

# 13 AMMUNITION TYPES

BY PHILIP REED

About a year ago I wrote a PDF of ammunition types for the *D20 Modern* roleplaying game. Titled *Modern: 13 Classified and Experimental Ammunition Types* (which actually includes 25 ammunition types) the PDF was loaded with highly unrealistic ammunitions that you'd expect to find in a movie or near-future story. Several months later I released a short free expansion which was the end of my ammunition writing until a few months later when I included some more ammunition in the *Future: Datastream*.

Of course, the biggest problem I encountered when shifting from writing ammunition types for the basic *D20 Modern* rules to the future SRD was the fact that – even though they're the same game – both used different approaches to ammunition. While it was a frustrating realization I settled on using the format the future SRD sets for creating new futuristic ammunition types.

It is very unlikely that all of the thirteen ammunition types included in this PDF will be useful in your futuristic campaign. Ranging from the Fusion Age (PL 6) to the unknown realms of beyond the Energy Age (PL 9), the ammunition that you'll find in this PDF varies from mild variations on grenades

found in the future SRD to highly unusual future tech (such as the mutator rounds that knock a target unconscious and then rewrite the target's genetic code to include a mutant drawback). GMs should use the ammunition types that they feel are suitable to their campaigns, changing the others as necessary to fit their play style.

## WHAT'S REQUIRED TO USE THIS PDF?

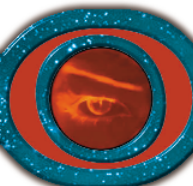
In order to use *Future: 13 Ammunition Types* you will need the *D20 Modern* roleplaying game, published by Wizards of the Coast, Inc., and the official future supplement, also published by Wizards of the Coast, Inc.. You can find both at your favorite local game store or online at any number of roleplaying game vendors. No other Ronin Arts products are required to use this book. If you're in the market for more ammunition, *Modern: 13 Classified and Experimental Ammunition Types* includes a total of 25 ammunition types, several of which may prove useful in futuristic campaigns.

Copyright © 2005 Philip Reed. You may not distribute this document without permission of the publisher. Some portions of this document are presented as open game content, see the Open Game License at the end of this document for more information. Some artwork copyright Octavirate Entertainment, used with permission.

Ronin Arts and the Ronin Arts logo are trademarks of Philip Reed and Christopher Shy. For more information on Ronin Arts, and Ronin Arts' sister company, Studio Ronin, please visit [www.roninarts.com](http://www.roninarts.com) and [www.studioronin.com](http://www.studioronin.com).

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

d20 Modern and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and is used with permission.



## AMMUNITION TYPES

### FUTURE: DATASTREAM

As of the time of publication, Ronin Arts' *Future: Datastream* subscription service is running, introducing new material for futuristic campaigns five times each week. For more information on the *Future: Datastream*, including subscription information, please visit the official forums at [www.d20projects.com](http://www.d20projects.com).

### OPEN GAME CONTENT

All of the text of this PDF is presented as open game content. While this means absolutely nothing to your campaign it does give other publishers permission to use this material as long as they fol-

low the open game license (see the end of this PDF).

### ABOUT THE AUTHOR

Philip Reed has been working professionally in the roleplaying game industry since 1995. In that time he has worked for such companies as West End Games, Privateer Press, and Steve Jackson Games. Today Philip spends his days at home running Ronin Arts, writing and designing new games, and reading whatever books interest him at the time. To learn more about Philip Reed – and Ronin Arts – please visit [www.philipreed.com/php](http://www.philipreed.com/php) and [www.roninarts.com](http://www.roninarts.com).

# AMMUNITION TYPES

The following ammunition types can be easily used as inspiration for more ammunition. One simple method is to adapt grenades to create new ammo types.

### AMMUNITION, DURALLOY FLECHETTES (PL 6)

The weapon's typical rounds are replaced with plastic sleeves loaded with dozens of sharp, metallic nails that rip through armor more effectively than standard ammunition. While flechette ammo exists during the Information Age (PL 5) it isn't nearly as effective as duralloy flechette ammunition.

When firing flechette ammunition, attacks suffer a -1 penalty to damage per range increment rather than the normal -2 penalty to hit (minimum 1 point of damage). Additionally, attacks with flechette rounds on armored targets ignore any armor with a +1 or +2 equipment bonus to defense.

