Gunfighter Reloaded Operations Manual

The 5e unofficial modernistic combat overhaul (G.R.M.C)

Table of contents: Page 1 (YOU ARE HERE *lol)*

Firearm Basics

In this chapter we will discuss some basic rules and terms that this expansion will use and refer to often. Think of this chapter like the fundamentals of this pamphlet.

Firearms are a tool that propels projectiles at a terminal velocity over long distances, this much is obvious but one must take utmost care in its use and maintenance lest it fail you at the worst possible moment. Like all tools a firearm must be shown respect and while its use might be more simple than other more extraneous ranged alternatives there is still a certain finesse to be proficient in their usage, and not all firearms are treated the same as one cannot hope to operate all forms of this deadly machinery without extensive training and as such firearms do not have one single proficiency requirement, but many different varied ones.

Such proficiencies include but are not limited to. Long arms, Handhelds, Squad weapons, Heavy weapons, and a single Specialist weapon proficiency. Grenades and such while in real life do require skill to use safely but for simplicity sake they shall be treated as simple weapons, and when one acquires a firearms proficiency they can decide to pick up to two types of weapon proficiencies. Alongside the new weapon proficiencies come new craftsmanship proficiencies. These include but are not limited to, Gunsmithing, Reloading, and Explosive engineering all of which come with their own crafting kits which are; Modkits, Reloading press, and Portable chemistry kit respectively.

All firearms in this expansion contain a certain layout of "statistics" which help the operator better understand what their weapon is capable of. To better explain this I will give examples of all relevant base "weapon stats"

Weapon type: This is purely to explain what proficiency the gun falls under be that something like a hunting rifle or shotgun which is an example of a long arm, or something like a PDW or pistol being categorized as a handheld. Some may even have multiple proficiencies available to it like a carbine which falls in between a long arm or a handheld. These types of weapons only require to have at least one of the required proficiencies to use making them versatile weapons.

Weapon damage: This is pretty obvious, but this is the statistic which shows how much damage your weapon does per attack, ranged damage is going to be pretty high as these are very much deadly weapons, however a downside to these is that ranged weapons that do not require actual physical exertion; Such as a firearm, flamethrower, or crossbow do not add any damage modifier to their damage rolls, weapons that do however (typically more primitive weapons) like bows, slings, thrown weapons and the like do add a modifier to their damage, however unlike base D&D 5e this score in linked to your strength modifier like older editions of the game. However this switch doesn't mean that strength will also increase your chances of hitting, all ranged attacks must be made with a dexterity focused attack roll (unless they are area of effect).

Rate of fire: Most weapons in this expansion will have a rate of fire, or R.O.F linked to them for short. As in real life, certain firearms have the ability to fire in semi-automatic, burst, work in single action or have a bolt which lowers the R.O.F, or can chew through ammo with fully automatic fire. Rate of fire is another element of a built in multi attack feature with positives and drawbacks which will further be explained in the weapon properties chapter. However as a general rule any successive shot from a firearm will incur a -1 to the next attack roll with fully automatic fire being even worse. Attacks gained with R.O.F stacks with the extra attack feature so characters may possibly be able to empty a gun's entire capacity in a single turn.

Jamming/Misfire chance: Most ranged weapons (but not all) have a chance to jam or even misfire per shot which can cause a heap of issues for its owner or a stroke of good luck for its target. The chance of jamming and misfiring is determined by multiple factors which is then resulted by rolling a d100 every time a ranged weapon (which has a chance to jam) discharges.

Your jam chance and misfire chance are displayed on the weapon you own but these numbers are not static. Alongside being unproficient in the use of firearms and as such losing a proficiency bonus; Operatives who chose a weapon with a chance to jam in which they are unproficient raise said chance by a static value of 10.

Other such elements that are factored into jam chance are base chance, weapon condition which ranges from Mint +0 to Junk which is at a +30 with an increase or decrease per weapon state by 5 [Mint, Great, Good, Fair, Worn, Poor, Junk].

Minor factors can be seen in the use of attachments or certain munition types used in a firearm for example using the munition type [Surplus] while a cheap alternative to acquiring ammo raises jam and malfunction chance by 5; Another minor factor are special weapon properties which may raise the base jam chance up to whatever it says it does, more on that subject in the next chapter.

