

SMALL (or not-so-small) ARMS DAMAGES

Caliber	Damage
.22 Short	4D6 -1 per die
.22 Long Rifle	4D6
7.62 Tokarev	4D6
.25 ACP	4D6 -1 per die
.22 Winchester Magnum	4D6
.32 ACP	4D6 -1 per die
.32 Smith and Wesson Long	4D6
.32 Harrington & Richardson Magnum	4D6 +1 per die
.380 ACP	4D6
9mm Makarov	4D6
9mm Parabellum	4D6 +1
.38 Special	4D6
.357 Magnum	(4D6 +1) X2
.357 Sig Sauer	(4D6 +1) X2
.40 Smith & Wesson	4D6 X2
10mm	4D6 X2
11mm	4D6 X2
12mm	4D6 X3
.41 Magnum	4D6 X3
.44 Special	4D6 X2
.44 Magnum	4D6 X3
.44 AutoMag	4D6 X3
.45 ACP	(4D6 +1) X2
.45 Long Colt	4D6 X3
.451 Magnum	(4D6 X1) X3
.454 Casull	4D6 X4
.475 Linebaugh	(4D6 +1) X4
.50 Action Express	(4D6 +1) X3
.500 Linebaugh	4D6 X4
5.56 Nato	4D6 X2
7.62 Soviet	4D6 X3
7.62 Nato	4D6 X4
7.62 Russian	4D6 X5
.50 M2 (Ball Machine Gun)	4D6 X6
.577 Krupp	4D6 X6
.75 Hercules	4D6 X7
20mm	4D6 X8
.410	4D6 X3
16g	(4D6 +1) X3
12g	4D6 X4
10g	(4D6 +1) X4
Flechette (.50 Bundle of 1mm lancets)	4D6 X4