**Damage Type:** Ballistic.

**Purchase DC:** 10.

**Restriction:** Military (+3).

### AMMUNITION, PHOTON SHEATHED (PL 6)

Each round of photon sheathed ammunition is wrapped in an extremely thin foil of the same material used in the manufacture of starship photon sails. A nanomachine housed within the round collects energy from the sun through the external foil and converts that energy into thrust creating a final ammunition that acts almost like a gyro-jet round. This energy thrust increases the weapon's speed – and damage – depending on the brightness of the area when the round is fired.

In direct, bright sunlight a photon sheathed round inflicts +4 damage when it hits its target. In partially sunny, cloudy conditions a photon sheathed round inflicts +2 damage when it hits its target. Under artificial light a photon sheathed round inflicts +1 damage when it hits its target. In dark, or shadowy conditions a photon sheathed round has no effect on the weapon's damage.

**Damage Type:** Ballistic.

**Purchase DC:** 11.

**Restriction:** Military (+3).

## AMMUNITION, ANTI-ROBOT (PL 7)

A variant on electromagnetic pulse weaponry, anti-robot ammunition mixes in a wirelessly broadcast erasure program that specifically targets the central processor of a targeted robot. In addition to suffering damage from the attack (as per the standard damage of the weapon used), the robot also suffers 1d4 points of Charisma drain – a successful Fortitude save (DC 15) reduces damage to half – and 1d6 points of electricity damage. If the attack's damage (including the electricity damage) reduces the robot to 0 or fewer hit points the robot suffers an additional point of Charisma damage (not including the point of Charisma damage that all robots suffer when reduced to 0 or fewer hit points, see the future SRD for more information).

During the early years of the Energy Age (PL 8), the second-generation anti-robot ammunition is produced to combat robots with shielded processors (see box). This ammunition completely ignores a robot with a shielded processor though it has no additional effect on a robot without a shielded central processor.

**Damage Type:** Ballistic/special.

**Purchase DC:** 14 (18 at PL 8).

**Restriction:** Military (+3).

### ROBOT ACCESSORY: PROCESSOR SHIELDING (PL 7)

All robots are equipped with a central processor, or brain, which stores their memories and personalities. Unfortunately, extreme damage frequently tends to have an adverse effect on a robot's processor. With a shielded processor, the robot gains a +4 equipment bonus to any saves against Charisma damage and, when reduced to 0 or fewer hit points, there is only a 50% chance that the robot will permanently lose a point of Charisma (see the future SRD for specific rules on robot Charisma damage and resurrection).

**Purchase DC:** 25.

**Restriction:** Licensed (+1).

## AMMUNITION, CHARGED (PL 7)

Looking like standard ammunition, charged rounds contain a miniature electrical device that can hold a charge for a few seconds. When fired, a charged round crackles with electricity, looking almost like a tiny blast of lightning. A weapon firing charged rounds inflicts 1d6 points of electricity damage in addition to its standard damage.

A standard weapon cannot fire charged ammunition; in order to fire charged rounds a weapon must be equipped with a charging chamber gadget (purchase DC modifier +3, restricted). Once a weapon is outfitted with a charging chamber it may fire regular ammunition and charged ammunition. Mounting a charging chamber on a weapon requires a Craft (mechanical check) (DC 20), a workspace, and four hours. A weapon with a charging chamber is one size category larger and is obviously modified. The weapon uses a standard power pack in addition to ammunition.

**Damage Type:** Ballistic/Electricity.

**Purchase DC:** 13.

**Restriction:** Military (+3).

## AMMUNITION, CYBER DISRUPTOR ROUNDS (PL 7)

Commonly known as "cylock" rounds, cyber disruptor ammunition carries a specialized system that emits a micro-burst electromagnetic pulse the instant the round comes into contact with a target (armored or unarmored).

The damage is unaffected when a cylock round is fired at a character or creature that does not have any cybernetic devices installed. It's when a cylock round impacts a cyber-enhanced character or creature that the ammunition really comes into its own; a cyber-enhanced character or creature that is hit by a cylock round suffers 1d6 points of electricity damage for each cybernetic attachment or enhancement and must succeed on a Fortitude save (DC 15) or be stunned for 1d4 rounds. If the cybernetically enhanced character or creature rolls a natural 1 on its Fortitude save, each of its cybernetic attachments takes 1d6 points of electricity damage as well.

Cyber disruptor rounds emit such a small, brief electromagnetic pulse that most other electronic



## AMMUNITION TYPES

or computer devices carried by the attack's target are unaffected – 2% chance of shorting out each electronic or computer device carried by the target. Affected devices remain nonfunctional until repaired.

