MODERN FIREARMS

MODERN FIREARMS TABLE

Weapon	Dmg	AOE	Shots	Reload	Range
Revolver	1d6	1-2 targets	3	1 round	30
Pistol	1d6	type I	5	1 round	45
Submachine Gun	1d6	type II	4	1 round	60
Shotgun	1d6	1-2 targets	4	1 round	60
Rifle	1d6	1 target	4	1 round	225
Assault Rifle	1d6	type II	4	1 round	150
Light Machine Gun	1d6	type III	6	1 round	180
Medium Machine Gun	1d6	type IV	8	1 round	270
Heavy Machine Gun	1d6+2	type III	8	2 rounds	400
Grenade Launcher	4d6	1 target B	1	1 round	300
Hand Grenade	3d6	1 target A	-	-	30
RPG	5d6	1 target B	-	2 rounds	400
Anti-Tank Rocket (AT)	10d6	1 target A	1	-	400

This system is highly abstract and in no way a real-life simulation of modern firearms and their capabilities. It is intentionally abstract to lend to quick and easy play.

To Hit Procedure

The base number to hit with a modern firearm is 8+ on a d20. This is modified due to class bonuses or situational modifiers (SM) as outlined below.

SITUATIONAL MODIFIERS TABLE

Range		Target Movement		Cover & Concealment	
Close	+3	None	+2	None	+2
Medium (Close x2)	0	Normal	0	Slight (1/4)	0
Long (Close x3)	-2	Evasive	-3	Half (1/2)	-2
Extreme (Close x4)	-4			Mostly (3/4)	-4
				Full	-8

Attacker Status	
Vehicle / Tripod Mounter Weapon (L/M/H MG)	+2
Weapon on firm support (sandbag, window sill, etc.)	+1
Firing while walking / crawling.	-1
Firing while running / evading, or on a moving vehicle.	-4
Firing while being charged by an opponent.	-2

Shots & Range

Each weapon has a limited number of "shots" it can make before the need to reload. This number is based on the type of weapon and the number of bursts or actual shots they can produce. This also takes into the account the firing of multiple bursts to obtain a hit in modern combat. As such, this is an abstract number to limit the amount of book keeping and to allow for ease of play. Likewise, the range of weapons has been lowered to account for ease in play. Weapon names have been kept generic to fit in with the futuristic setting, though you can assume they are relative to the modern military and service weapons. (M16 or AK47 for the Assault rifle, etc.).

Area of Effect & Possible Hits

Most modern weapons can be "sprayed" over an area to affect multiple targets, as such they have a diameter of effect that is represented as number"Xnumber". For example the Type I area is 2"x1/2", the first number (2" in this case) is the maximum spread (left to right) of the initial target. The second number (1/2" in this case) is the maximum depth (front to back) of the initial target. Some weapons have a blast area of effect, this diameter is a full circle surrounding the initial target. These area of effect codes are listed in the following table.

The possible hits for modern weapons, is the number of hits to the target area achieved with each "shot". The number of hits is randomly determined amongst the target area (unless the fire was concentrated on one target).

AREA OF EFFECT & POSSIBLE HITS TABLE

Area Type	Diameter Of Effect	Possible Hits
Type I	2"x1/2"	1d4
Type II	3"x1"	1d4+1
Type III	4"x1"	1d6
Type IV	6"x1"	1d6

DIAMETER OF EFFECT TABLE

Area Of Effect	Diameter Of Effect
A	1"
B	1 1/2 "
C	2"
D	2 1/2"
E	3"
F	4"
G	5 1/2"