

WEAPON MISFIRES

What's a little weapon unreliability with the fun effects that unreliability can cause?

Misfire Table		
Ammo Misfire	Weapon Misfire	Effect
01-30	01-05	Misfire. The round is a dud in the chamber and must be cleared manually.
31-40	06-10	Hangfire. The round is a dud in the chamber, but will discharge at random sometime in the next two minutes (1D100 seconds)
40-55	11-46	Stovepipe. The round fires, but the casing jams in the ejection port. Or the weapon will jam up in some other fashion, such as a bulged casing. Make a reflex or dexterity check to clear the round manually. If the check fails, the gun must be broken down and reassembled to clear the jam.
56-60	47-50	Cook-off. The round detonates in the chamber as it is loading for one reason or another. This destroys the weapon. Roll 1D10. On a roll of 1-3, the detonation in the chamber vents sufficient gas into the magazine to cause the remaining rounds in the magazine to discharge as well. Go see what you can do about buying yourself a new hand.
61-00	51-60	Backblast. The powder doesn't burn properly and vents an abnormal amount of particulate matter back at the shooter. Take one point of damage from excess powder burns and your vision is obscured for 1D6 minutes.
	61-65	Firing Pin Breaks. The gun is useless until you replace the firing pin. Maybe the gun will do some damage if you throw it at someone. Alternately, some other piece, like a recoil spring, trigger linkage, magazine catch, etc. will break.
	66-80	Ouch. Drop the weapon. Waste an action the next turn to pick it up. Just be glad it didn't discharge.
	81-90	Big Ouch. You dropped your gun and it discharges. Roll 1d100. 1-20: Bullet strikes you. 21-25: Bullet strikes an ally. 26-30: Strikes an enemy. 31-35: Strikes an innocent bystander. 36-100: ricochets a few times and scares the hell out of everyone.
	91-94	Don't Go Dancing. Lose your balance and stumble. Dexterity or reflex check to remain standing. If you fall down, you can either waste an action next round to stand or fire from a sitting or prone position.
	95-96	Oops. Shoot a friend.
	97	Big Oops. Shoot a friend for an automatic critical hit.
	98-99	That Was Dumb. You manage to shoot yourself.
	00	And This Is Dumber. Shoot yourself for an automatic critical hit.