**Damage Type:** Ballistic/Special.

**Purchase DC:** 12.

**Restriction:** Military (+3).

### SHIELDED CYBERNETICS

By the early stages of the Gravity Age (PL 7), cybernetics are so widespread that military forces have resorted to carrying anti-cyber weapons, including EMP devices. To combat the disruption of cybernetics due to the use of EMP devices, shielded cybernetics become commonly available. Based on technology developed for the anti-shock implant, by PL 7 any cybernetic device can be shielded from EMP attack. To represent this shielding, use the following cybernetic gadget.

#### SHIELDED (PL 7)

A shielded cybernetic is immune to the effects of electricity damage and any electromagnetic pulse device. The user is still susceptible to electricity damage as per the future SRD rules on cybernetics (unless the character has an anti-shock implant). Each cybernetic device must be shielded separately.

**Restrictions:** None.

**Purchase DC Modifier:** +4.

### AMMUNITION, INERTIAL ACCELERATOR (PL 7)

Inside each inertial accelerator round is a nanotech machine that, when the round is fired, activates a magnetic field that significantly increases the round's velocity.

The damage inflicted by an inertial accelerator round is equal to the weapon's standard damage +1d6. Inertial accelerator rounds can be fired from

an unmodified weapon, the ammunition's internal nanomachine detects when the round has been fired and automatically activates the magnetic field once the round leaves the weapon's barrel.

Inertial accelerator rounds do not function properly in zero-g; the magnetic field requires a gravitational field that it uses as for guidance and without gravity's focus the round careens off in an unexpected direction (the GM should select a random target when an inertial accelerator round is fired in a zero-g environment). Use of inertial accelerator ammunition is illegal on public starports and starships.

**Damage Type:** Ballistic.

**Purchase DC:** 12.

**Restriction:** Military (+3).

### AMMUNITION, LASER PRICK (PL 7)

With laser weapons on the rise, it was only a matter of time before a weapons laboratory experimented with mounting tiny laser projectors within the core of a standard ballistic round. When fired, as it leaves the weapon's barrel, a laser prick round instantaneously fires a microburst laser beam. On a successful attack the weapon deals 1d4 points for fire damage to the target which is then followed by the weapon's standard, ballistic damage.

Laser prick ammunition can be loaded in a weapon's ammunition magazine mixed with regular rounds. The ammunition's laser ability requires so special modification to the weapon – all of the work is done by the round itself which engages a nanomachine system that fires the laser the instant the weapon is fired.

**Damage Type:** Fire/ballistic.

**Purchase DC:** 10.

**Restriction:** Military (+3).

### AMMUNITION, BRAINLOCK (PL 8)

Using research in psionics, genetic engineering, and advanced mindscan technology the weapons manufacturers of the Energy Age have devised a ballistic round that is capable of stopping all activity in an individual's brain. Additionally, the nanomachine housed within the round that releases the brain-halting electrical burst also impacts the target's nervous system, completely freezing the target in place for a few seconds.

After suffering the weapon's standard damage, the target of a brainlock round must make a successful Will save (DC 15) or drop prone and remain paralyzed for 1d2+1 rounds. The brain- and nervous system-affecting electrical burst released by a brainlock round functions through all but the most advanced of armors (armor of PL 9 or higher completely neuters the round's special effect on the target). The ammunition's special effect is very limited in range, though, affecting only the targeted character or creature. Rumors of brainlock grenades are currently unsubstantiated.

After only a few years in military service brainlock rounds were declared illegal according to the galactic terms of warfare.

**Damage Type:** Ballistic/special.

**Purchase DC:** 18.

**Restriction:** Illegal (+4).

### ARMOR GADGET: TARGETED PULSE BURST SCREEN (PL 8)

Fully sealed armor can be equipped with a special computerized system that detects and protects against electrical fields designed to inflict brain, nervous system, or psionic damage on the armor's wearer. The instant the system detects any sort of artificial field that can affect the wearer's mind or nervous system it emits a counter field – the wearer gains a +2 equipment bonus to all Will saves to resist any mind-affecting attacks.

**Restriction:** Military (+3).

**Purchase DC Modifier:** +5.

### AMMUNITION, CRYONIC (PL 8)

Each round of cryonic ammunition carries a miniature liquid nitrogen injector that releases a small spray of liquid nitrogen that instantly freezes anything it comes into contact with.

When a cryonic round impacts a target, immediately after inflicting the weapon's standard damage,

the round 2d6 points of cold damage to the target. A successful Reflex save (DC 15) halves the damage. Unlike a cryonic grenade, this ammunition does not carry enough liquid nitrogen to automatically stabilize any creature reduced to negative hit points by the blast – a target can be killed by the liquid nitrogen blast of a cryonic round.

