

# BODY PISTOL

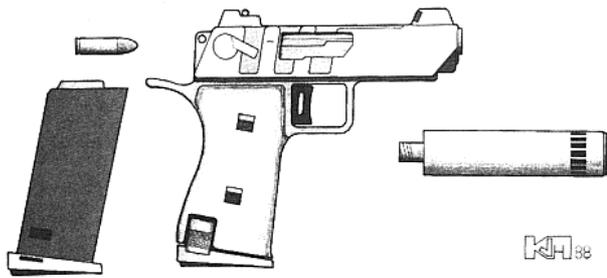
## EQUIPMENT STATISTICS

TL	Type	Length	Vol	Wt	Price
○ 8	Body Pistol (5mm)	0.1 m	0.2 kl	0.2 kg	Cr500
○ 9	Body Pistol (5mm)	0.1 m	0.1 kl	0.2 kg	Cr600

## AMMO STATISTICS

TL	Mag Size	Round	Sig	Recoil	Dgr Spc	Wt	Price
○ 8	6 rnds	bullet	med	med/R	---	0.05kg	Cr20
○ 9	6 rnds	bullet	med	med/R	---	0.04kg	Cr30

med sig=some light generated; easy to spot if fired in darkness  
 med recoil=causes disorientation if fired in a zero-G environment  
 /R=rapid fire possible; empties clip in one round but allows 3 primary tgts



Tech level 8 version illustrated

## CUSTOMISING NOTES:

## AMMO USAGE RECORD (OPTIONAL)

Each square represents 1 round

○ TL8:	<input type="checkbox"/>					
○ TL9:	<input type="checkbox"/>					

## DESCRIPTION

The body pistol is made almost entirely of high-strength polymer resin materials, reinforced with carbon monomer fibres, making the pistol extremely lightweight and difficult to detect.

The body pistol is only about 0.1 m long and is coated with a non-reflective finish. Illustrated is the TL 8 Delgado PC-5, shown with a spare magazine and low-efficiency silencer.

Accessories such as extended magazines, detachable stocks, aiming devices, custom sights and grips, and so on are available, but such additions merely detract from the pistol's concealability while not ignificantly improving performance.

Higher tech levels reduce weight of both pistol and ammunition even further.

## TASK LIBRARY (USAGE)

Round	Aim DM	Max Range	Difficulty and Penetration for the Given Range								Hit Dmg
			C*	S*	M*	L*	VL*	D*	VD*	SR*	
bullet	+1	25m	<1m (1D)	<3m (2D)	<45m (3D)	<300m (4D)	<600m (5D)	<1.5km (6D)	<3km (7D)	<50km (8D)	3D

## TASK LIBRARY (REPAIR)

To repair a damaged body pistol:

[varies], Mechanical, DEX, [varies]

Referee: Difficulty depends on the damage level: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage....	1 min
minor damage.....	5 min
major damage.....	2 hrs
destroyed.....	4 hrs

For field repair, double the time increment, in addition to other standard increases.