FIREARM MODIFICATION

Very often, characters will like to customize their firearms. This may include anything from adding a scope, laser sight, a recoil compensator to a flash suppressor. All of these modifications will improve the weapon's performance in one way or another. All of these modifications can be used in conjunction with each other. The following

listed items are the most common of all customizable items for firearms.

Barrel Extension

This device extends the length of a firearm's barrel helping to increase this weapon's accuracy at the cost of making the weapon harder to conceal. When a barrel extension is placed on a weapon the shooter receives a +1 to Attack rolls, but also increases the weapon's size by one increment.

Purchase DC: Additional +2 to firearm.

Bi-Pod

This device is normally used on assault rifles, machine guns and rifles making it possible for the shooter's aim to be more stable when firing. Any character actively using a bi-pod on an assault rifle, rifle, or machine gun will gain a +1 to Attack rolls.

Purchase DC: 9.

Burst Fire

Pistols seem to never fire enough shots, this was until the burst fire selector was created. In gaming terms, this firearm modification makes it possible for any semi-automatic pistol with a Single rate of fire to have the ability to make Auto-fire attacks.

Purchase DC: +3 to firearm. Res (+2).

Carbine Modification

This modification is for Assault Rifles only. It uses a submachine gun-sized frame with a rifle-sized cartridge, making the weapon more compact and concealable. In game terms, this reduces the rifle's size by one increment (from Large to Medium, for example), and reducing the weapon's weight by 20%.

Purchase DC: +5 to firearm.

Collapsible

This modification is designed to make a weapon break down in a way that helps disguise its nature, but also make it relatively easy to reassemble for action. It takes one full round action to break down or reassemble and load a collapsible weapon, but the weapon grants a +5 bonus on

all Hide and Bluff skill checks to avoid being seen as armed.

Purchase DC: +5 to firearm. Ill (+3).

Custom Finish

Sometimes you don't want your gun to look like everyone else's. Firearms with this modification have a unique and distinctive finish; perhaps you want the barrel etched with Chinese dragons, or to match your favorite threads, or you just want it in a glaring bright neon color.

Purchase DC: +2 to firearm.

Custom Firearm Grips

Custom grips on a firearm allow for increased speed when drawing a firearm. The grips of the firearm seem to form themselves to the shooter's hand. Every grip will be custom molded to the individual. In gaming terms, anyone with this firearm modification will gain a +1 to Initiative, if his or her first action is to draw a weapon. A weapon with this modification will bestow a -2 equipment penalty on anyone other than its owner who tries to use the firearm.

Purchase DC: +3 to firearm.

Deburred Framed

This modification can only be used on handguns. This is the process of removing all the sharp corners and edges from a firearm to reduce the chances of the firearm catching or snagging a piece of clothing when being drawn. In game terms, this modification allows the character to make a Reflex Save (DC 15) to avoid dropping his weapon as a result of fumbling during his attempt to draw the weapon.

Purchase DC: +1 to firearm.

Expanded Magazine

This type of magazine has been expanded to carry more ammunition than normally listed on the firearm chart. Any firearm with this firearm modification is able to add an additional 10 shots to their Ammo listing on the firearm chart. This firearm modifier cannot be used with revolvers.

Purchase DC: 6 per magazine. Lic (+1).

Fingerprint Scan Grips

These grips come equipped with a sighting device that scans the user of the firearm's fingerprint. If the grip comes up with a correct match it will release the firearm's safety making it able to fire normally.

Purchase DC: +10 to firearm.

Flash Suppressor

A flash suppressor is intended to hide the muzzle flash when the weapon is fired. Snipers and tactical teams find this modification useful in concealing their positions from potential threats. When looking for a weapon that uses a flash suppressor, all characters suffer a -3 to Spot checks to locate the shooter after he has fired.

Purchase DC: +4 to firearm.

Foregrip

The firearm is equipped with a foregrip mounted into the barrel of the firearm, allowing the wielder to have firmer control of the weapon. A firearm with this modification will bestow a +3 equipment bonus on the wielder to keep from losing his weapon, either as a result of disarming attempts, concussive effects, or other situations. The grip also reduces the penalty for Full Auto attacks by 1.

Purchase DC: +1 to firearm.

Full Auto Fire

You can never fire too many bullets ... ever. This firearm modification makes possible for assault rifles, rifles, and submachine guns to greatly increase their rate of fire. In gaming terms, any assault rifle, machine pistol, or submachine gun equipped with the full-auto fire modification is able to double their rate of fire. In game terms, this means that a standard Autofire action will fire 20 bullets and affect a 15-foot-by-15-foot area; a Burst Fire attack will fire 10 rounds at a single target with a -6 penalty and deal an additional 3 dice of damage; and Strafe attacks can affect an area up to eight 5-foot squares long by one square wide, in a straight line.

Purchase DC: +3 to firearm.

