

Basic Firearms Changes & Standardization

Because firearms have been, so far dealt with very willy nilly at the GMs discretion, this standardization requires a slight departure from standard systems to allow for a more coherent system. While the description may seem long and difficult, in practice it is still simple to employ.

First, firearms for our purposes here will fall into 2 categories, muzzle loading and cartridge weapons. Muzzle loading weapons are those which are loaded via powder, patch, ball, ramming, priming, and firing. They are such weapons as flintlocks, matchlocks, muskets, rifles, etc... They are slow firing but quite deadly in their own right. This basic system dominated European battlefields from the 16th century through the mid 19th century. The reason for their popularity was they were so easily employed. Where a skilled archer took years to create, a skilled musketeer took months. Despite this skill, firearms are a new introduction to Jaern and as such represent a very significant technological leap from the standard weapons. As a result they are difficult to learn, but still quite deadly.

The second category is that of cartridge weapons. These did not appear until the late 19th century and require a very significant industrial base to produce. The drawing of brass in particular is QUITE difficult, and while magic may be partially substituted for it, it is prohibitively expensive to do in large quantities. Further, while some cartridge weapons can be manufactured with relatively loose tolerances; revolvers, bolt action rifles, lever actions, etc... all require quite strict tolerances that are only available in industrialized economies. As a result, these weapons should be EXCEEDINGLY rare to Jaern and available only off world. They represent a frightening degree of fire power, but they are also very difficult to learn to employ because they are several technological paradigms removed from the Jaernian mindset.

Firearm Weapon Skills

The weapon skills for firearms vary a bit from those of normal ranged weapons. First, and most obviously, they are divided into two parts. The first part of the skill is with a particular style of firearm (Handgun, Long Arm, or Shotgun). The second part of the skill is with the type of firing mechanism (muzzle loading, single shot cartridge, lever action cartridge, bolt action cartridge, revolver, semi-automatic, and automatic). The cost of the skill will be the sum of the two categories chosen and allows for the employment of any weapon within that category.

For simplicity purposes, muzzle loaders are assumed to all operate off of either the flintlock or percussion cap firing mechanisms. While the percussion cap offers a decided advantage in terms of reliability, in terms of speed it is not significant enough to warrant a decrease in the basic rate of fire for muzzle loading weapons.

Note: As with all weapon skills, only one option may be employed in a given round.

Example: Learning to use a Muzzle Loading Handgun would have a Base Cost of 300

(200 for Handgun Skill, 100 for Muzzle Loading skill) and give the Precise Attack, Quick Draw, and Quick Load Options.

Example: Learning to use an M-16 would require the automatic mechanism skill and Long Arm skill, and for a Jaernian would have a base cost of 600 and allow for the use of the Deadly Attack, Precise Attack, Quick Draw, Quick Load, Multi-Attack, Three Round Burst, and Burst Fire options.

Handgun Weapon Skill:

Base Cost: 200

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This proficiency allows the user to operate handgun type firearms with skill.

Precise Attack allows the user to take careful aim for one and add +2 to hit for each die rolled.

Quick Draw allows the user to draw and fire a loaded firearm in a single round on a successful 2d6 skill check.

Long Arm Weapon Skill:

Base Cost: 300

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This proficiency allows the user to operate long arm type firearms with skill.

Deadly Attack allows the user who takes 3 rounds of aiming to increase the critical range of his weapon by 1 per 2 dice made on the skill check. Thus with a 6 die skill check, the shot would crit on a 17, 18, 19, or 20.

Precise Attack allows the user to take careful aim for one and add +2 to hit for each die rolled.

Quick Draw allows the user to draw and fire a loaded firearm in a single round on a successful 2d6 skill check.

Shotgun Weapon Skill:

Base Cost: 250

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This proficiency allows the user to operate shotgun type firearms with skill.

Area Attack allows the user to attack a 5' by 15' area with the weapon. Doing so requires a 2d6 check and additional such attacks may be added for another 2d6.

Thus a 6d6 check would grant 3 **Area Attacks**. The user then rolls an attack against an LDV of 10 and if successful all in the area take the weapons damage.

Quick Draw allows the user to draw and fire a loaded firearm in a single round on a successful 2d6 skill check.

Muzzle Loading Mechanism Skill:

Base Cost: 100

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This skill allows for the speedy reloading and maintaining of muzzle loading firearms. It is available for handguns, long arms, and shotguns.

Quick Load allows the user to reduce the reloading time for the weapon by 2 rounds per die rolled to a minimum of 4.

