

MORTARS & MINIGUNS

MODERN AND MAGICAL WEAPONS FOR FIFTH EDITION GAMES

A 5E PRIMER TO MACHINE GUNS



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 Machine Guns, a sourcebook of modern and magical machine guns for Fifth Edition Games.

Get the full guide for 20 magical machine guns, new character options and, of course, Zane's eccentric commentary.

ABOUT THE AUTHOR

Zane Ironheart

Dwarf mercenary, explorer extraordinaire, lifetime adventurer. A humble brewer's son, Zane was forced to flee the relative safety of his homeland after he "accidentally" poisoned the upper echelons of the local crime cartel with a particularly strong brew, and has never looked back ever since. He once brewed an ale capable of transposing the entire wedding party of Orc Warlord Zagzar's daughter to the astral plane, or so everyone thought at least (details of what exactly transpired at the party are notoriously sketchy). 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

Gun newb? This is the place to start.

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
.50 bullets (50)	100 gp	8 lb.
5.56mm bullets (50)	60 gp	4 lb.
7.62mm bullets (50)	70 gp	5 lb.
9mm bullets (50)	20 gp	1 lb.

CLASSIC GUNS

These basic models will get you started in your first steps as a machine gunner. Don't underestimate them.

HEAVY MACHINE GUN

Carrying this is going to break your back, but it is the meanest, hardest-hitting machine gun you can get your hands on. Once you start firing and heads start popping, you'll forget about your dislocated disc.

Type	Martial ranged
Damage	2d8 piercing
RoF	Burst or full auto
Range	200/800
Ammo	100 (.50 bullets)
Weight	80 lb.
Cost	2500 gp

Complex reload: You cannot move on your turn while reloading.

Heavy recoil: Requires Strength 18 or higher (16 or higher when fired from a prone position) to use effectively; a lower Strength inflicts disadvantage on attack rolls (or, targets gain advantage on their saving throws when firing in full auto).

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

Sustained fire: Fires in full auto up to twice on your turn.

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

LIGHT MACHINE GUN

At over 25 pounds weight "light" might be a misnomer, but if you have the muscles to carry it this is a great support weapon for small and nimble fireteams.

Type	Martial ranged
Damage	2d6 piercing
RoF	Burst or full auto
Range	150/600
Ammo	100 (7.62mm bullets)
Weight	26 lb.
Cost	1600 gp

Complex reload: You cannot move on your turn while reloading.

Heavy recoil: Requires Strength 14 or higher (12 or higher when fired from a prone position) to use effectively; a lower Strength inflicts disadvantage on their saving throws when firing in full auto).

Large: This is a two-handed weapon.

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

Sustained fire: Fires in full auto up to twice on your turn.

MINI-GATLING

A four-barrel gatling gun as small as a submachine gun? Impossible I hear you say? Well, not anymore.

Type	Martial ranged
Damage	2d4 piercing
RoF	Burst or full auto
Range	70/280
Ammo	60 (9mm bullets)
Weight	9 lb.
Cost	2000 gp

Bullet hose: In burst fire mode, the weapon fires 10 rounds of ammo, but rolls two additional damage dice. In full auto the weapon fires 30 rounds of ammo, but adds +4 to the save DC.

Complex reload: You cannot move on your turn while reloading.

Sustained fire: Fires in full auto up to twice on your turn.

MINIGUN

Can you imagine six rotating barrels spitting out thousands of bullets per minute? Take this out for a spin (pun intended) and see for yourself what all the rage is about. I hope you have deep pockets, cause this gun can go through a dragon hoard worth of bullets before you realise it.

Type	Martial ranged
Damage	2d6 piercing
RoF	Burst or full auto
Range	100/400
Ammo	100 (5.56mm bullets)
Weight	33 lb.
Cost	3000 gp

Bullet hose: In burst fire mode the weapon fires 10 rounds of ammo, but rolls two additional damage dice. In full auto the weapon fires 30 rounds of ammo, but adds +4 to the save DC.

Complex reload: You cannot move on your turn while reloading.

Sustained fire: Fires in full auto up to twice on your turn.

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

SUBMACHINE GUN

A fully automatic weapon in a very portable size. It may not have the range or stopping power of an automatic rifle, but it shines in dungeon-clearing and other close engagements.

