

BASIC FALLOUT WEAPON TABLES

Table WP1: Pistols (All of the following use the *Firearm (Pistol)* skill)

Name	Caliber	Base %	Dmg	Rng	Magazine	RoF	Hands	HP	Malf	Wgt.	STR/DEX	Cost	Notes
.223 Pistol	.223 Remington	25%	2d6	25	Clip (5)	1	1	9	99-00	5	11/7	\$3500	
Bringham Needler	HN Needler	05%	1d8	15	Box (10)	1	1	8	99-00	4	5/7	\$2200	1
Browning Hi-Power	9 mm Parabellum	20%	1d8+1	20	Box (13)	3	1	8	99-00	2.2	7/5	\$350	
Colt M1911A1	.45 ACP	20%	1d8	20	Box (8)	3	1	8	00	2.4	7/5	\$350	
Colt 6520	10mm Auto	20%	1d10	20	Box (12)	3	1	8	98-00	3	11/7	\$250	
Colt Python	.357 Magnum	25%	1d10	25	Cylinder (6)	2	1	9	00	3	11/5	\$425	
Dart Gun	Darts	25%	1d3	10	None (1)	1	1	8	95-00	3	5/5	\$500	2
Desert Eagle Mark XIX	.44 Magnum	20%	1d10+1	20	Box (8)	3	1	8	99-00	3	11/7	\$800	
Flambé 230	Flamethrower Fuel	05%	2d6+ fire	12	Special (3)	1	1	6	93-00	8	11/7	\$3000	3
Grenade Pistol	40mm Grenades	05%	4d6/4 m.	10	None (1)	1	1	8	93-00	8	11/7	\$5000	4
High Standard HDMS	.22 LR	25%	1d4+1	25	Box (11)	3	1	9	00	2.5	5/5	\$350	5
Mauser C96	7.63x25mm Mauser	20%	1d8	20	Box (10)	3	1	8	98-00	5	7/5	\$1500	
Model 83 Revolver	.454 Casull or .45 Colt	25%	1d10/1d8+1	25	Cylinder (6)	2	1	9	00	3.3	11/7	\$700	
PPK-12 Gauss Pistol	2mm EC	20%	2d6+1	50	Box (12)	1	1	9	98-00	5	11/7	\$5250	1
Škorpion vz. 61	.32 ACP	25%	1d4+1	25	Box (20)	Full Auto (3, burst)	1	9	99-00	6	10/5	\$3400	
Shansei C96	.45 ACP	20%	1d8	20	Box (10)	3	1	8	98-00	5	7/5	\$200	
Sig-Sauer 14mm Pistol	14mm rounds	20%	1d12	25	Box (6)	3	1	9	00	4	11/7	\$1100	
Sig-Sauer P220	9mm Parabellum	20%	1d8+1	20	Box (9)	3	1	8	99-00	4	7/5	\$1000	
S&W Model 10	.38 Special	20%	1d6+1	20	Cylinder (6)	2	1	8	00	2.1	7/5	\$250	
S&W Model 29	.44 Magnum	25%	1d10+1	25	Cylinder (6)	2	1	9	00	3.3	11/7	\$400	
Walther PPK	.32 ACP	10%	1d4+1	10	Box (8)	3	1	5	99-00	1.2	5/5	\$390	
Zhu-Rong v.418	10mm Auto	20%	1d10	20	Box (10)	3	1	8	00	2.8	11/7	\$290	
Zip Gun	one of .22, 9mm, or .45	10%	Varies	10	None (1)	1	1	5	95-00	1.5	5/5	\$275	

Pistol Table Notes:

1: This weapon is *Armor Piercing*. A weapon with the AP modifier will completely ignore armor with a Threat Rating of 1 or 2 (see pg. xx). Threat Rating 3 armor is unaffected by *Armor Piercing*.

2: Darts may be coated with either drugs or poisons, and thus have follow-up effects.

3: If a target is hit by a flamethrower, it is on fire and will take 1d6+2 points per round in additional damage until the fire is extinguished. See the rules for *Fire and Heat* in the BRP Core Rules, pg. 223.

4: Damage is expressed in dice per meters; damage done each meter past the initial radius decreases by 1d6 per meter.

5: The High Standard pistol has an integral silencer.

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Pistols

The smallest of the Small Guns, pistols are generally hand-held, low-damage weapons.



.223 Pistol: This pistol began its days as a .223 rifle and has since been modified. These are rather unique, and are made with love and skill. Single shot only. The magazine holds 5 shots of .223 caliber ammunition.



Bringham Needler Pistol: One of the most interesting pieces of prewar tech, the Needler pistol actually fires small hypodermic needles into the target, which inject a serum that causes a severe reaction in the surrounding skin. Of course, there may very well be slugs that inject all sorts of other nasty things out there. Single shot only. The chamber holds 8 shots of HN Needler ammunition.



Browning Hi-Power: The Belgian-made Browning high-powered pistol became a popular handgun in North America in the early part of the 21st century. Single shot only. The Browning HP fires 9x19 mm parabellum, and the weapon holds 12 rounds plus 1 in the chamber.



Colt M1911A1: The M1911 was a popular military sidearm before the War. Not a unique pistol, but a powerful one. The M1911 is the standard-issue NCR Ranger sidearm, though most eventually replace the weapon with one of their own choosing. The M1911A1 fires .45 ACP, and the weapon holds 7 rounds plus 1 in the chamber.



Colt 6520 10mm Pistol: An auto-loading pistol, each pull of the trigger will automatically reload the firearm until the magazine is empty. One of the simplest and most inexpensive semiautomatics available. Single shot only. The weapon holds 11 rounds plus 1 in the chamber.