When a weapon rolls under its jam chance before their weapon attack rolls (depending on how many shots are taken in an action) their weapon will jam, which while isn't possibly life threatening, can endanger the user in the heat of combat. When jammed you calculate all attacks which didn't jam (before the first jam) and carry them out as normal, and expend the ammunition used and save the ammunition which wasn't (save the first round to actually jam which is rendered useless). After which the weapon is incapable of firing until the weapon receiver is cleared which will normally take an action but may vary by weapon type. When a weapon jam is cleared the operator may continue operation of the weapon.

A misfire is however much more dangerous as it is rare and random. Almost all weapons may suffer a misfire chance (even if their weapon isn't capable of jamming) unless their weapon has a certain property which is exceedingly rare. Misfires occur when an operator rolls 30 under their jam chance before an attack roll or a 1 on the d100 (weapons that can't suffer a jam still adhere to the effects of misfire on a roll of 1 unless stated otherwise). The effects of a misfire may vary and should normally be a narrative failure on that of its operator or the weapon itself in its operation. However for those who wish to have more definitive terms and a table to roll for I offer the following suggestions

Roll a d20 after a misfire if you wish to use this chart.

1-5: The weapon's recoil is too much for the operator.
roll a 2d4 these many shots of the operator go wild and
attack a random target within 20 ft of the target. All these
attacks are rerolled with disadvantage.

6-11: The weapon suffers a squib load in which the first jammed shot
did not have enough power in it thus lack the power to leave the firearm

which has become stuck in the weapons barrel. Depending on the firearm at hand this could cause the weapon to become potentially unusable for the combat as it will take five rounds to clear the jam, or it could even destroy the weapon. (depending on type or condition. Junk weapons or those with the delicate property are examples of this). Alongside this the weapon loses one stage of condition until repaired fully by an expert (may be a player with the proper requisites).

12-17: The weapon doesn't feed properly causing a jam but on top of this for some reason your weapons magazine or whatever chamber you deem load seems to be stuck. While you can clear the jam for the remainder of combat this weapon cannot be reloaded due to this weapon failure.

18-20: The weapon due to some malfunction or misuse is automatically destroyed even from mint condition as it backfires and injures the user for 1d10+5 (default is piercing) if the weapon is area in nature the weapon also causes a burst of damage around it's user in a 10 foot radius or if larger the initial weapon AOE (only if radius). The original operator automatically fails the save, those around them must pass a DC 10 dexterity save. Passing the save halves damage.

Weapon handling: Weapon handling in reference to firearms carries a wide array of meanings, but for the cases of this expansion it will garner aspects like [reloading, aiming, movement speed and target acquisition times]. While these points are still vague I'll elaborate on them in a second, but as a general rule the bigger the weapon is or the heavier one the handling will suffer.

To determine your weapon handling score (which would be projected in the weapon statistics already but this is in case a custom weapon is made by the DM or a player). You have a number between 1-100 this number is determined by weapon weight (If being carried) along with attachments which could potentially increase or decrease the score (for example things like an extended magazine or shortened barrel).

If your number is within 25+ points you are considered using a light weapon within 50+ points for an average weapon, 75+ for a heavy weapon and at 100+ weapons are considered ultra heavy.

There are other factors like attachments and weapon templates that aid with specific actions or possibly hinder covered by weapon handling but this score helps determine the base value and acts as a balance to people who wish only to use heavily modded ultra heavy weapons.

If a weapon is considered light (after attachments and modifiers) reloading will cost a bonus action, aiming will cost up to a single reaction, and you suffer no penalty for switching targets in a round as well as facing no movement speed penalty.

If a weapon is considered average (after attachments and modifiers) reloading will cost a bonus action, aiming will cost up to a bonus action, and you suffer a -1 to attack rolls every time you swap a target in a round as well as incurring a 5ft dash speed penalty.

If a weapon is considered heavy (after attachments and modifiers) reloading will cost an action, aiming will cost up to a bonus action, and you suffer a -2 to attack rolls every time you swap a target as well as incurring a 10ft walking and 5ft dash speed penalty.

If a weapon is considered ultra heavy (after attachments and modifiers) reloading will cost a full round action, aiming is impossible without going prone or mounting your gun on a level surface (costs a reaction to mount and a bonus action to aim) and you suffer a -2 to attack rolls every time you swap a target as well as incurring a a 10ft walking speed penalty and 10ft dash speed penalty .

