

MORTARS & MINIGUNS

MODERN AND MAGICAL WEAPONS FOR FIFTH EDITION GAMES

A 5E PRIMER TO RIFLES



ONE DWARF ARMY GAMES

WRITTEN BY GEORGIOS CHATZIPETROS
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This e-book contains all the open game content from Zane's Guide to Rifles, a sourcebook of modern and magical pistols for Fifth Edition Games. Get the full guide for 20 magical rifles, new character options and, of course, Zane's eccentric commentary.

ABOUT THE AUTHOR

Zane Ironheart

Dwarf mercenary, explorer extraordinaire, lifetime adventurer. Zane was forced to flee the safety of his underground homeland at an early age, due to a somewhat heated argument with the king's tax collector, and has never looked back ever since. He once beat the Duke of the Seventh Layer of Hell in a fiddle-playing contest. A self-certified gun nut, Zane has shot half of the guns in the multiverse and been on the receiving end of the other half. He is eager to share his wisdom and experience about life, adventures and, above all, guns in his own particular idiom.

GUNS 101

All the things you need to know about firearms but were too afraid to ask.

MALFUNCTIONS

Due to the complex mechanical nature of firearms, there are a lot more things that can go wrong with them when compared to simpler ranged weapons like bows or crossbows. When an attack roll with a gun scores "1" on the d20, the weapon jams and will not work again until you have used an action to clear the jam.

RATE OF FIRE

Some guns may be able to shoot multiple rounds per attack. A weapon's Rate of Fire (RoF) shows the different modes under which it can operate. If more than one mode is listed, you have to select the one you wish to use before each attack.

SINGLE SHOT

The weapon fires one round of ammunition per attack.

BURST FIRE

The weapon can fire short bursts, improving its damage output. A burst consumes 3 rounds of ammo, but allows you to roll an additional damage die if the attack hits. For example, a gun with 2d4 damage will do 3d4 damage when firing a burst.

Burst fire is prone to jamming the gun: a malfunction occurs on a roll of 1-2.

FULL AUTO

Instead of attacking a single target, the weapon can spray a 10-foot cube within its long range with

bullets. Every creature in that area must make a Dexterity saving throw with DC 8 + your Dexterity modifier (plus your proficiency bonus if you are proficient with the weapon) and suffers the attack's damage on a failed save, or no damage with a successful save. If the distance to the targeted area is beyond the weapon's normal range, targets have advantage on their saving throws.

A full auto attack consumes 10 rounds of ammo. Most weapons can only perform one full auto attack per round, even if you are capable of multiple attacks.

Full auto is more prone to jamming the gun: a malfunction occurs on a roll of 1-3.

AMMO AND RELOADING

A gun with no bullets is just an expensive club. Every firearm has an Ammo score showing how many rounds of ammunition it can hold in its magazine. Each attack will drain at least one round of ammo from the magazine, possibly more if the weapon fires in burst or full auto mode. Once all ammo has been used up, the weapon must be reloaded before it can be fired again. Reloading requires an action, as well as access to a suitable amount of fresh ammunition. You can also prematurely reload the weapon if you don't want to run out of ammo at an unfortunate moment.

Ammunition	Value	Weight
.338 bullets (50)	80 gp	6 lb.
.50 bullets (50)	100 gp	8 lb.
5.56mm bullets (50)	60 gp	4 lb.
7.62mm bullets (50)	70 gp	5 lb.

CLASSIC GUNS

The bread and butter of any beginner adventurer ready to head off into the wild. Check with your favorite gun store for availability.

ASSAULT RIFLE

The workhorse of any respected army. Not the hardest-hitting or longest-reaching, but its three different modes of fire offer unbeaten versatility.

Type	Martial ranged
Damage	2d6 piercing
RoF	Single shot, burst fire or full auto
Range	150/600
Ammo	30 (5.56mm bullets)
Weight	7 lb.
Cost	1000 gp

Large: This is a two-handed weapon.

BATTLE RIFLE

Looks like an assault rifle, but packs a bigger punch. Limited to three-round bursts for greater control. If you like to spray bullets like a maniac, perhaps you'd be better off with a minigun?

