

Fumble for Firearms & Heavy Weapons

D20 Hand grenade & Molotov cocktail

- 1-15 You fail to throw the grenade/bottle this round. Cast a D6: On a 1-2 you dropped it on the ground next to you, before you could pull the pin/light the fuse. A dropped bottle will break on 1-3 (D6).
- 16-18 The grenade/bottle bounces off something and comes flying back or you drop the grenade and it lands D6 * 5' away from you in a random direction.
- 19 The grenade does not explode/the bottle does not break upon impact.
- 20 The grenade explodes before it should/the bottle breaks open when you throw it: You suffer damage as if you were 5' away from the grenade/bottle when it exploded/ignited.

D20 Launchers

- 1-15 You fail to launch the grenade/rocket this round. Unless you lie prone or the launcher is on a tripod, cast a D6: On a 1-2 you dropped it on the ground next to you.
- 16-18 You miss your intended target, and hit another randomly picked target nearby (in a 5' R on short range, 10' R on medium range, 15' R on long range, and 20' R on extreme range) instead.
- 19 The grenade/rocket does not explode upon impact.
- 20 The launcher jams, and you need to spend D6 rounds to unjam it. If 6 is rolled, the launcher is broken instead, and needs spare parts to be repaired.

D20 Small arms

- 1-16 You fail to shoot this round. Unless you lie prone, cast a D6: On a 1-2 you dropped the weapon on the ground next to you.
- 17-19 You miss your intended target, and hit another randomly picked target nearby (in a 5' R on short range, 10' R on medium range, 15' R on long range, and 20' R on extreme range) instead.
- 20 The weapon jams, and you need to spend D6 rounds to unjam it. If 6 is rolled, the weapon is broken instead, and needs spare parts to be repaired.