



**REVOLVERS**

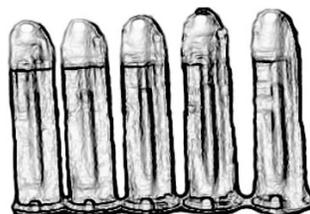
There are two different types of revolvers available in *A.C: AFTER COLLAPSE®*: a) single-action (S) or b) double-action (D). Survivors respect their stopping power when things go wrong.

Revolvers have four major parts: a) frame, b) chamber, c) trigger, and d) barrel. The most commonly encountered minor parts that can be added later include: a) custom grips, b) front sight, and c) rear sight. As a matter of game mechanics, revolver gun barrels are: a) short, b) medium, or c) long. Unless stated otherwise, revolvers are assumed to have medium-length rifled barrels.

<b>REVOLVERS BY TYPE</b>								
<u>Random</u> <u>d8</u>	<u>Size/</u> <u>Caliber</u>	<u>Weight</u>	<u>Value</u>	<u>SPV</u>	<u>REC*</u>	<u>MAG**</u>	<u>ROF</u>	
							<u>(S)</u>	<u>(D)</u>
1	.22 P	2.0 lb/ 0.9 kg	200	20	0	10	1-2	1-4
2	.32 P	2.5 lb/ 1.125 kg	200	20	0	8	1-2	1-4
3	.38 P	2.5 lb/ 1.125 kg	400	20	-1	6	1-2	1-4
4	9 mm	3.0 lb/ 1.35 kg	500	30	-1	6	1-2	1-3
5	.45 P	4.0 lb/ 1.8 kg	500	30	-2	6	1-2	1-3
6	.357 P	4.0 lb/ 1.8 kg	700	40	-2	6	1	1-3
7	.44 P	4.5 lb/ 2.03 kg	700	40	-3	6	1	1-2
8	.50 P	5.0 lb/ 2.25 kg	900	50	-3	5	1	1-2

\*For advanced gameplay, Recoil Penalties (RECs) assigned to a weapon that are not a flaw could be equal to Penetration Modifiers (PENs), simulating muzzle velocity that has the potential to reduce opponent Armor Point Values (APVs) when attacked by handgun fire.

\*\*Revolvers employ rotating cylinder-style magazines. They hold varying amounts of ammo – generally between five and ten rounds) (see: Firearms Accessories, Revolver cylinders).

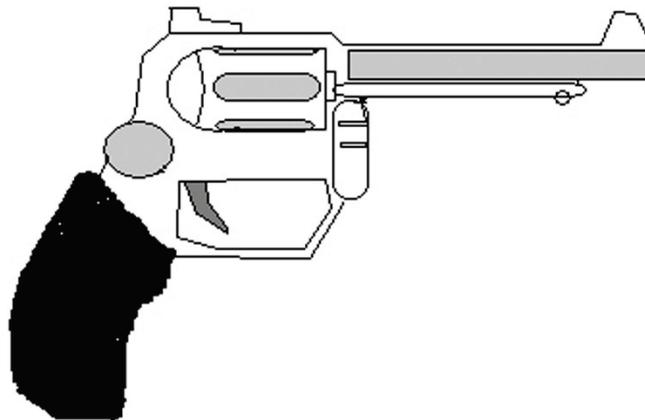




**SMOOTH VS. RIFLED BARRELS**

Revolver gun barrels can be made “smooth,” meaning they have no rifling grooves in them. They would be made faster than rifled versions, but would have Accuracy Penalties (ACCs -#). Rifled handgun barrels negate the range Accuracy Modifiers (ACCs) assigned to smooth gun barrels. They could be made to confer between 1 and 10 points of ACCs (ACC: +1 to +10 “To Hit”). Referees may choose to allow or disallow range ACCs that are specific to individual range bands.

<b>ACCURACY PENALTIES FOR REVOLVERS</b>					
<u>Barrel Length</u>	<u>(Cumulative “To Hit” on 1d20)</u>				
	<u>Point-Blank</u>	<u>Short</u>	<u>Medium</u>	<u>Long</u>	<u>Extreme</u>
Short	--	-1	-2	-3	-4
Medium	--	--	-1	-2	-3
Long	--	--	--	-1	-2



**RECOIL**

Firing a revolver can result in some Recoil Penalties (RECs) when hot, expanding gases leave the weapon, causing it to move uncontrollably in random or uneven directions, throwing off a shooter’s aim. Recoil confers a Penalty to accuracy during combat, when Survivors or NPCs roll 1d20 “To Hit” [i.e., 1d20 - REC ≥ Adjusted Target Profile Number (ATPN) = success].

<b>RECOIL PENALTIES FOR REVOLVERS</b>		
<u>Random d8</u>	<u>Size/Caliber</u>	<u>REC</u>
1	.22 P	0
2	.32 P	0
3	.38 P	-1
4	9 mm	-1
5	.45 P	-2
6	.357 P	-2
7	.44 P	-3
8	.50 P	-3