



A.C.: AFTER COLLAPSE® RIFLE AMMUNITION CHARTS

Rifles are limited to the largest size, or caliber, of cartridge bullet fired from weapons classified as small arms. Most are encountered as single-action (S) types (i.e., bolt-action) or semiautomatic (SA) versions (i.e., internal magazine or clip-fed).

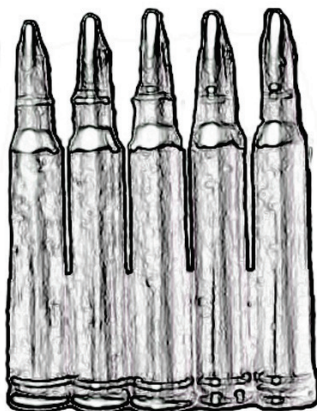
Unless stated otherwise by the referee, ammunition for these weapons is widely available in the post-Collapse world. If referees want to include such details, metal cartridge ammunition is made of four portions. They are: a) brass casing, b) primer, c) propellant, and d) projectile.

Basic Material Attributes (MATs) that can be assigned are: a) Manmade [i.e., Constructed (CON)] or Fabricated (i.e., FAB) and b) Damage potential. Additional MATs or characteristics (if any) of this type of ammunition can include: a) Temperature Limit (TMP), b) Materiel Resistance (MAR), c) Accuracy Modifier (ACC), d) Damage Modifier (DAM), and e) Penetration Modifier (PEN). Unless stated otherwise by the referee, cartridges are always made of brass (TMP: 27).

Unless stated otherwise by the referee, rifles that fire metal cartridge ammunition inflict either Single Factor Damage (S) or Variable Factor damage (V). Variable Factor Damage (V) may be either: a) High Velocity (HV) or b) Low Velocity (LV). This form of cartridge ammo inflicts: a) HPL only, b) VPL only, or c) a combination of HPL and VPL that was pre-determined when those rounds were constructed or fabricated.

Ammunition may be assigned Accuracy Modifiers (ACCs), Damage Modifiers (DAMs), and/or Penetration Modifiers (PENs) to simulate the varieties of high-performance types that might be found. Flawed or inferior ammunition has ACC, DAM, or PEN Penalties that will be hard to spot.

RIFLE AMMUNITION, DAMAGE				
<u>Random d6</u>	<u>Size (mm R)</u>	<u>Rounds per lb/kg</u>	<u>Individual Value</u>	<u>Damage (S) or (V)</u>
1	4.6	40/88	3	2d12
2	5.56	36/79	4	3d12
3	6.8	32/70	4	4d12
4	7.62	26/57	5	4d12
5	8.5	16/35	5	5d12
6	12.69	8/18	7	5d12





RIFLE AMMUNITION, RANGE BANDS						
Random d6	Caliber	Effective Range				
		Point-Blank	Short	Medium	Long	Extreme
1	4.6	0-7 yd/ 0-6.4 m	8-100 yd/ 7.3-91.4 m	101-200 yd/ 92.3-182.8 m	201-400 yd/ 183.8-365.7 m	401-800 yd/ 366.7-731.5 m
2	5.56	0-8 yd/ 0-7.3 m	9-125 yd/ 8.2-114.3 m	126-250 yd/ 115.2-228.6 m	251-500 yd/ 229.5-457.2 m	501-1000 yd/ 458.1-914.4 m
3	6.8	0-8 yd/ 0-7.3 m	9-125 yd/ 8.2-114.3 m	126-250 yd/ 115.2-228.6 m	251-500 yd/ 229.5-457.2 m	501-1000 yd/ 458.1-914.4 m
4	7.62	0-9 yd/ 0-8.2 m	10-150 yd/ 9.1-137.1 m	151-300 yd/ 138.1-274.3 m	301-600 yd/ 275.2-548.6 m	601-1200 yd/ 549.5-1097.3 m
5	8.5	0-9 yd/ 0-8.2 m	10-150 yd/ 9.1-137.1 m	151-300 yd/ 138.1-274.3 m	301-600 yd/ 275.2-548.6 m	601-1200 yd/ 549.5-1097.3 m
6	12.69	0-10 yd/ 0-9.1 m	11-150 yd/ 10.1-137.1m	151-600 yd/ 138.1-548.6 m	601-1200 yd/ 549.5-1097.3 m	1201-2400 yd/ 1098.2-2194.6 m

RIFLE, RANGE BAND MODIFIERS						
Random d8	Caliber	Range Band Damage Multiplier				
		Point-Blank	Short	Medium	Long	Extreme
1	.22 P	x3	x2	--	--	--
2	.32 P	x3	x2	--	--	--
3	.38 P	x3	x2	--	--	--
4	9 mm P	x3	x2	--	--	--
5	.45 P	x3	x2	--	--	--
6	.357 P	x3	x2	--	--	--
7	.44 P	x3	x2	x2	--	--
8	.50 P	x3	x2	x2	--	--