This rate can be further decreased through the use of prepared *paper cartridges* which contain the ball, a pre-measured amount of powder, and wadding. The use of paper cartridges reduces the firing rate of muzzle loaders by 1.

Single-Shot Cartridge Mechanism Skill:

Base Cost: 150

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This skill allows for the speedy reloading and maintaining of single-shot cartridge using firearms. The single-shot mechanism is available for handguns, long arms, and shotguns.

Quick Load allows the user to rapidly reload and fire the weapon. A successful 2d6 check allows the weapon to be loaded and fired every round. A successful 4d6 check allows the weapon to be loaded and fired twice every round.

Lever Action Cartridge Mechanism Skill:

Base Cost: 200

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This skill allows for the rapid use of a lever action repeating firearm. The lever action mechanism is available for long arms and shotguns.

Quick Load allows the user to rapidly reload the weapon with cartridges. Each die of a successful check allows the user to reload 1 additional round of ammunition each round into the internal magazine of the weapon.

Multi-attack allows the weapon to fire multiple shots per round. For every two dice of a successful check, the user may fire an additional round. Thus a

successful 6 dice check would allow 4 rounds to be fired in one round. Provided that it does not exceed the weapon's ammunition capacity.

Bolt Action Cartridge Mechanism Skill:

Base Cost: 200

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This skill allows for the rapid use of bolt action repeating firearms. The bolt action mechanism is only available for long arms.

Quick Load allows the user to rapidly reload the weapon with cartridges. Each die of a successful check allows the user to reload 1 additional round of ammunition each round into the internal magazine of the weapon, up to the weapon's ammunition capacity.

Some advanced Bolt Action weapons allow for the use of "stripper clips" (clips of metal holding a full compliment of ammunition that allow for easy and quick reloading) that allow the weapon to be fully reloaded in a single round with a 2d6 skill check. Without skill, this device will fully reload a weapon in 2 rounds.

Multi-attack allows the user to rapidly fire a bolt action weapon. For every two dice of a successful check, the user may fire an additional round. Thus a successful 6 dice check would allow 4 rounds to be fired in one round. Provided that it does not exceed the weapon's ammunition capacity.

Revolver Cartridge Mechanism Skill:

Base Cost: 200

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This skill allows for the rapid use of revolver action repeating firearms. The revolver action is available for handguns and long arms.

Quick Load allows the user to rapidly reload the revolver with cartridges. First the spent cartridges must be ejected from the weapon and then individual cartridges inserted. Each die of a successful skill check allows the weapon to load one additional round of ammunition. Thus a 5d6 skill check allows 6 rounds of ammunition to be reloaded.

Some advanced Revolvers incorporate automatic ejection systems AND allow for the use of "speed loaders". Speed loaders are circular devices that allow the full compliment of ammunition to be reloaded in a single round on a successful 2d6 check. Without skill, this device will fully reload a weapon in 2 rounds.

Multi-attack allows the user to rapidly fire the revolver. Each die of a successful check allows for one additional attack, up to the weapon's ammunition capacity.

Semi-Automatic Mechanism Skill:

Base Cost: 250

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This skill allows for the rapid use of a semi-automatic repeating firearm. The semi-automatic mechanism is available for handguns, long arms, and shotguns.

Quick Load allows the user to rapidly reload the semi-automatic with cartridges. Normally, 2 rounds may be reloaded into the weapon each round. Then for each die of a successful skill check an additional 2 rounds may be reloaded.

Some advanced semi-automatics incorporate external box magazines. These are ejected with the simple press of a button, and then inserting a new magazine and working of the action allows the weapon to be fully reloaded in one round with a 2d6 skill check. Without skill, this device will fully reload a weapon in 2 rounds.

Multi-attack allows the user to rapidly fire the weapon. Each die of a successful check allows the user to make one additional attack.

Automatic Mechanism Skill:

Base Cost: 300

Attribute: CSE

Skill Type: Warrior

Extra Dice: Non

This skill allows for the rapid reloading and use of automatic weapons, both in semi-automatic and fully automatic modes. The automatic mechanism is available for handguns, long arms, and shotguns. All such weapons use external box magazines. Without skill, Automatic Weapons function as semi-automatics.

Quick Load option allows the weapon to be fully reloaded on a successful 2d6 skill check. Without skill, the weapon may fully reload a weapon in 2 rounds.

Multi-attack allows the weapon to fire in a semi-automatic mode and gives an extra attack for each die in a successful skill check.

