

MODERN



13 CLASSIFIED AND EXPERIMENTAL AMMUNITION TYPES

BY PHILIP REED



Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

INTRODUCTION

Modern: 13 Classified and Experimental Ammunition Types provides players and GMs with more ammunition that is designed specifically for use in a cinematic or FX campaign. These ammunition types can also be included in a near-future or futuristic campaign. The GM must approve each type of ammo before it may be used in a campaign.

Of course, there's nothing stopping the GM from introducing an ammo type by shooting a PC with it – it's mean but it will certainly have the player characters searching for the source of the ammo.

RESTRICTED

All of the ammunition presented in this PDF is considered military equipment and, for that reason, extremely hard to find and very much illegal. Classified and experimental ammunition, just like all military ammunition, is headstamped (see box) making it easier for the authorities to track down – and eliminate – the source of such ammo to the blackmarket.

HEADSTAMP CODES

Military ammunition – especially that of a classified or experimental nature – is carefully tracked by the government from manufacture to field use. Each case is stamped with the ammunition's serial number, type, and source. Additionally, each and every round is stamped with the year it was made and the factory (or, in the case of experimental rounds, laboratory) in which it was manufactured. These “headstamp” codes allow the military to track the source of military ammo taken from the blackmarket and organizations not licensed to possess such ammo.

With work and time, the military can often identify the individual responsible for the ammunition making it from a military warehouse into the hands of unauthorized personnel. These headstamp codes can only be removed with a buffer and, even then, it is a difficult job (successful Craft (mechanical) check required against DC 25, a failed check renders the ammunition unusable).

These headstamp codes can often be read after the round has been fired.

13 TYPES OF AMMO

The following 13 types of ammunition are suitable for most cinematic or near-future **D20 Modern** campaigns. One ammo type (mind control rounds) is designed for use in FX campaigns. GMs of more realistic campaigns will get the most use out of the DDR, NSDR, and TI-HD ammo types.

DDR (DISEASE DELIVERY ROUND)

This ammunition carries trace amounts of a selected disease (preferably injury though contact diseases can also be loaded into a DDR). The disease loaded into DDR ammunition is in a liquid solution and is injected into a cavity within the round. An

unarmored target hit by a DDR sustains not only the damage from being shot but also must check against the disease the round carried. The DC of the disease is increased by +1 for every 3 points of damage (round up) the DDR shot inflicted.

The round, hollowed out to accept the disease solution, is treated as if it were hollow point ammunition. If the target has armor or natural armor you take a –1 penalty on attack rolls when using this ammunition. However, you gain a +1 circumstance bonus on damage rolls.

DDR ammunition has a purchase DC of 4 + the purchase DC of the standard ammunition of similar caliber.

EMPRR (ELECTROMAGNETIC PULSE RELEASE ROUND)

EMPRR ammunition is designed to generate a small electromagnetic pulse that knocks out computers and other electronic gear. Due to the amount of electronic gear that must be installed, and the limits of miniaturization, EMPRR rounds are only available for .50 caliber rifles and machine guns and 10- or 12-gauge shotguns.

A shot fired with an EMPRR suffers a -1 penalty on damage rolls but immediately generates a small EMP when it impacts a target. This EMP covers a 10 foot radius area and all electronic and computer devices in range of the EMP blast – that are not properly shielded – are knocked offline for 1d4 seconds. Additionally, there is a 15% chance that each affected device is permanently destroyed – beyond repair – by the electromagnetic pulse.

EMPRR ammunition has a purchase DC of 4 + the purchase DC of the standard ammunition of similar caliber.

ETR (EXPLOSIVE-TIPPED ROUND)

ETR ammunition mounts a small amount of plastic explosive in the round, set to detonate on impact. The slight increase in weight makes the ammo less accurate – -1 penalty on attack rolls. The explosive force of the round increases the damage of the shot depending upon the weapon's original damage range:

For firearms that normally deal 2d6 points of damage, ETR ammunition grants a +1 circumstance bonus on damage rolls. For firearms that normally deal 2d8 or 2d10 points of damage, ETR ammunition grants a +3 circumstance bonus on damage rolls. For firearms that normally deal more than 2d10 points of damage, ETR ammunition grants a +5 circumstance bonus on damage rolls.

ETR ammunition has a purchase DC of 3 + the purchase DC of the standard ammunition of similar caliber.

