

Firearms

The most basic form of attack with a firearm is a single shot. One attack is one pull of the trigger and fires one bullet at one target.

The Firearms Training feat allows a character to make this sort of attack without penalty. If a character isn't proficient in personal firearms, he or she takes a -4 penalty on attacks with that type of weapon.

Because of the weapon's unwieldy shape and size, an attacker using a longarm takes a -4 penalty on attacks against adjacent opponents.

Burst Fire

A burst fire attack is a short burst of gunfire aimed at a single target with a single standard action. A character may attack with burst fire if the firearm has a semiautomatic or automatic rate of fire.

To use a burst fire attack against a single target, make your attack roll normally. The amount by which your attack roll succeeds applies a bonus to the attack's saving throw Difficulty: +1 per 3 points the attack roll exceeds the target's Defense. Burst fire shoots 5 bullets, and can only be used if the weapon has at least 5 bullets in it. The Trained Fire feat reduces this number to 3 (see below).

Trained Fire

Prerequisite: Firearms Training

You are trained to control your fire to make burst fire attacks more efficient and conserve ammunition. When attacking with burst fire, you expend only 3 bullets instead of 5.

Autofire

An *autofire* attack is a volley of multiple shots with a single standard action. To use an autofire attack against a single target, make your attack roll normally. The amount by which your attack roll succeeds applies a bonus to the attack's saving throw Difficulty: +1 per 2 points the attack roll exceeds the target's Defense.

If a target's defense (involving special resistance or immunity) would normally ignore the attack before any increase in the save Difficulty, then the autofire attack has no effect as usual; a volley of multiple shots is no more likely to penetrate than just one.

Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Some firearms—particularly machine guns—only have autofire settings and can't normally fire single shots.

Multiple Targets: You can use autofire to attack multiple targets at once as a full action by "walking" the autofire attack from target to target. Choose a line of 5-foot squares no greater in number than your attack bonus. You may make attack rolls to hit targets, one target at a time, starting at one end of the line and continuing to the other end. You suffer a penalty to each of your attack rolls equal to the total number of squares. If you miss one target, you may still attempt to hit the others.

Covering Fire: An autofire attack can provide cover for an ally. Take a full action and choose an ally in your line of sight, who receives a +4 dodge bonus against enemies in your line of sight and in range of your autofire attack. (You have to be able to shoot at them to get them to keep their heads down or this maneuver won't work.) You cannot lay down covering fire for an ally in melee. Each character after the first who lays down covering fire for the same individual grants an additional +1 dodge bonus. All covering fire attackers receive a free attack if an opponent chooses to ignore the dodge bonus granted to the protected target.

Suppression Fire: An autofire attack can lay down a volley to force opponents to seek cover. Take a full-round action and choose an opponent, who receives a -4 penalty to attack rolls and checks for one round while in your line of sight and in range of your attack. An opponent who chooses not to seek cover ignores the attack modifier from suppression fire, but is automatically attacked (a free action for you). You cannot lay down suppression fire on an opponent in melee. Each character after the first who lays down suppression fire for the same target imposes an additional -1 penalty. All suppression fire attackers receive a free attack if the target fails to take cover or otherwise get out of their sight.

Trained Autofire

Prerequisite: Firearms Training

You are trained to control your fire to make autofire attacks more efficient. You have a +2 bonus to hit when making an autofire attack. .

Firearms Table

Damage: The damage the firearm deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a firearm deals +3 damage on a critical hit.

Damage Type: Firearm damage is classified according to type: ballistic (all firearms) energy (of a specific type), piercing (some special ammunition).

Range Increment: Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. Firearms have a maximum range of ten range increments.

Rate of Fire: Some firearms have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy firearms are single shot, semiautomatic, and automatic.

Single Shot: A firearm with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the firearm) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A firearm with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

Semiautomatic (S): Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic firearm fires one shot per attack (effectively acting as a single shot firearm), but some feats allow characters armed with semiautomatic firearms to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic firearms fire a burst or stream of shots with a single squeeze of the trigger. Only firearms with the automatic rate of fire can be set on autofire or be used with feats that take advantage of automatic fire.

Magazine: The firearm's magazine capacity and type are given in this column. The amount of ammunition a firearm carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number.

Box: A box magazine is any type of magazine that can be removed and reloaded separately from the firearm.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the firearm and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is much like inserting a box magazine into a firearm. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

Internal: Some firearms keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

Linked: Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the firearm fed.

