

Ranged combat weapons - Handguns

Semi auto projectile weapons:

(These weapons are used one handed unless stated otherwise!)

(Tuning can change the range division. All range divisions given in this list apply to iron sight/standard models!)

(Please look up the effects of tunings in the tuning list)

(Prices are not guaranteed!)

.223 Pistol		
Ammunition:	.223 Remington	
Price:	1200 \$	
Damage:	2 D6 +6	
Maximum range:	100 + PE * 2	
Size:	Medium	
Rarity:	rare	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm: -10 to handguns Up to 30 cm: -5 to handguns Up to 55 cm: no adjustment Up to 80 cm +PE * 2: +10 to handguns +20 cm: +5 to handguns
AP Costs:	5 for common shot 6 for aimed shot 2 to reload	
Ammunition feeding:	5 Shot block magazine, the same as used by the Hunting rifle	
Min. strength:	5	
Weight:	6 pounds + 1,5 pound for the magazine	
Special rule:	Ghouls and humans must use this gun two handed, unless they have strength 7 or more. Super mutants may always use it one handed.	
Encounterable versions:	Standard model: rare with mounting rail(s): rare with red dot sight: very rare with Lamp(LED/light bulb): very rare with 2x scope: very rare with grip spike: very rare	
Description:	A former Colt Rangemaster Hunting Rifle that has been tapered to a pistol sized weapon. This redefines “pocket cannon”.	

Sawn off shotgun



Ammunition:	12 Gauge	
Price:	450 \$	
Damage:	1 D10 + 2 D6 + 1 D3 (each barrel)	
Maximum range:	25 + WA *2	
Size:	medium	
Rarity:	quite common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 5 cm + PE * 3: +10 on handguns +5 cm: +5 on handguns +10 cm: no adjustment +10 cm: -5 to handguns +5 cm: -10 to handguns
AP Costs:	4 for one barrel 4 for both barrels at once 5 for one barrel aimed 5 for both barrels at once and aimed 4 to reload (2 AP for each barrel)	
Ammunition feeding:	The shotgun folds open, the shells are ejected by hand and replaced by hand.	
Min. strength:	5	
Weight:	Gun: 4 pounds 0,7 pounds per 2 Shot	
Special rule:	Ghouls and humans must use this gun two handed, unless they have strength 7 or more. Super mutants may always use it one handed.	
Encounterable versions:	Standard model.	
Description:	A Winchester Widowmaker , a double barreled shotgun that was sawn down to a few inches of barrel length and with a shoulder stock that was filed down to a pistol grip. If the ATF still existed, it would not be amused.	

Brahmin-Thumper



Ammunition:	.50 BMG	
Price:	1500 \$	
Damage:	4 D6 + 1 D3	
Maximum range:	120 + PE *2	
Size:	big	
Rarity:	Very rare	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm: + 5 to handguns Up to 60 cm + WA *2: +10 to handguns +15 cm: no adjustment +20 cm: -5 to handguns +25 cm: -10 to handguns
AP Costs:	5 for common Schuss 6 to reload (2 AP per shell)	
Ammunition feeding:	3 Shot revolver drum, that is reloaded using a loading port	
Min. strength:	7	
Weight:	Weapon: 8 Pound 3 Shots: 1,5 Pound	
Special rule:	Ghouls and humans must use this gun two handed, unless they have strength 8 or more. Super mutants may always use it one handed if they have strength 7 or higher.	
Encounterable versions:	With mounting rails: With laser sights: With scope(2x or 4x):	very rare very rare very rare
Description:	Another very rare weapon out of the arsenals of the Army of the Master. A three shot revolver in one of the biggest rifle calibers in existence. You can really push over a full grown Brahmin bull with this – and the three that stand behind it, probably as well.	