**Damage Type:** Ballistic/cold.

**Purchase DC:** 18.

**Restriction:** Military (+3).

### AMMUNITION, CRYSTAL CARBON (PL 8)

Used by some mecha as armor, crystal carbon is a composite fiber material that's grown in orbital laboratories. When used in creating ammunition, crystal carbon makes a denser, heavier round that delivers a brutal punch when fired at a target. Weapons firing crystal carbon rounds inflict +2d4 points of damage in addition to the weapon's normal damage.

Due to the increased density of the ammunition, an off-the-shelf weapon is incapable of propelling a crystal carbon round at speeds necessary to make it a devastating weapon. A weapon must be modified with a barrel extension that includes a gravitic accelerator – only then can a weapon fire crystal carbon rounds. This specialized accelerator gadget (purchase DC modifier +3, restricted) requires a Craft (mechanical check) (DC 20), a workspace, and six hours. The weapon uses a standard power pack in addition to ammunition.

**Damage Type:** Ballistic.

**Purchase DC:** 15.

**Restriction:** Military (+3).

### AMMUNITION, NOVA (PL 8)

Specially designed for military forces in the Persei Spectral system, nova rounds duplicate the effect of a nova – a destructive nuclear explosion that takes place naturally, often near a white dwarf star – on a miniscule level. Decades of research and several accidental deaths – and the destruction of a Class IV military research station of Spectral VII's sole moon – eventually led to the release of one of the galaxy's most dangerous ammunition types of the Energy Age.

## AMMUNITION TYPES

When a nova round impacts with a target it releases a nova flash that bathes a 5-foot burst radius – centered on the target – in a nuclear fireball. All creatures and objects within the burst radius take 2d4 points of fire damage. The blast also ignites clothing and other flammable items. The weapon's original target also suffers damage as per the weapon's standard rules description.

Rumors abound of a true starship-scaled nova weapon (not the inaccurately named nova burst missile systems regularly seen during the Energy Age), though no substantiated reports have yet surfaced. If true, such a weapon could very well change the future of stellar combat.

**Damage Type:** Ballistic/fire.

**Purchase DC:** 19.

**Restriction:** Military (+3).

## AMMUNITION, PSIONIC (PL 8)

First seen in the Energy Age, psionic ammunition is created using the same technology that produced psionic grenades. When it impacts with a target, in addition to its standard damage, a psionic round releases a psionic blast that only affects the character or creature targeted – and then only creatures with psionic abilities or powers. The targeted psionic character or creature must make a Reflex save (DC 18) – on a failed save the targeted psionic character or creature cannot use its psionic abilities or psionic powers for 1d4 rounds. In addition, it must succeed on a Will save (DC 15) or suffer 1d6 points of temporary Intelligence, Wisdom, and Charisma damage.

**Damage Type:** Ballistic/Special.

**Purchase DC:** 16.

**Restriction:** Restricted (+2).

## AMMUNITION, MUTATOR ROUNDS (PL 9)

A twisted merging of genetic engineering and accidental mutation following an apocalyptic event, mutator rounds knock the target unconscious and then twist and distort the target's genetic structure until a damaging genetic mutation permanently changes the target.

After suffering the firing weapon's standard damage an unarmored target must make a successful Fortitude save (DC 20) or drop unconscious for 3d6 minutes. When the target awakens he has permanently gained a single [drawback] mutation (exact drawback determined by the round fired – mutator rounds come in as many different forms as there are mutation drawbacks). This drawback may be removed through genetic engineering at the GM's option.

**Damage Type:** Ballistic/Special.

**Purchase DC:** 25 (+ the MP value of the drawback, a frailty round would have a purchase DC of 28 (25 +3)).

**Restriction:** Illegal (+4).

# OPEN GAME LICENSE

## 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.

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.

Future: 13 Ammunition Types, copyright 2005 Philip Reed. Published by Ronin Arts [www.roninarts.com](http://www.roninarts.com).

Ultramodern Firearms d20, Copyright 2002, Charles McManus Ryan.

Modern Player's Companion, Copyright 2003, The Game Mechanics, Inc.; Author: Stan!

Ammunition Variants, Copyright 2003-2004, The Game Mechanics, Inc.; Author: Rich Redman

Dawning Star: Operation Quick Launch Copyright 2004, Justin D. Jacobson.