Size: Size categories for firearms and other objects are defined differently from the size categories for creatures. The relationship between a firearm's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light firearm.

A Medium or smaller firearm can be used one-handed or two-handed. A Large firearm requires two hands. A Huge firearm requires two hands and a bipod or other mount.

A Small or smaller firearm is considered a light firearm. It can be used one-handed and, as a light firearm, is easier to use in your off hand.

Weight: This column gives the firearm's weight when fully loaded.

Purchase Difficulty: This is the purchase Difficulty for a Wealth check to acquire the firearm. This number reflects the base price and doesn't include any modifier for purchasing the firearm on the black market.

Restriction: The restriction rating for the firearm, if any, and the appropriate black market purchase Difficulty modifier. Remember to apply this modifier to the purchase Difficulty when making a Wealth check to acquire the firearm on the black market.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any firearm with an internal magazine, is a full-round action. Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Pistols									
Firearm	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase Difficulty
Beretta 92F (9 mm autoloader)	+4	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	16
Beretta 93R (9 mm machine pistol)	+4	20	Ballistic	30 ft.	S, A	20 box	Med	3 lb.	18
Colt Double Eagle (10 mm autoloader)	+4	20	Ballistic	30 ft.	S	9 box	Small	3 lb.	16
Colt M1911 (.45 autoloader)	+4	20	Ballistic	30 ft.	S	7 box	Small	3 lb.	15
Colt Python1 (.357 revolver)	+4	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	5
Derringer (.45)	+4	20	Ballistic	10 ft.	Single	2 int.	Tiny	1 lb.	14
Desert Eagle (.50AE autoloader)	+6	20	Ballistic	40 ft.	S	8 box	Med	4 lb.	18
*Glock 17 (9 mm autoloader)	+4	20	Ballistic	30 ft.	S	17 box	Small	2 lb.	18
*Glock 20 (10 mm autoloader)	+4	20	Ballistic	40 ft.	S	15 box	Small	3 lb.	18
MAC Ingram M10 (.45 machine pistol)	+4	20	Ballistic	40 ft.	S, A	30 box	Med	6 lb.	15
Pathfinder (.22 revolver)	+2	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14
Ruger Service-Six (.38S revolver)	+4	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	14
S&W M29 (.44 magnum revolver)	+6	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	15
SITES M9 (9 mm autoloader)	+4	20	Ballistic	30 ft.	S	8 box	Tiny	2 lb.	15
Skorpion (.32 machine pistol)	+2	20	Ballistic	40 ft.	S, A	20 box	Med	4 lb.	17
TEC-9 (9 mm machine pistol)	+4	20	Ballistic	40 ft.	S or A	32 box	Med	4 lb.	14
Walther PPK (.32 autoloader)	+2	20	Ballistic	30 ft.	S	7 box	Small	1 lb.	15

*Glocks are considered to be masterwork firearms, and provide a +1 bonus on attack rolls.

Longarms									
Firearm	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase Difficulty
AKM/AK-47 (7.62mmR assault rifle)	+6	20	Ballistic	70 ft.	S, A	30 box	Large	10 lb.	15
Barrett Light Fifty (.50 sniper rifle)	+10	20	Ballistic	120 ft.	S	11 box	Huge	35 lb.	22
Benelli 121 M1 (12-gauge shotgun)	+6	20	Ballistic	40 ft.	S	7 int.	Large	8 lb.	17
Beretta M3P (12-gauge shotgun)	+6	20	Ballistic	30 ft.	S	5 box	Large	9 lb.	16
Browning BPS (10-gauge shotgun)	+8	20	Ballistic	30 ft.	Single	5 int.	Large	11 lb.	16
HK G3 (7.62 mm assault rifle)	+8	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	19