Type	Martial ranged
Damage	2d6 piercing
RoF	Single shot or burst fire
Range	200/800
Ammo	20 (7.62mm bullets)
Weight	9 lb.
Cost	1200 gp

Large: This is a two-handed weapon.

Stopping power: After a shot hits you can reroll one damage die, keeping the new result.

FIFTY CAL

The illegitimate child of a cannon and a sniper rifle. This is a weapon only the strongest can handle, with stopping power that only the toughest can withstand.

Type	Martial ranged
Damage	2d8 piercing
RoF	Single shot
Range	600/2400
Ammo	6 (.50 bullets)
Weight	30 lb.
Cost	2000 gp

Brace: Your attack roll has disadvantage if you have moved on your turn prior to firing.

Heavy recoil: Requires Strength 16 or higher to use effectively (14 or higher when fired from a prone position); a lower Strength inflicts tactical disadvantage on attack rolls.

Poor CQB: Attack rolls against targets within 10 feet have disadvantage.

Reliable: Does not suffer from malfunctions.

Slow rate of fire: Cannot attack more than twice on your turn, even if you are able to perform more attacks.

Stopping power: After a shot hits you can reroll one damage die, keeping the new result.

Very large: This is a two-handed, heavy weapon.

MARKSMAN RIFLE

Doesn't have the autofire capabilities of an assault rifle and lacks the range of a true sniper rifle. What is the point? Glad you asked! You get the reliable rate of fire of a semi-auto rifle, a nice scope with more than decent accuracy for longshots and greater mobility than the more cumbersome sniper rifles. If it's good enough for the 106th Elven Dawn Rangers, it's good enough for you!

Type	Martial ranged
Damage	2d6 piercing
RoF	Single shot
Range	300/1200
Ammo	10 (7.62mm bullets)
Weight	11 lb.
Cost	1500 gp

Large: This is a two-handed weapon.

Poor CQB: Attack rolls against targets within 10 feet have tactical disadvantage.

Stopping power: After a shot hits you can reroll one damage die, keeping the new result.

SNIPER RIFLE

Probably my favourite of the bunch, this high-powered bolt-action rifle has great accuracy over long distances. Find yourself a nice vantage point and snipe to your

heart's delight. Just a word of warning though: be wary of the slow rate of fire and pick your shots carefully! Also, don't get caught in close quarters with this gun. That's why they make shotguns.

Type	Martial ranged
Damage	2d8 piercing
RoF	Single shot
Range	500/2000
Ammo	8 (.338 bullets)
Weight	15 lb.
Cost	1700 gp

Brace: Your attack roll has disadvantage if you have moved on your turn prior to firing.

Heavy recoil: Requires Strength 14 or higher (12 or higher when fired from a prone position) to use effectively; a lower Strength inflicts tactical disadvantage on attack rolls.

Large: This is a two-handed weapon.

Poor CQB: Attack rolls against targets within 10 feet have disadvantage.

Reliable: Does not suffer from malfunctions.

Slow rate of fire: Cannot attack more than once on your turn, even if you are able to perform more attacks.

RIFLES AT A GLANCE

Weapon	Type	Damage	RoF	Range	Ammo	Weight	Cost	Keywords
Assault rifle	Simple	2d6 P	S/B/F	150/600	30	7 lb.	1000gp	Large
Battle rifle	Simple	2d6 P	S/B	200/800	20	9 lb.	1200gp	Large, Stopping power
Fifty Cal	Simple	2d8 P	S	600/2400	6	30 lb.	2000gp	Brace, Heavy recoil, Poor CQB, Reliable, Slow RoF, Stopping power, Very Large
Marksman rifle	Martial	2d6 P	S	300/1200	10	11 lb.	1500gp	Large, Poor CQB, Stopping power
Sniper rifle	Simple	2d8 P	S	500/2000	8	15 lb.	1700gp	Brace, Heavy recoil, Large, Poor CQB, Reliable, Slow RoF

THE EXOTIC STUFF

If you've fired all the rifles you can find at your local shooting range, check the beauties detailed below. They might be hard to come by, but they're worth every cold, rainy night you spent adventuring to get them.

ANGRY ZEUS

Nothing says "smite them!" like lightning! Shoot electrified shots with the fury of a Greek god who just caught his wife with his head priest. Solid shots may stun your foes, leaving them open for even more smiting.

