

Maximum Firepower

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I've never been satisfied with any Shadowrun firearms rules ever created, primarily because they're wimpy. Anybody who's fired a pistol knows why I feel this way. I have no wired reflexes but can fire off way more than two rounds every three seconds. In reality fully automatic weapons (not that I've ever fired one of them) can often empty their entire clips in less than a second. Yet, in Shadowrun, it would take a single action prone character seven seconds to empty the 16 shot clip of an UZI.

Perhaps my annoyance is rooted in a John Woo, Hong Kongish film oriented perception of gun fights, a pistol in each hand cranking away at the bad guys, the recoil often propelling the individual across various no wax surfaces. Gunfights like this are fun, and these revisions have been created to promote them.

Two other things to consider when reviewing these alternative rules: In my game we use a lot of modifiers and like to see a lot of ammunition expended. What this means is that a lot of lead doesn't hit anything important. A player or NPC may fire off an entire clip of pistol ammo in one round knowing that the last six probably won't hit anything but enjoying the charge it adds to the playing environment. Modifiers for movement and the ever present intervening objects rarely result in a base target number of less than six, so even if a character cranks off ten shots it is rare that anybody gets completely wasted by them. Unless they're standing still in a wide open area with no cover, in which case they deserve to get shot.

Single Shot

For pistols and rifles a player may fire a number of shots equal to their Firearms rating, resolving each shot individually. Recoil is doubled, but accumulates normally. Assault cannons, launchers, or anything large still gets one shot per action.

Example: Joe Runner has a Firearms rating of 6 and decides to fire his maximum of 6 shots from his Warhawk. His base target is 4 so the adjusted target numbers are as follows: 6,8,10,12,14,16.

Semi Automatic

A player may fire any number of shots, resolving each shot individually. Recoil accumulates normally.

Example: Joe Runner fires off ten shots from his Colt Manhunter equipped with level 1 recoil compensation. His base target is 4 so the adjusted target numbers are as follows: 4,4,5,6,7,8,9,10,11,12.

Burst Fire

A player may fire any number of 3 shot bursts, resolving each burst individually. Recoil accumulates normally.

Example: Joe Runner cranks off 4 bursts from his SMG equipped with level 2 recoil compensation. His base target is 4 so the adjusted target numbers are as follows: 4,7,10,13.

Full Auto

A player may fire any number of bursts containing at least 4 rounds (unless a lack of ammo prohibits a full

final burst). If any CONSECUTIVE bursts successfully hit then calculate the damage rating as if the bursts were fired as one, adding together the total number of rounds and successes.

Example 1: Joe Runner fires a 6 round burst, a 9 round burst, and then another 6 round burst from his assault rifle equipped with level 3 recoil compensation. His base target is 4 so the adjusted target numbers are as follows: 7,16,22. If both the first and second bursts hit the damage would be calculated as if 15 rounds were fired as one burst. If the first and the last bursts hit they are still treated separately.

Comments

Although this system seems complicated it actually runs rather smoothly. For everything but fully automatic weapons the player can be rolling for shot eight while the GM is simultaneously resisting damage from shot three. It is the attacker's responsibility to accurately keep track what has hit and what hasn't. This allows the GM to work with another player while the first is rolling.