Colt 6520 10 mm Pistol



Ammunition:	10 mm S&W	
Price:	450 \$	
Damage:	1D6 + 4	
Maximum range:	60 + PE * 2	
Size:	Small	
Rarity:	Very common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm + PE * 2: +10 to handguns +10 cm: +5 to handguns +10 cm: no adjustment +10 cm: -5 to handguns +10 cm: -10 to handguns
AP Costs:	3 for common shot 4 for aimed shot 2 to reload	
Ammunition feeding:	Exchangeable, double stacked 12 shot magazine	
Min. strength:	3	
Weight:	Gun: 3 Pounds 12 shot magazine: 1 Pound	
Special rule:	None.	
Encounterable versions:	With Mounting Rails: With threaded barrel: With red dot sight: With laser sight: With Lamp(light bulb/LED): With 2x scope:	quite common common rare very rare very rare very rare
Description:	The semi auto Colt 6520 is cheap and durable – pretty much made made for the wasteland. It combines a simple, fool proof design with respectable, if average, stopping power.	

Colt Government 1911 A1



Ammunition:	.45 ACP	
Price:	430 \$	
Damage:	1 D6 +5	
Maximum range:	60 + PE * 2	
Size:	small	
Rarity:	Very common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm + PE * 2: +10 to handguns +10 cm : +5 to handguns +10 cm: no adjustment +10 cm: -5 to handguns +10 cm: -10 to handguns
AP Costs:	3 for common shot 4 for aimed shot 2 to reload	
Ammunition feeding:	7 shot single stacked exchangeable magazine	
Min. strength:	4	
Weight:	Gun: 3 Pounds 7 Shot magazine: 1 Pound	
Special rule:	None	
Encounterable versions:	Standard model: With mounting rails: with red dot sight: with laser sight: with threaded barrel: with silencer:	Very common quite common rare very rare rare very rare
Description:	John Browning's master piece is still much appreciated, even four hundred years after it's introduction – but not at the receiving end.	

FN Five-SeveN



Ammunition:	5,7 mm FN	
Price:	800 \$	
Damage:	1 D6 +6	
Maximum range:	70 + PE * 2	
Size:	small	
Rarity:	common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm + PE * 2: +10 to handguns +15 cm : +5 to handguns +10 cm: no adjustment +10 cm: -5 to handguns +10 cm: -10 to handguns
AP Costs:	4 for common shot 5 for aimed shot 2 to reload	
Ammunition feeding:	20 shot double stacked magazine	
Min. strength:	4	
Weight:	Gun: 3 Pounds 20 Shot magazine: 1 Pound	
Special rule:	None	
Encounterable versions:	Standard model: with mounting rails: with red dot sight: with laser sights: with threaded barrel: with silencer:	rare rare very rare very rare rare very rare
Description:	Fabrique Nationale produced this pistol to offer a new pistol in the same caliber, next to the new flag ship of their submachine gun line: the P90. With it's high range and accuracy the Five-SeveN is a wise choice.	

FN M1910 Browning pocket pistol



Ammunition:	.32 Browning	
Price:	200 \$	
Damage:	1 D6 + 2	
Maximum range:	40 + PE *2	
Size:	Very small	
Rarity:	Rare	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 10 cm + PE * 2: +10 on handguns +10 cm: + 5 on handguns +5 cm: no adjustment +10 cm: on handguns +5 cm: on handguns
AP Costs:	3 for common shot 4 for aimed shot 2 to reload	
Ammunition feeding:	7 single stacked magazine	
Min. strength:	2	
Weight:	Weapon: 1 Pound 7 shot magazine: 0,5 Pound	
Special rule:	None	
Encounterable versions:	Standard model	
Description:	Another example of fine engineering by John Moses Browning, this time in cooperation with the Belgian Fabrique Nationale. A very small pistol with admittedly little stopping power. On the other hand, it fits into every handbag or coat pocket.	