Colt Python: Although not as powerful as its big brother, this .357 pistol sports a longer barrel and is therefore more accurate at longer ranges. The .357 pistol is one of the oldest revolvers; Smith and Wesson made the first .357 Magnums in the late 1800s. The name "Magnum" (Latin for "Big") was around for at least 10 years before that. Single shot only. The revolver chamber holds 6 shots of .357 Magnum ammunition.



Dart Gun: The dart gun is a custom made weapon constructed from materials in the wasteland. This item is constructed from a paint gun, a toy car, surgical tubing and a radscorpion poison gland. If an enemy takes damage from this weapon they will also be poisoned with d8 doses of poison Type E.



Desert Eagle Mark XIX: The Israeli-made Desert Eagle pistol became popular near the end of the 20th Century, due largely to its portrayal in movies of the time. Plus, it looks really cool when your character plugs someone with it gangsta' style. Single shot only. The clip holds 8 shots of .44 Magnum ammunition.



Flambé 230 Flamer Pistol: The Flambe 230 is a poorly designed, slightly misconceived weapon. Essentially a cut-down version of the Flambé 450, the designer of this unique piece of equipment failed to take into account that flamers need the propelling power that larger models provide. Single shot only. The Flambe 230 has a small chamber that holds 3 "shots" of flamethrower fuel.



Grenade Pistol: A heavily modified flare gun, the grenade pistol is the only small arms skill weapon that can lob an explosive. Its range isn't all that great, but in the hands of a cyborg, it could certainly blow open a few doors. The chamber holds 1 40mm grenade.



High Standard HDMS: The commercial High Standard HD pistol was modified into the HDMS, a weapon with an integral sound suppressor that was developed for the agents of the Office of Strategic Services (OSS) during WWII. The HDMS fires .22 LR, and the weapon holds 10 rounds plus 1 in the chamber.



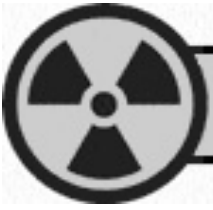
Mauser c.96 "Broomhandle": The Mauser is an oldie but goodie, the favorite handgun of outlaws and gangster bosses. Single shot only. The magazine holds 10 shots of 7.63x25mm Mauser.



Model 83 .454 Casull Revolver: This variation on the .45 Colt packs a lot more punch, but also kicks like a mule. These guns were fairly rare before the War. Single shot only. The weapon holds 6 shots of .454 Casull ammunition.



PPK-12 Gauss Pistol: Praised for its range and stopping power, the PPK-12 Gauss Pistol is of German design. This "Lil' Railgun" uses an electromagnetic field to propel slugs at tremendous speed and power through a target, his armor, and just about everything else. The PPK-12 looks like a normal automatic pistol, except for the unusual electromagnetic fins along the barrel. When fired, the Gauss Pistol leaves an unmistakable spiral trail of ionized particles through the air. Single shot only. The magazine holds 12 shots of 2mm EC.



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Škorpion vz. 61 Machine Pistol: Although relatively ineffectual as a submachine gun, the Škorpion vz. 61 nonetheless enjoys a place among assassins and gangsters who find that its small size and concealability makes up for its lack of power, range, and magazine. Fires single shot or a 3-round burst. The magazine holds 20 shots of .32 ACP ammunition.



Shansei C96 Pistol: The Shansei c.96 (or Type 17) was the standard sidearm of Chinese troops during the Resource Wars. In our timeline, it's a higher-caliber variant of the original German Mauser c.96. The magazine holds 10 rounds of .45 ACP ammunition.



Sig-Sauer 14mm Pistol: The Sig-Sauer 14mm automatic pistol fires the large 14mm slug. These pistols are known for their excellent craftsmanship, although ammo is fairly scarce. Single shot only. **The weapon holds 6 rounds of 14mm, plus an additional round in the chamber.**



Sig-Sauer P220: The 9mm Sig-Sauer P220 was developed by the Swiss in the late 20th Century. It fires the smaller 9mm bullet and does less damage than the average semiautomatic, but it is smaller and lighter, making it a little easier to conceal. **The weapon holds 9 rounds of 9mm Parabellum, plus an additional round in the chamber.**



Smith & Wesson Model 10: The Model 10 is alternatively known as the Military & Police or the Victory Model (during WWII). The Model 10 is very safe to fire and there are many in service throughout the wasteland. It is heavier and larger than the J-frame snub-nose (making it somewhat less comfortable for concealed carry), but it does hold one more round than the J-frame and many find the additional weight appealing for shooting. The Model 10 chambers six shots of .38 Special ammunition.



Smith & Wesson Model 29: Being that this is the most powerful handgun in the world, you've got to ask yourself one question: Do I feel lucky? Well, do 'ya, punk? Single shot only. The revolver cylinder holds 6 shots of .44 Magnum ammunition.



Walther PPK: The weapon of a true spy. The Walther PPK (Polizei Pistolen Kriminal) was originally made for plainclothes and undercover police officers. It since became the favorite weapon of spies. The PPK is most effective with a silencer. Single shot only. **The weapon holds 7 rounds of .32 ACP, plus an additional round in the chamber.**



Zhu-Rong v.418 Pistol: The Zhu-Rong was an experimental pistol being developed by an American company for the Chinese just before the Resource Wars. Only a few of these weapons was made before the company was raided by the government. The weapon holds 9 10mm rounds, plus an additional round in the chamber.



Zip Gun: The zip gun is a single-shot, handmade pistol. Crafted from spare parts, zip guns are rather unreliable and shoot almost any kind of handgun ammunition. They have a very small range, and are prone to jamming and breaking easily. The chamber holds 1 shot of either .22, 9mm, or .45 caliber ammunition, depending on the gun.