Longarms									
Firearm	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase Difficulty
HK MP51 (9 mm submachine gun)	+4	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	20
HK MP5K (9 mm submachine gun)	+4	20	Ballistic	40 ft.	S, A	15 box	Med	5 lb.	19
HK PSG11 (7.62 mm sniper rifle)	+8	20	Ballistic	90 ft.	S	5 box	Large	16 lb.	22
M16A2 (5.56 mm assault rifle)	+6	20	Ballistic	80 ft.	S, A	30 box	Large	8 lb.	16
M4 Carbine (5.56 mm assault rifle)	+6	20	Ballistic	60 ft.	S, A	30 box	Large	7 lb.	16
M-60 (medium machine gun)	+8	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	21
Mossberg (12-gauge shotgun)	+6	20	Ballistic	30 ft.	Single	6 int.	Large	7 lb.	15
Remington 700 (7.62 mm hunting rifle)	+8	20	Ballistic	80 ft.	Single	5 int.	Large	8 lb.	17
Sawed-off shotgun (12-ga shotgun)	+6	20	Ballistic	10 ft.	S	2 int.	Med	4 lb.	15
Steyr AUG (5.56 mm assault rifle)	+6	20	Ballistic	80 ft.	S, A	30 box	Large	9 lb.	19
Uzi (9 mm submachine gun)	+4	20	Ballistic	40 ft.	S, A	20 box	Large	8 lb.	18
Winchester 94 (.444 hunting rifle)	+8	20	Ballistic	90 ft.	S	6 int.	Large	7 lb.	15

Heavy Weapons (Requires a separate Exotic Weapon Training feat for each)									
Firearm	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase Difficulty
M2HB (heavy machine gun)	+10	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22
M72A3 LAW (rocket launcher)	+20	—	—	150 ft.	1	1 int.	Large	5 lb.	15
M79 (grenade launcher)	Varies*	—	—	70 ft.	1	1 int.	Large	7 lb.	14

*By grenade type.

Handguns

A handgun is a personal firearm that can be used one-handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the Firearms Training feat. Using a handgun without this feat imposes a -4 penalty on attack rolls.

Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called “automatics”) feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot’s shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine pistols are automatic firearms small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use.

Firearms that use box magazines come with one full magazine.

Beretta 92F: The standard service pistol of the United States military and many American law enforcement agencies.

Beretta 93R: This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It sports a fold-down grip in front of the trigger guard, an extendable steel shoulder stock that is attached to the butt of the pistol, and an extended magazine.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Colt Double Eagle: Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10 mm round.

Colt M1911: This .45 semiautomatic pistol was used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

Colt Python: The Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Derringer: This pistol breaks open at the breech like a double-barreled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

Desert Eagle: Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table: Firearms fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

Glock 17: The Glock is typical of 9 mm self-loading pistols carried by many police officers and military personnel.

Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

Glock 20: This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10 mm round.

Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

MAC Ingram M10: No longer in production, about 10,000 of these small submachine guns were made and supplied to United States police forces, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire.

The M10 accepts a suppressor without modification.

Pathfinder: The Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barreled (3 inches) small-caliber revolvers.

Ruger Service-Six: This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increasing use of autoloaders in recent decades, and is still in service with many police forces today.

S&W M29: The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 Resolver: The compact SITES weapon is very narrow, making it easy to conceal.

Skorpion: The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9: The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (Repair check Difficulty 15) to fire on automatic. The pistol only works on semiautomatic fire or, if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semiautomatic.

Walther PPK: The PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930s. It remains in widespread service among European police, military, and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or lever between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pistol ammunition. They can fire on automatic.

All longarms are covered by the Firearms Training feat.

Longarms are not well suited to close combat. A character takes a –4 penalty on the attack roll when firing at an adjacent target.

AKM/AK-47: This assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections—on all sides of such conflicts. The AKM is a slightly more modern version of the AK-47, but functions essentially the same.

Barrett Light Fifty: The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50-caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

Benelli 121 M1: The Benelli 121 M1 semiautomatic shotgun is reliable, simple, and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

Beretta M3P: Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine—an uncommon feature in a shotgun.

Browning BPS: This heavy longarm fires the largest shotgun round available, the 10-gauge shell.

HK G3: The G3 fires the powerful 7.62 mm cartridge, a round used in many light machine guns but increasingly uncommon in assault rifles. At one time, over sixty of the world's armies used this rifle.

HK MP5: The Heckler & Koch MP5 family of weapons is among the most recognizable in the world. Many different designs exist; described here is the most basic model.

Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK MP5K: A radically shortened version of the MP5, this weapon is optimized to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result the MP5K is not a mastercraft weapon.

Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapon's size to Large, though).

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

HK PSG1: This high-precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope.

Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2: Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

M4 Carbine: This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorter barrel.

M-60: Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several other armies.

Mossberg: The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

Remington 700: A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.

Sawed-Off Shotgun: This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

If this weapon is fully-loaded, a character can fire both barrels at once. The character receives a -2 penalty on the attack but deals +2 damage with a successful hit. Attacking this way uses both shotgun shells.