Gunrunner's Saturday Night Special (**leftover recycler**)



Ammunition:	9mm Luger AND 10mm Smith & Wesson AND .45 ACP	
Price:	200 \$	
Damage:	Depends on the ammunition used	
Maximum range:	40 + PE * 2	
Size:	Small	
Rarity:	Quite common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 10 cm + PE *2: +10 on handguns +10 cm: + 5 on handguns +10 cm: No adjustment +5 cm: -5 on handguns +5 cm: - 10 on handguns
AP Costs:	4 for a common shot 5 for an aimed shot 2 AP to reload per shot, 1 AP if the ammunition is carried in a cartridge belt Due to the varying sizes of the ammunition the Gunrunners offer no speed loaders	
Ammunition feeding:	5 shot revolver drum, can swing out	
Min. strength:	4	
Weight:	Gun: 2 pounds 5 shot ca. 0,5 pounds	
Special rule:	None	
Encounterable versions:	Standard model	
Description:	The Saturday Night Special manufactured by the Gunrunner's gun smiths is a special revolver. Seemingly put together without any care and made of roughly milled parts, it truly earned it's nickname of "leftover recycler". Indeed it's purposefully built to take in three different calibers. It's without a doubt an ugly gun, but for people who don't have much choice when it comes to ammunition, a useful one.	

IMI Desert Eagle



Ammunition:	.44 Magnum	
Price:	500 \$	
Damage:	1 D6 + 6	
Maximum range:	80 + PE * 2	
Size:	Medium	
Rarity:	common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm + PE *2: + 10 to handguns +15 cm: +5 to handguns +15 cm: no adjustment +15 cm: -5 to handguns +10 cm: -10 to handguns
AP Costs:	4 for common shot 5 for aimed shot 2 to reload	
Ammunition feeding:	Exchangeable single stacked magazine	
Min. strength:	5	
Weight:	Gun: 5 Pounds 8 Shot magazine: 1 pound	
Special rule:	None.	
Encounterable versions:	Standard model: With mounting rail(s): With red dot sight: With laser sight: With Lamp (light bulb/LED): With scope(2x):	common common very rare very rare rare very rare
Description:	The big and very popular (especially in movies) Israeli-American cooperation: the Desert Eagle. With a bit more range than the Smith and Wesson revolver of the same caliber, this pistol takes nearly the same amount of energy to the target.	

M35 Browning High-Power



Ammunition:	9mm Luger	
Price:	470 \$	
Damage:	1D6 + 3	
Maximum range:	60 + PE * 2	
Size:	Small	
Rarity:	Quite common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm + PE * 2: +10 to handguns +10 cm: +5 to handguns +10 cm: no adjustment +10 cm: -5 to handguns +10 cm: -10 to handguns
AP Costs:	4 for common shot 5 for aimed shot 2 to reload	
Ammunition feeding:	double stacked exchangeable magazine	
Min. strength:	4	
Weight:	3 pounds + 1 pound 15 shot magazine	
Special rule:	None	
Encounterable versions:	Standard model: With mounting rails: With red dot sight: With laser sight: With Lamp (light bulb/LED): With scope (2x):	quite common common rare rare rare rare
Description:	The Belgian M35 is another handgun based on a Browning design. The High-Power in it's name seems a bit confusing, considering the caliber, until one notices the big magazine capacity. Nothing for small hands.	

Mauser C96

Ammunition:	9mm Luger	
Price:	300 \$	
Damage:	1D6 + 3	
Maximum range:	40 + PE * 2	
Size:	Small	
Rarity:	Common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 15 cm + PE * 2: +10 to handguns +10 cm: +5 to handguns +5 cm: no adjustment +5 cm: -5 to handguns +5 cm: -10 to handguns
AP Costs:	3 for common shot 4 for aimed shot 2 to reload	
Ammunition feeding:	Single stacked, fully integrated magazine that is reloaded via a stripper clip	
Min. strength:	4	
Weight:	3 pounds + 1 pound 15 Shot stripper clip	
Special rule:	None.	
Encounterable versions:	Standard model: Common	
Description:	The Mauser C96 is one of the oldest semi automatic pistols around. Correspondingly there are many other 9mm pistols to choose from, that are better and more powerful but the Mauser is still reliable – even though it's looks take some getting used to.	