Vent

The firearm is equipped with vent ports and muzzle brakes mounted into the barrel of the firearm, nearly eliminating the weapon's recoil. In game terms, this modification reduces the attack penalty for Full Auto attacks made with the weapon by 2. Normally, the modifier is -4 to make a Full Auto attack without the Advanced Firearm Proficiency feat; with this modification, it would be a -2 modifier.

Purchase DC: +3 to firearm.

Blade

This pistol fire has had a razor-sharp blade added, extending from the front of the trigger guard along the underside of the frame beneath the barrel. A firearm with this modification is able to engage in melee combat as if it were a knife.

Purchase DC: +4 to firearm.

Camera

With the use of fiber optics lenses, this miniature digital camera can be attached to any type of firearm. The firearm camera acts just like a normal digital camera and is able to record up to 20 digital color photographs in its memory before needing to replace the memory chip. The chip can then be plugged into any compatible computer and the pictures displayed, modified, and/or printed.

Purchase DC: 16.

Hair Trigger

This firearm is equipped with a trigger that is so sensitive that the slightest touch will cause it to fire. In gaming terms this means that the character may make a single firearms attack as a free action if the weapon is readied before combat begins. However, this is a dangerous modification, and every time a character wielding a weapon with a hair trigger fails a Reflex Save, for any reason, the weapon will go off.

Purchase DC: +1 to firearm.

Lanyard

For pistols, this is a simple tether that keeps the weapon in the user's possession. It connects from the butt of the

weapon to the webbing of the user, or to a loop round the neck.

Purchase DC: 2.

Non Metallic Construction

The firearm has been constructed from various high-strength materials such as plastics, composites or ceramics. It will easily pass through metal detectors, but will be picked up on X-ray devices. These weapons are considered to be Illegal (+4), and are much more fragile than their metallic counterparts, suffering a -4 to their Hardness.

Purchase DC: Double that of weapon.

Recoil Compensator

This device was designed to help with the recoil when firing an automatic weapon. In game terms, it reduces the penalty for firing an automatic weapon on Full Auto by 2. Even though this device is found mostly on assault rifles or submachine guns, it can be used in pistols and shotguns, and semi-automatic rifles. When used on semi-automatic weapons, the only benefit is to half the penalty for using the weapon without the Personal Firearms Proficiency feat.

Purchase DC: +2 to firearm.

Replica

If you cannot afford the real thing, why not pick up something that looks exactly like it? A cheap foreign replica knock-off of any of the most popular firearms can be very easy to find. Replica firearms' range increments are reduced by 10 from the base weapon, and the weapon suffers a -1 to all attack rolls as a result of poor construction.

Purchase DC: Half of base firearm.

Sawed Off Barrel

Only assault rifles, shotguns and rifles are able to have this firearm modification. Sawing off a firearm barrel reduces the weapon's size, from Med to Small, for example, but also reduces its accuracy by cutting the weapon's range increment in half.

Purchase DC: +1 to firearm.

Silencer

A silencer is a device designed to reduce the report of a fired weapon. When a silenced weapon is fired, it

increased the DC of all Listen Skill checks by +5, for the purpose of hearing the gunshot. It takes a movement-equivalent action to attach a silencer to a weapon, or to remove it. There are weapons with integrated silencers built in, but this increases the weapon's Size by one category.

Purchase DC: 15 for a detachable silencer. +4 to firearm if integrated. All silencers are considered Illegal (+4).

Stocks

This firearm modification can be added to any firearm. This firearm modification will increase a shooter's stability when aiming shots. When a character takes a full-round action to aim, a stock provides a +1 equipment bonus to the character's next attack roll with the weapon. Submachineguns, rifles, and shotguns can be equipped with collapsible stocks, while handguns can be outfitted with attachable stocks. It takes a movement-equivalent action to extend a collapsed stock, and a full-round action to attach an attachable stock. A stock does not affect the size of a rifle or submachinegun, but does increase the size of Handguns by one.

Purchase DC: +2 to the firearm.

Teflon-Coated Barrel

With the advancement of technology, the invention of the teflon-coated barrel has helped the efficiency of firearms. The teflon-coated barrel makes it incredibly hard for debris and grime to collect inside the weapon. In gaming terms, all jams resulting from rolling a "1" on the attack roll have a 50% chance of just being a miss.

Purchase DC: +3 to the firearm.

Teflon-Coated Finish

The Teflon-coated finish on a firearm opposes dirt, soil, and oil so well that it actually makes it nearly impossible to lift a set of fingerprints off the firearm. In gaming terms, this modification increases the DC of a Search Skill check by +5 for the purposes of finding usable prints on the weapon.

Purchase DC: +5 to the firearm.

Wrist Spring Holster

This device is strapped to the wearer's arm and the weapon attached to the spring device. When the wearer flicks their

wrist in a particular manner, the weapon will spring into the wearer's hand. This device allows the weapon to be drawn as a free action. No weapon larger than Small can be used with this holster.

Purchase DC: 7.

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