Three Round Burst allows the weapon to fire three rounds at a single target on a successful 2d6 skill check. Individual attack rolls must be made for each round fired, but a miss of one does not render all misses. Multiple **Three Round Bursts** may be fired, each additional one requiring another 2d6 to be added to the check. Thus a 6d6 check would allow 3 **Three Round Bursts** to be fired in one round.

Burst Fire allows the user to attack a 10'x10' area up to the maximum range of the weapon. Burst Fire requires a 3d6 skill check and consumes 10 rounds of ammunition. If the check is successful, the user makes an attack roll against a LDV of 15. If successful all of the targets within the area are struck for the weapon's damage.

Firearms Combat Statistics

Note: These are purely sample weapons and firearms and capacities vary greatly. Should the GM desire, customization is appropriate within certain limits.

Muzzle Loading Firearms

Muzzle Loading	Dmg	S	M	L	E	Rate	Capacity	Cost
<i>Handgun, Smooth Bore</i>								
Light	d4	10	20	40	80	8	1	1000
Heavy	d6	10	20	40	80	8	1	1200
<i>Handgun, Rifled</i>								
Light	d6	15	30	60	180	9	1	2000
Heavy	d8	15	30	60	180	9	1	2400
<i>Long Arm, Smooth Bore</i>								
Carbine	d8	50	100	200	400	15	1	4000
Standard	d10	60	120	240	480	15	1	5000
<i>Long Arm, Rifled</i>								
Carbine	d10	80	160	320	960	17	1	7000
Standard	d12	100	200	400	1200	17	1	8000
<i>Shotgun</i>								
Buckshot	d10	20	40	80	160	15	1	4000

Cartridge Firearms

Note on Rate:

- Rate of 1/2 indicates the weapon reloads a single shot every other round without skill.
- Rate of 1/2 or 1/3 indicates that some versions of the weapon allow the user to employ quick loading devices and without skill, it takes 2 rounds to fully reload the weapon.
- Rate of 1/3 indicates that the weapon takes 2 rounds to fully reload.

Weapon Type	Dmg	S	M	L	E	Rate	Capacity	Cost
<i>Handgun, Single Shot</i>								
Light	d8	15	30	60	180	2	1	n/a
Heavy	d10	20	40	80	240	2	1	n/a
<i>Handgun, Revolver</i>								
Light	d8	15	30	60	180	1/2	6	n/a
Heavy	d10	20	40	80	240	1/2	6	n/a
<i>Handgun, Semi-Automatic</i>								
Light	d8	15	30	60	180	1/2 or 1/3	6	n/a
Heavy	d10	20	40	80	240	1/2 or 1/3	6	n/a
<i>Handgun, Automatic</i>								
Light	d8	15	30	60	180	1/3	20	n/a

Heavy	d10	20	40	80	240	1/3	20	n/a
Weapon Type	Dmg	S	M	L	E	Rate	Capacity	Cost
Long Arm, Single Shot								
Light	d10	100	200	400	1200	2	1	n/a
Heavy	d12	120	240	480	1440	2	1	n/a
Long Arm, Revolver								
Light	d10	100	200	400	1200	1/2 or 1/3	5	n/a
Heavy	d12	120	240	480	1440	1/2 or 1/3	5	n/a
Long Arm, Lever Action								
Light	d10	100	200	400	1200	1/2	8	n/a
Heavy	d12	120	240	480	1440	1/2	5	n/a
Long Arm, Bolt Action								
Light	d10	100	200	400	1200	1/2 or 1/3	8	n/a
Heavy	d12	120	240	480	1440	1/2 or 1/3	8	n/a
Long Arm, Semi-Automatic								
Light	d10	100	200	400	1200	1/2 or 1/3	8	n/a
Heavy	d12	120	240	480	1440	1/2 or 1/3	8	n/a
Long Arm, Automatic								
Light	d10	100	200	400	1200	1/3	20	n/a
Heavy	d12	120	240	480	1440	1/3	20	n/a
Weapon Type	Dmg	S	M	L	E	Rate	Capacity	Cost
Shotgun, Single Shot								
Buckshot	d12	30	60	120	240	2	1	n/a
Rifled Slug	d12	60	120	240	480	2	1	n/a
Shotgun, Lever Action								
Buckshot	d12	30	60	120	240	1/2	4	n/a
Rifled Slug	d12	60	120	240	480	1/2	4	n/a
Shotgun, Semi-Automatic								
Buckshot	d12	30	60	120	240	1/2	4	n/a
Rifled Slug	d12	60	120	240	480	1/2	4	n/a
Shotgun, Automatic								
Buckshot	d12	30	60	120	240	1/3	10	n/a
Rifled Slug	d12	60	120	240	480	1/3	10	n/a