Steyr AUG: An unusual and exotic-looking weapon, the bullpup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left- and right-handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the Burst Fire feat, it fires only three bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the Burst Fire feat; if a character uses the setting without the feat, he or she makes a normal attack, and the extra two bullets are wasted.

Uzi: Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

Winchester 94: The Winchester Model 94 Big Bore is a lever-action rifle typical of big-bore hunting rifles found around the world.

Heavy Weapons

The weapons covered in this section fall under the Exotic Firearms Training feat. Someone who wields a heavy weapon without the appropriate proficiency takes a -4 penalty on all attack rolls with the weapon.

M2HB: This heavy-duty .50-caliber machine gun has been in service since World War II, and remains a very common vehicle-mounted military weapon around the world. The Exotic Firearms Proficiency (heavy machine guns) feat applies to this weapon.

M72A3 LAW: The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save Difficulty 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

M79

This simple weapon is a single-shot grenade launcher. It fires 40 mm grenades (see under Grenades and Explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the M79 requires a weapon proficiency to operate without penalty.

The Exotic Firearms Proficiency (grenade launchers) feat applies to this weapon.

Ammunition

Ammunition for firearms and other firearms is covered on Table: Ammunition.

Ammunition Type (Quantity)	Purchase Difficulty
5.56 mm (20)	4
7.62 mm (20)	4
7.62 mm R (20)	4
.444 caliber (20)	6

Ammunition Type (Quantity)	Purchase Difficulty
.50 caliber (20)	6
9 mm (50)	5
10 mm (50)	5
.22 caliber (50)	4
.32 caliber (50)	5
.38 special (50)	5
.357 caliber (50)	5
.44 caliber (50)	5
.45 caliber (50)	5
.50AE caliber (50)	6
10-gauge buckshot (10)	5
12-gauge buckshot (10)	4
Arrow (12)	8
Crossbow bolt (12)	7

5.56 mm, 7.62 mm, 7.62 mmR, .444, .50: These calibers of ammunition are generally used in rifles, assault rifles, or machine guns, and are sold in boxes of 20 bullets each. The 7.62 mm R is used in the AKM and other ex-Soviet weapon types, and is not compatible with the larger 7.62 mm cartridge. The .50 caliber is a huge cartridge generally fired from heavy machine guns, but also adapted to a few models of powerful sniper rifles.

9 mm, 10 mm, .22, .32, .38 S, .357, .44, .45, .50AE: These calibers are generally used in pistols or submachine guns, and are sold in boxes of 50 bullets each. The .50AE pistol round is not compatible with the much larger .50 rifle-caliber cartridge (see above).

10-gauge Buckshot, 12-gauge Buckshot: Shotgun cartridges, also known as buckshot, are sold in boxes of ten.

Ammunition weight

To determine how much a loaded magazine weighs, look it up on the table, rounding the number of rounds in the magazine up.

Shotgun shells are a little heavier; use the weight value for one damage step higher.

Weight per Number of Rounds (In Pounds)						
Damage	10	20	30	40	50	100
+2	.5	.5	.5	.5	1	1.5
+4	.5	.5	.5	1	1	2
+6	.5	.5	.5	1	1	2
+8	.5	1	1	1.5	1.5	3
+10	1	2	3	4	5	10

LEGAL INFORMATION

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Advanced Player's Guide, Copyright 2004, White Wolf Publishing, Inc.

Blue Rose, Copyright 2005, Green Ronin Publishing; Authors Jeremy Crawford, Dawn Elliot, Steve Kenson, Alejandro Melchoir, and John Snead.

Monte Cook Presents: Iron Heroes, Copyright 2005, Monte J. Cook. All rights reserved.

Mutants & Masterminds, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

The Psychic's Handbook, Copyright 2004, Green Ronin Publishing; Author Steve Kenson.

Unearthed Arcana, Copyright 2003, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.

True20 Adventure Roleplaying, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

Caliphate Nights, Copyright 2006, Paradigm Concepts; Author Aaron Infante-Levy

Lux Aeternum, Copyright 2006, BlackWorm Games; Author Ryan Wolfe, with Dave Mattingly, Aaron Sullivan, and Derrick Thomas.

Mecha vs. Kaiju, Copyright 2006, Big Finger Games; Author Johnathan Wright

Borrowed Time, Copyright 2006, Golden Elm Media; Authors Bruce Baugh and David Bolack