EXR #5076 (GLASS ROUND)

One of the earliest successful ammunition designs implemented in the field by Department-7, glass rounds are lightweight, easy to sneak past metal detectors, and brutally devastating when they're used on an organic target. A shot with a glass round doubles the damage due to the countless splinters of glass tearing into the target's body. Glass rounds have no effect on an armored target, vehicles, building – in short, anything not flesh.

Treating the wound resulting from a glass round is more difficult, as the doctor must remove each plastic splinter separately. The Treat Injury DC for treating such a wound is increased by +6.

Slivers of glass remain in the gun when a glass round is fired, making it unreliable (see box, p. 7). Each shot made with a glass round increases the weapon's chance of failure by 5%. Each half hour of special maintenance reduces the unreliability of the weapon, after glass rounds have been fired with it, by 5%.

The glass round concept was improved using plastics (see below).

Glass ammunition has a purchase DC of 2 + the purchase DC of the standard ammunition of similar caliber.

EXR #5194 (PLASTIC ROUND)

An old design still in use, plastic ammunition is constructed of an extremely durable plastic mixture designed to withstand the force of being fired by a handgun. Plastic rounds are designed to splinter on impact and, for that reason, are less effective against hard targets (other plastics, metal, brick, etc.) inflicting only one-half their usual damage (round down). When used on a soft target, such as organic tissue, the splinter effect of a plastic round grants a +1d4 circumstance bonus to damage.

Treating the wound resulting from a plastic round is more difficult, as the doctor must remove each plastic splinter separately. The Treat Injury DC for treating such a wound is increased by +5.

Plastic ammunition has a purchase DC of 2 + the purchase DC of the standard ammunition of similar caliber.

Gray Round Radiation

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Radiation	Injury DC 20	1 day	2 Con	1d3 Con

EXR #7628 (SEEKER ROUND)

This round is actually a miniature rocket with a homing system designed to track a small transmitter. The round will make only the most minor of corrections in flight – +2 equipment bonus to attack rolls – and only if fired at a transmitter-carrying target. When fired at a target that does not have a transmitter carried on it the attack roll suffers a –4 penalty due to the weight of the round throwing off the aim of the firer.

The transmitter is microscopic and must be ingested by the target. One transmitter is custom-designed for each case of 50 seeker rounds – a transmitter will not work for rounds other than the ones it has been programmed for.

Seeker ammunition has a purchase DC of 3 + the purchase DC of the standard ammunition of similar caliber. This purchase price also includes the transmitter.

**EXR #8123
(HIGH-VELOCITY ROUND)**

An increased propellant charge launches this round at a more extreme velocity than standard ammunition. The sound of a high-velocity sound is louder, and carries further, than a standard round. The increased speed of this ammunition type gives you a +2 circumstance bonus on damage rolls.

High-velocity rounds cannot be used in silenced weapons.

High-velocity ammunition has a purchase DC of 2 + the purchase DC of the standard ammunition of similar caliber.

EXR #9002 (GRAY ROUND)

Crafted from a plastic/metal composite material learned from captured Grays, the gray round is a hybrid type of ammunition that combines alien technology with firearms advances. The composite

material makes the rounds lighter and faster, moving faster than high-velocity rounds (see left). The increased speed of this ammunition type gives you a +3 circumstance bonus on damage rolls.

The composite material is slightly radioactive, and a victim hit by it must make a Fortitude check to resist the effects of the radiation – treat it like a disease (see above).

Luckily for the victim, the radiation dosage is quite mild – for each day after being shot by the round the DC of the radiation is reduced by 4.

Gray ammunition has a purchase DC of 5 + the purchase DC of the standard ammunition of similar caliber.

**FXA-09-2723
(MIND CONTROL ROUND)**

Mind control rounds are only suitable to campaigns that include FX powers.

This round releases a serum into the target's bloodstream that works its way to the target's brain. After one hour of being shot the target is more susceptible to mind-affecting powers and spells – the victim gets no bonus to saves to resist such effects and must roll an unmodified d20.

Mind control ammunition has a purchase DC of 6 + the purchase DC of the standard ammunition of similar caliber.

**NSDR (NERVOUS SYSTEM
DESTROYER ROUND)**

The NSDR carries a liquid that, when it hits the target, drops the target to the ground. The victim suffers the damage of the shot and is paralyzed for 2d6 rounds. A Fortitude save (DC 20) reduces the paralysis time by half (round up).

The round, hollowed out to accept the paralysis agent, is treated as if it were hollow point ammunition. If the target has armor or natural armor you

Nanite Round Sickness

Disease	Type	Incubation Period	Initial Damage	Secondary Damage
Nanite	Injury DC 25	15 minutes	4 Con	1d6 Con

take a –1 penalty on attack rolls when using this ammunition. However, you gain a +1 circumstance bonus on damage rolls.