Gunrunner's Peacemaker



Ammunition:	.44-40 Colt	
Price:	240 \$	
Damage:	1D3 + 7	
Maximum range:	50 + PE * 2	
Size:	medium	
Rarity:	Very common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 10 cm + WA * 2: +10 to handguns +10 cm: + to handguns +10 cm: no adjustment +10 cm: -5 to handguns +10 cm: -10 to handguns
AP Costs:	4 common shot 5 aimed shot 2 AP to reload per shot, 1 AP if the ammunition is carried in a cartridge belt	
Ammunition feeding:	6 Shot Revolver drum that is reloaded via a reloading port	
Min. strength:	5	
Weight:	6 pounds	
Special rule:	none	
Encounterable versions:	Standard model:	very common
	With grip spike:	rare
Description:	From the NCR's gun workshop par excellence, the Gunrunner Gunworks in the Hub straight to you: Samuel Colt's classic of the 19 th century brought into the 23 rd . Simple to produce, even in relatively large numbers, this is a weapon set to conquer the Wastes in the same way it did 4 centuries earlier with the West.	

PPK12 – Gauß-Pistole



Ammunition:	2 mm EC	
Price:	2500 \$	
Damage:	1 D10 + 1 D6 (repeatable)	
Maximum range:	100 + PE * 2	
Size:	small	
Rarity:	Very rare	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm: -10 to handguns Up to 30 cm: -5 to handguns Up to 55 cm: no adjustment Up to 80 cm + PE * 2: +10 to handguns +20 cm: +5 to handguns
AP Costs:	4 common shot 5 aimed shot 2 to reload	
Ammunition feeding:	10 round exchangeable magazine	
Min. strength:	4	
Weight:	Gun: 2 pounds 10 shot magazine: 0,5 pounds	
Special rule:	none	
Encounterable versions:	Standard model: with mounting rails: with red dot sight: with laser sight: with Lamp (light bulb/LED): with scope (2x or 4x):	very rare very rare very rare very rare very rare very rare
Description:	The “Polizeipistole-Kriminal 12” (Police Pistol – criminal investigations 12) of the German company Walther is a so called Gauß-Weapon. In other words, using magnetic rails it accelerates a small, 2mm projectile to relativistic speeds. Usually around 0.1 c.	

Ruger **Redhawk** .454 Casull Revolver



Ammunition:	.454 Special Magnum	
Price:	1000 \$	
Damage:	2D6 + 2D3 (repeatable)	
Maximum range:	90 + PE * 2	
Size:	Medium	
Rarity:	rare	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 30 cm + PE * 2: +10 to handguns +25 cm: +5 to handguns +15 cm: no adjustment +10 cm: -5 to handguns +10 cm: -10 to handguns
AP Costs:	4 common shot 5 aimed shot 2 AP to reload per shot, 1 AP if the ammunition is carried in a cartridge belt	
Ammunition feeding:	6 Shot Revolver drum that is reloaded via a reloading port	
Min. strength:	5	
Weight:	7 pounds + 1 pound for 6 Schuss	
Special rule:	None	
Encounterable versions:	Standard model: rare With mounting rails: rare With red dot sight: very rare With lamp(light bulb/LED): very rare With scope(2x/4x): very rare With grip spike: very rare	
Description:	A revolver for the biggest handgun cartridge that was produced before the Great War. A typical Wild West gun, built, as only the big, good weapon factories of before the War knew how.	

Ruger Standard



Ammunition:	.22 Rimfire	
Price:	220 \$	
Damage:	1 D6 + 1	
Maximum range:	40 + WA * 2	
Size:	Very small	
Rarity:	Quite common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 10 cm + PE*2: +10 to handguns +10 cm: +5 to handguns +10 cm: no adjustment +5 cm: -5 to handguns +5 cm: -10 to handguns
AP Costs:	4 for common shot 5 for aimed shot 2 AP to reload	
Ammunition feeding:	10 shot exchangeable box magazine	
Min. strength:	2	
Weight:	1 pound + 0,2 pounds each magazine (loaded)	
Special rule:	None	
Encounterable versions:	Standard model:	Quite common
Description:	A small sports and plinking pistol in the cheap but rather weak .22 Rimfire caliber. Produced in large masses, the Standard is quite common to find in the Wasteland, even long after production has ceased.	