Type	Martial ranged
Damage	2d4 piercing
RoF	Single shot, burst or full auto
Range	100/400
Ammo	30 (9mm bullets)
Weight	5.5 lb.
Cost	850 gp

MACHINE GUNS AT A GLANCE

Weapon	Type	Damage	RoF	Range	Ammo	Weight	Cost
Heavy machine gun	Martial	2d8 P	B/F	200/800	100	80 lb.	2500gp
Keywords: Complex reload, Heavy recoil, Stopping power, Sustained fire, Very large							
Light machine gun	Martial	2d6 P	B/F	150/600	100	26 lb.	1600gp
Keywords: Complex reload, Heavy recoil, Large, Stopping power, Sustained fire							
Mini-Gatling	Martial	2d4 P	B/F	70/280	60	9 lb.	2000 gp
Keywords: Bullet hose, Complex reload, Sustained fire							
Minigun	Martial	2d6 P	B/F	100/400	100	33 lb.	3000gp
Keywords: Bullet hose, Complex reload, Sustained fire, Very large							
Submachine gun	Martial	2d4 P	S/B/F	100/400	30	5.5 lb.	850gp

THE EXOTIC STUFF

If you've tried all of the run-of-the-mill machine guns and you're ready to take the next step, check out those awesome weapons.

FEARLESS GUARDIAN

If your team needs a pair of extra hands, the Guardian can provide autonomous firepower in its sentry mode. Just set it down in a location with good sight lines and it will engage enemies with a minimum of effort from you. Plus, it won't ask for a share of the loot, severance pay or any of that unionised hireling crap.

Heavy machine gun, very rare

Value: 250,000 gp

The *Fearless Guardian* has a +1 bonus to attack and damage rolls.

Hold the line (requires attunement): Use an action and drop the *Guardian* to extend its tripod legs and place it in sentry mode. While in this mode, the *Guardian* is considered to be a creature with the following statistics:

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 76

Speed 0 ft.

Str 18 (+4), **Dex** 14 (+2), **Con** 18 (+4), **Int** 3 (-4), **Wis** 10 (+0), **Cha** 1 (-5)

Damage immunities poison, psychic

Condition immunities charmed, exhaustion, frightened, paralysed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Actions

Multishot: The Guardian makes two ranged attacks.

Burst fire: Ranged weapon attack: +7 to hit, range 200/800, one target. Hit: 12 (2d8+3) piercing damage. Uses 3 ammo.

Full auto: Attacks a 10-foot square. Save DC 14. See the RoF rules for more details.

The *Guardian* has no initiative of its own and will attack only when you command it to do so by using a bonus action on your turn. You must be within 300 feet in order to command the *Guardian*, but you don't need to be able to see it.

If the *Guardian* runs out of ammo, it will stop attacking and you will have to manually reload it with fresh ammunition.

Any damage taken by the *Guardian* while in sentry mode will remain until repaired by a gunsmith at a cost of 10 gp per hit point restored. If the *Guardian* is reduced to 0 hp, it cannot function as a weapon until it is restored to at least 1 hit point, and the repair cost increases to 1,000 gp for the first hit point restored and 10 gp per hit point thereafter.

GRAND INQUISITOR

Bloody mages getting on your nerves with their fireballs and fancy magic missile crap? They won't expect the Grand Inquisitor! Hit them with its spell-disrupting bullets and leave them as useful as a knife in a gunfight.

Light machine gun, uncommon

Requires attunement

Value: 8,000 gp

When a creature is damaged by the *Grand Inquisitor*, its ability to use magic is impeded. The creature must make a DC 13 Wisdom saving throw when it attempts to cast a spell, and loses the spell on a failed save. This impediment lasts until the end of the creature's next turn.

INFILTRATOR

If the invisible man is like a king, the Infiltrator is his sceptre. Except that it shoots bullets and does a lot more things than a dumb ornamental stick.

Submachine gun, legendary

Value: 225,000 gp

The *Infiltrator* has a +2 bonus to attack and damage rolls. it has 8 charges and regains 1d8 expended charges daily at dawn.

No one will see him come, no one will see him go (requires attunement): While holding the *Infiltrator* you can use an action and spend 1 or more charges to cast one of the following spells:

- *Levitate* (1 charge)
- *Greater Invisibility* (2 charges)
- *Silence* (1 charge)
- *Dimension Door* (2 charges)

These spells can only affect you and will cease functioning if you stop holding this weapon.

Very-very sneaky (requires attunement by a rogue): When an *Infiltrator* attack uses your *Sneak Attack* class feature, you may roll an additional d6 for every sneak attack damage die that rolls 6.

SPLITFIRE

Autofire is particularly effective against a band of enemies, but what happens when you find yourself up against multiple small groups? This weapon system provides a potential solution, with guided bullets that split left, right and sideways to cover several areas.

Heavy machine gun, rare
Value: 37,500 gp

The *Splitfire* has a +1 bonus to attack and damage rolls.

Saturation fire (requires attunement): When you make a full auto attack with the *Splitfire*, you may target four 5-foot squares instead of one 10-foot square. You must be able to see all of the targeted areas and all of them must be within a 50-foot circle.

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