DDR ammunition has a purchase DC of 4 + the purchase DC of the standard ammunition of similar caliber.

TI-HD (TITANIUM CORE ROUND)

Ammunition crafted primarily of a super-dense, artificial titanium alloy, TI-HD rounds are heavier and slower than average ammunition. TI-HD rounds do not exceed the speed of sound and, unlike cold-loaded ammunition (see p. 6) this decrease in velocity has no effect on the ammo's damage (being offset by the dense metal used in the rounds construction).

TI-HD rounds are silent – noticing the sound of a semiautomatic or automatic weapon firing TI-HD rounds requires a successful Listen check (DC 15).

TI-HD ammunition has a purchase DC of 2 + the purchase DC of the standard ammunition of similar caliber.

**TR-08-743A
(LIQUID NITROGEN ROUND)**

Within this round, commonly called “the freezer” by Department-7 field agents, is a miniscule amount of liquid nitrogen. On the round after being hit by LNR ammunition the victim must make a Fortitude check (DC 15 + the amount of damage caused by the shot) – failure means that the character loses an additional 1d4 hit points. A check must be made each subsequent round after a failed check, with the DC decreasing by 5 for each check, until the character succeeds a check or the check DC reaches 0 (whichever comes first). Each check failure inflicts an additional 1d4 points of damage.

The round, hollowed out to accept the liquid nitrogen, is treated as if it were hollow point ammunition. If the target has armor or natural armor you take a –1 penalty on attack rolls when using this ammunition. However, you gain a +1 circumstance bonus on damage rolls.

LNR ammunition has a purchase DC of 3 + the purchase DC of the standard ammunition of similar caliber.

Note: LNR ammo must be kept in a custom ammo case and, once removed from the case, will function as described for only 15 minutes.

**TR-09-524b
(NANITE CARRIER ROUND)**

This near-future ammunition is loaded with hundreds of tiny nanite engines, each one programmed to break down organic matter. The damage of a nanite carrier round is reduced to one-half (round down) but forces the target – if unarmored – to make a Fortitude check. The nanites are treated as if they were a disease.

If the target is brought into surgery before he succumbs to the nanites the doctor must make a *Treat Injury* check (DC 35) to identify the nanites in the victim's system. This DC is reduced to 20 if the doctor has information on the type of ammunition the victim was shot with. A second *Treat Injury* check (DC 30) is required to halt the effects of this ammunition and to destroy the nanites.

Nanite carrier ammunition has a purchase DC of 6 + the purchase DC of the standard ammunition of similar caliber.

ADDITIONAL AMMO

The following six types of ammunition – and the reliability rules – are reprinted from an existing open game content source. They have been included here for your convenience.

If you would like an even larger selection of ammunition for use in your D20 Modern campaigns, be sure to consider *Bleeding Edge: Ammunition* from Devil's Workshop. *Bleeding Edge: Ammunition* includes 16 more types of ammunition and an assortment of firearms modifications and ammunition carrying devices. You can find it right now at www.rpg-now.com.

AET AMMUNITION

Accelerated energy transfer (AET) ammunition provides a +1 equipment bonus on damage rolls. Using AET ammunition makes a weapon unreliable (see box).

AET ammunition has a purchase DC of 5 + the purchase DC of the standard ammunition of similar caliber.

ARMOR-PIERCING AMMUNITION

If the target has armor or natural armor, you gain a +1 circumstance bonus on attack rolls when using this ammunition. However, you take a –1 penalty on damage rolls (whether the target is armored or not).

Armor-piercing ammunition has a purchase DC of 1 + the purchase DC of standard ammunition of similar caliber.

COLD-LOADED AMMUNITION

Cold-loaded ammunition is prepared with a reduced propellant charge so that the bullets do not exceed the speed of sound. For firearms that normally deal 2d4 points of damage, cold-loaded ammunition has no special effect. For firearms that normally deal 2d6 points of damage, cold-loaded ammunition imposes a –1 penalty on damage rolls. For firearms that normally deal 2d8 or 2d10 points of damage, cold-loaded ammunition imposes a –2 penalty on damage rolls. Cold-loaded ammunition is not available for weapons

that normally deal more than 2d10 points of damage.

Some silenced weapons do not require cold-loaded ammunition. However, using standard ammunition in these weapons imposes the same penalties on damage rolls as the use of cold-loaded ammunition (because the weapon slows the bullets speed in the same manner that cold-loading does).