(Only face penalties when weapons are equipped)

Weapon Capacity: While this doesn't suit every weapon in the list every weapon with the [Reload] property will take advantage of the weapon capacity feature. Capacity is the baseline total amount (excluding any modifications) a weapon with the reload property may hold before needing to be reloaded so remember to keep track of your shots and possibly if your DM is running with it; Total reserve ammo.

For simplicity sake as long as you have actual ammo for your weapon in your inventory (again with limited ammo implemented) a operative may reload their current capacity with this, just assume your character has as many magazines or whatever it takes to load their firearm of choice as long as they can supply the actual brass.

For example let's take a weapon the RAR-51 (Rickers Autoloader Rifle-51). A common hunting rifle that can be chambered in 5.56 or .223. The 5.56 model comes with a standard 15 round box magazine and the .223 model comes with a larger 30 round box magazine. Once either gun reaches 0 on their total ammunition count they must reload their firearm in accordance to their handling score.

Weapon Stability & Accuracy: As expected from a semi-realistic conversion with an already sizable amount of feature creep in the first chapter alone, firearms and other ranged weapons can and will suffer from stability and accuracy issues.

What does this mean precisely? Well in layman terms when a firearm discharges or when one tries to shoot on the move the projectiles often have unintended deviation/don't go where you want them. This is yet another feature that is semi dependent on handling, rate of fire and some other factors, but let's first get the basics of this idea out of the way.

Firstly when firing most firearms something called recoil occurs, this is a byproduct of basic physics mainly Newton's first and third laws. But because I don't want to bog down this section with science I will skip over the finer works of it and say this; When a gun discharges the energy which propels the bullet forward it also pushes some energy back at you, causing aim to sway slightly or possibly wildly. This is represented as every round that is discharged by an operative per round adds a cumulative penalty to attack rolls of future shots fired; Which in turn is affected by multiple factors.

One factor is your operative's strength score, some weapons fire more powerful cartridges or the weapon itself was not designed for stability in mind in favor of other advantages. Whatever the case if the operative doesn't meet the STR requirement for a firearm all penalties factoring in stability will be doubled.

Another element of maintaining or losing stability is the operative's weapon and cartridge of choice not in reference to strength scores. Some weapons are heavier than others [**As brought up in weapon handling**] the heavier the weapon the less effect higher caliber ammunition effects recoil; However lighter weapons can only handle such calibers at the risk of stability loss. In order from light to ultra heavy firing an average caliber round such as a 7.62x39mm the following penalties for repeated shots (which are cumulative) are the following. [Light: **-2** after first, Average **-1** after first, Heavy **-0.5** after first, Ultra Heavy **-0.5** after first two]. The maximum penalty for shooting more than two rounds should at minimum always be -0.5 regardless of any modifiers sans weapons who do not have any recoil.

Certain attachments may also help reduce the penalties so lighter weapons can use heavier calibers. However firing a weapon in bursts or full auto (if the weapon allows for it) will always result in a x2 and x3 penalty multiplier which is applied after the first round is discharged.

Another element of stability is aiming, by default every weapon can use inbuilt sights to aim be these natural in nature or iron sights, however there are exceptions to this rule. If a weapon which makes use of aiming does not aim before firing, all attacks made with such a weapon are treated as being with disadvantage until the operative chooses to aim or if there is a weapon property and/or attachments in play to offset this. Being struck while will also shock the operative causing them to drop their aim by default; As well as taking a move action, racking a bolt, pump or single action revolving gun without the relevant feat.

The second half of stability has to do with accuracy... or more specifically being accurate on the move. This section is actually at odds with the first, favoring lighter close range designed weapons over their longer harder hitting counterparts. Taking a move action normally causes one to cease aiming and cause one to be in a less stable firing position. This however only takes effect if one moves more than 5ft in a round allowing for slow but precise movement. If this does not suit the operative here is a breakdown of how weapon handling scores affect moving more than 5ft and shooting.

[Light- every 15ft after the first 5 instills a -1 to attacks, Average- every 10ft after the first 5 instills a -2 to attacks, Heavy- every 5ft after the first 5 instills a -2 to attacks, Ultra Heavy- after 5ft every new 5ft the weapon takes a -5 to attacks]

This should conclude the basics of G.R.M.C. However addendums might be added on to this section if I did happen to forget something important. Community feedback would be heavily welcomed and even requested. After this point we shall be getting into the less important or more technical aspects of this expansion. Thank you for making it this far operative!