Smith & Wesson M 29 **.44 Magnum Revolver**



Ammunition:	.44 Magnum	
Price:	700 \$	
Damage:	1D6 + 6	
Maximum range:	80 + PE * 2	
Size:	Medium	
Rarity:	Quite common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm + PE *2: + 10 to handguns +15 cm: +5 to handguns +15 cm: no adjustment +15 cm: -5 to handguns +10 cm: -10 to handguns
AP Costs:	4 for common shot 5 for aimed shot 2 to reload with a speed loader 2 AP to reload per shot, 1 AP if the ammunition is carried in a cartridge belt	
Ammunition feeding:	6 shot revolver drum, can swing out	
Min. strength:	4	
Weight:	Gun: 4 pounds Speed loader: 1 pounds OR 6 shots = 0,6 pounds	
Special rule:	None	
Encounterable versions:	Standard model: With mounting rails: With red dot sights: With laser sights: With lamp (light bulb/LED): With scope (2x/4x):	Quite common Quite common common rare rare common
Description:	The .44 Magnum cartridge was the most powerful handgun cartridge for most of the 20 th century. Combined with the reliability of a Smith & Wesson revolver, this thing is pure evil on short distances.	

Smith & Wesson M 625 .45 ACP Revolver



Ammunition:	.45 ACP	
Price:	370 \$	
Damage:	1D6 + 5	
Maximum range:	80 + PE * 2	
Size:	Medium	
Rarity:	Quite common	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 25 cm + PE *2: + 10 to handguns +15 cm: +5 to handguns +15 cm: no adjustment +15 cm: -5 to handguns +10 cm: -10 to handguns
AP Costs:	4 for common shot 5 for aimed shot 2 AP to reload per 3 shots	
Ammunition feeding:	6 shot revolver drum, can swing out	
Min. strength:	4	
Weight:	Gun: 4 pounds 6 shots = 0,6 pounds	
Special rule:	Since .45 ACP is rimless ammunition, one needs so called halfmoon clips, that each hold three cartridges and more or less replace the rim. One loads therefore always 3 shots at once for 2 AP or the whole drum with 6 shots for 4 AP.	
Encounterable versions:	Standard model: With mounting rails: With red dot sight: With laser sights: With lamp (ligh bulb/LED): With scope (2x/4x):	Quite common quite common common rare rare common
Description:	The Smith & Wesson M625 revolver might shoot slower than Colt's famous 1911 pistol in the same caliber, but is more accurate and takes the same stopping power to the target – and takes the target six feet under.	

Winchester Pistol



Ammunition:	.44-40 Colt	
Price:	1000 \$	
Damage:	1 D6 + 6	
Maximum range:	100 + PE * 2	
Size:	Medium	
Rarity:	Rare	
Range division	CQC: Close range: Middle range: far range: extreme range:	Up to 20 cm: -5 to handguns Up to 45 cm + PE *2: +10 to handguns +20 cm: +5 to handguns +20 cm: no adjustment +20 cm: -10 to handguns
AP Costs:	4 for common shot 5 for aimed shot 2 AP to reload per shot, 1 AP if the ammunition is carried in a cartridge belt	
Ammunition feeding:	6 shot integrated magazine tube, loaded by a loading port on the side of the gun	
Min. strength:	4	
Weight:	Gun: 4 pounds 6 shots = 0,6 pounds	
Special rule:	None	
Encounterable versions:	Standard model: rare With mounting rails: very rare With red dot sight: very rare With laser sights: very rare With lamp (light bulb/LED): very rare With scope (2x/4x): rare	
Description:	A tapered Winchester 73. It's more concealable than the full blown rifle, has nearly the same range – and with all the Bang of a .44-40 cartridge.	