Cold-loaded ammunition has a purchase DC of 1 + the purchase DC of standard ammunition of similar caliber.

GLASER AMMUNITION

If the target has armor or natural armor, you take a –2 penalty on attack rolls when using this ammunition. However, you gain a +2 circumstance bonus on damage rolls (whether the target is armored or not).

Glaser ammunition has a purchase DC of 4 + the purchase DC of standard ammunition of similar caliber.

HOLLOW-POINT AMMUNITION

If the target has armor or natural armor, you take a –1 penalty on attack rolls when using this ammunition. However, you gain a +1 circumstance bonus on damage rolls.

Hollow-point ammunition has a purchase DC equal to the purchase DC of standard ammunition of similar caliber.

TRACER AMMUNITION

This ammunition grants a +1 equipment bonus on attack rolls, but only when the weapon is fired on autofire and 10 bullets are used in the attack. For instance, this bonus applies if you make a standard autofire attack. If you use the Burst Fire feat, you gain the bonus only if you choose to fire 10 bullets instead of the 5 normally required by the Burst Fire feat (firing these additional bullets does not otherwise affect your attack or damage rolls).

Tracer ammunition has a purchase DC of 2 + the purchase DC of standard ammunition of similar caliber.

RELIABILITY

Some firearms are less reliable than others, and all firearms become less reliable if they are not well maintained. Of course, that's true for all forms of equipment, and for other types of weapons as well. The game system assumes that characters carry out reasonable maintenance on their equipment in their rest time and between adventures. For this reason, reductions in reliability aren't normally a part of the game rules.

In some circumstances, however, firearm reliability can be a significant issue, and these rules are presented for that reason. Reliability may be a factor if the characters spend a great deal of time in harsh environments, if they tend to use cheap and shoddy weapons and ammunition, or if the setting (a post-apocalyptic campaign, for example) makes maintenance and upkeep difficult.

All firearms are normally considered reliable unless noted otherwise in a weapon's description. No special rules apply to reliable weapons.

An unreliable weapon has a 5% chance of weapon failure every time it is used. Each additional separate cause of unreliability increases the chance of failure by 5%. For example, a weapon that is using unreliable ammunition and has been immersed has a 10% chance of failure.

A character using an unreliable weapon checks for weapon failure before making the attack roll. If a d% roll is equal to or lower than the weapon failure chance, the firearm has become jammed – the weapon can't be fired until the shooter takes a full-round action to clear the jam.

A firearm can become unreliable from a number of circumstances, as outlined below.

Age: Age and heavy use can render a weapon unreliable. While this should never be a factor through the degree of time and use typical to a nor-

mal campaign, the GM can determine that an older weapon obtained by the characters is already unreliable due to age. A weapon that has been sitting in a museum might not become unreliable for fifty years, but one that has sat in the leaky trunk of an abandoned car for a couple of months might be unreliable. This cause of unreliability only goes away if the weapon is overhauled. Overhauling a weapon is a complex repair task (see the Repair skill description in the main rulebook for details).

Damage: Any firearm that has taken 1 point or more of damage is unreliable. This cause of unreliability only goes away if the weapon is repaired.

Environment: A steamy jungle, dusty desert, or similarly rough environment can make a weapon unreliable. Whenever the characters spend an extended period of time in an extreme environment the GM can determine that firearms require extra care to avoid becoming unreliable. When that's the case, the characters must spend a half-hour per day (per weapon) on extra maintenance. Any weapon not so maintained becomes unreliable. This cause of unreliability goes away when the weapon receives a half-hour of special maintenance.

Immersion: Immersion in water, mud, or other liquids can affect reliability. Any time a weapon is immersed, it becomes unreliable. (Slight wetness, such as that caused by rain, is not sufficient to affect reliability.) This cause of unreliability goes away when the weapon is dried out, which takes 1 minute if the weapon is disassembled and dried by hand, or 6 hours if it is left to dry on its own.

Unreliable Ammunition: Ammunition can become unreliable due to age, damage, or environment, just as firearms can. A weapon firing unreliable ammunition is unreliable. This cause of unreliability occurs only when the weapon is used with unreliable ammunition.

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, royalty-free, non-exclusive 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 co-adaptability 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.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.: Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Beruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.: Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern: 13 Classified and Experimental Ammunition Types Copyright 2004 Philip Reed. Published by Ronin Arts, www.roninarts.com.

Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.

d20 Modern Weapons Locker, Copyright 2004, Wizards of the Coast, Inc.; Author Keith Potter.