Battle rifle, rare

Requires attunement

Value: 18,000 gp

The *Angry Zeus* does an extra 1d6 lightning damage per hit.

Shock and awe: On a critical hit or when the lightning damage die rolls 6, the target must make a DC 15 Constitution saving throw to avoid being stunned for 1d6 rounds; creatures with lightning resistance have advantage on their saving throws, while those immune to lightning damage are not affected at all. A stunned creature makes a new saving throw at the end of each of its turns and recovers from being stunned on a successful save.

CHAIN REACTION

Shots destabilise quantum coherence on a subatomic level... I think. Look, it makes people explode in a huge fireball when they die. Funny as hell. Just mind the collateral damage.

Sniper rifle, legendary

Value: 510,000 gp

The Chain Reaction gains a +2 bonus to attack and damage rolls.

Now I am become death (requires attunement):

When the Chain Reaction drops a target to 0 hit points, that creature explodes in a fireball. Each creature in a 20-foot-radius sphere must make a DC 14 Dexterity saving throw and takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fireball's damage is increased to 12d6 if the killing shot was a critical hit.

EMERALD SEER

Not the most powerful gun out there, but it has a rather unique ability that is of great interest to rogues, spies or the town gossip. Fires an invisible sensor that can be used to eavesdrop and spy on the unsuspecting target. Knowing the enemy's plan is half the battle after all.

Sniper rifle, uncommon

Requires attunement

Value: 8,500 gp

When you make an attack with the *Emerald Seer*, you can choose to fire an invisible, silent, bullet-sized sensor that attaches itself to the targeted creature or object without inflicting any damage. The sensor works as a *clairvoyance* spell for the next 10 minutes, but you have to be within 1 mile to benefit from it. The weapon can't be used this way again until the next dawn.

ZETA FANTASTIC MARK ONE

The Swiss Army knife of assault rifles! Poison-tipped arrows, a mini rocket launcher, freeze ray, even a net launcher for non-lethal takedowns. It can't make coffee, but you can use the built-in flamethrower to boil the water. Did I mention it also fires bullets? And with the patented Replay Shot™ extra accuracy system nevertheless.

Assault rifle, very rare

Value: 100,000 gp

The *Zeta Fantastic Mark One* has a +1 bonus to attack and damage rolls. It has 6 charges and regains 1d6 used charges daily at dawn.

Replay shot (requires attunement): After you have hit a creature with this weapon, further shots against the same target gain a +2 bonus to the attack roll and negate any AC bonus from cover. This effect lasts until you hit a different creature or the encounter ends.

So many choices (requires attunement): While holding the *Zeta Fantastic Mark One*, you may use an action and spend 1 or 2 charges to use one of the following features:

- *Flamethrower (1 charge)*: Every creature inside a 15-foot cone must make a DC 15 Dexterity saving throw and takes 4d6 fire damage on a failed save, or half as much damage on a successful save.
- *Freeze ray (2 charges)*: Choose a creature you can see within 60 feet. The target must make a DC 15 Strength saving throw (creatures with cold resistance have advantage on their saving throws, while those immune to cold damage are not affected at all) and is paralysed for 2d6 rounds on a failed save. A paralysed creature makes a new saving throw at the end of each of its turns and is no longer paralysed on a successful save.
- *Netcaster (1 charge)*: Fires a net at a creature you can see up to 30 feet away. A successful ranged attack roll is required to hit and restrain the target. The net follows the normal rules for nets, except that it requires a DC 14 Strength check or 120 slashing damage to break free from it.
- *Poison bolt (1 charge)*: Make a ranged attack roll against a creature you can see. On a hit, the target takes 1d8 piercing damage and must make a DC 15 Constitution saving throw. A failed save means that the target takes 2d10 poison damage and is poisoned for 2d6 rounds. On a successful save, the target takes only takes 1d10 poison damage and is not poisoned.
- *Rocket launcher (2 charges)*: Fires a small rocket at any point you can see within 300 feet. Every creature inside a 20-foot sphere must make a DC 15 Dexterity saving throw and takes 6d6 fire damage on a failed save, or half as much damage on a successful save.

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