



## SEMIAUTOMATIC PISTOLS

Semiautomatic (SA) pistols are a separate form of handgun, different from revolvers. Survivors desire and covet magazine capacity and stopping power in high-stress situations.

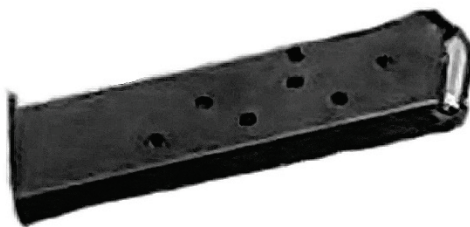
SA pistols are made of four separate major portions: a) frame, b) chamber, c) trigger, and d) barrel. Shooters must reload them with clip-style magazines. Commonly encountered minor parts that could be installed include: a) custom grips, b) front sight, and c) rear sight. Just like revolvers, SA pistol barrels can be: a) short, b) medium, or c) long. Unless stated otherwise, SA pistols are assumed to have medium-length rifled barrels.

<b>SEMIAUTOMATIC PISTOLS 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/ 0.91 kg	100	20	0	20	1-6	1
2	.32 P	2.0 lb/ 0.91 kg	100	20	0	15	1-6	2
3	9 mm	2.5 lb/ 1.125 kg	100	30	-1	9	1-5	3
4	.45 P	3.0 lb/ 1.35 kg	100	30	-2	7	1-5	4
5	.44 P	3.5 lb/ 1.575 kg	100	40	-3	7	1-4	5
6	.50 P	4.0 lb/ 1.8 kg	100	50	-3	6	1-4	6

\*Unless stated otherwise by the referee, convert SPVs to Armor Point Values for military versions of semiautomatic (SA) handguns.

\*\*As a matter of advanced gameplay, Recoil Penalties (REC) for semiauto pistols are an engineering or design limitation common to that firearm, Penetration Modifiers (PEN) are always their own “thing” that does confer REC Penalties. PENs simulate muzzle velocity that has the potential to reduce opponent APs in combat.

\*\*\*Semiautomatic (SA) handguns operate with a removable clip-fed magazine. They hold varying amounts of ammo (usually 7 and 15).

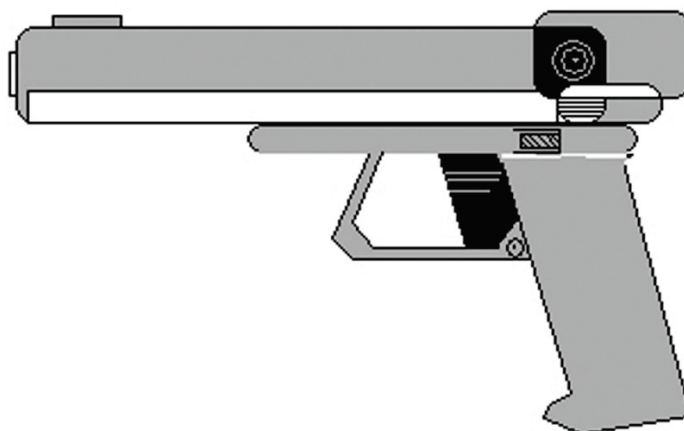




### **SMOOTH VS. RIFLED BARRELS**

Gun designers always have leeway to make smooth barrels for semiautomatic handguns. That decision to forego rifling can reduce costs and time needed to make them, but would result in 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 SEMIAUTOMATIC PISTOLS</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 pistol can, but not does not always, result in some amount of Recoil Penalty (REC) when hot expanding gases leave the weapon through small gaps in each major portion, causing it to “kick” up or sideways uncontrollably in a way that spoils a shooter’s aim.

Firearms that do have Recoil Penalties are not capable of conferring Penetration Bonuses (PENs) to attacks. Cartridge ammunition that does not have Penetration Modifiers (PENs) won’t cause weapon Recoil, either.

<b>RECOIL PENALTIES FOR SEMIAUTOMATIC PISTOLS</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