

Weapons of The .45 ACP Weapon Mod for Fallout 2



INTRODUCTION

This is an ordinary weapon mod for an extraordinary game. It contains several replacements of original weapons. The goal of this modification was to introduce a few of today's most popular weapon designs into the world of Fallout. Although I was trying to keep things as real as possible, note that Fallout is not a tactical combat simulator but a wonderful role playing game. That is why I had to make few compromises with a balanced gameplay, engine and most of all my limited modding knowledge. Either way I hope you'll enjoy this little piece of my not-so-hard work.

WEAPONS

Here is a list as well as pictures of all weapons introduced in the .45 ACP Weapon Mod for Fallout 2. This section also contains descriptions of items which are shown in the game and also a brief comment on how and why a particular weapon got its way into the mod.

Beretta 92F (replaces 10mm Pistol)



A Beretta 92F 10mm autoloading pistol. Each pull of the trigger will automatically reload the firearm until the magazine is empty. Single shot only, using the powerful 10mm round.
Min ST: 3. Single: AP 5

A Beretta 92F is a US Army service sidearm as well as one of the most popular (if not the most) police pistols. Which makes it pretty common handgun on the US soil. It probably will be replaced by newer designs in next twenty years, but for now, if you ask me, it's an obvious choice for a 10mm pistol replacement.

Glock 20 (replaces Pipegun)

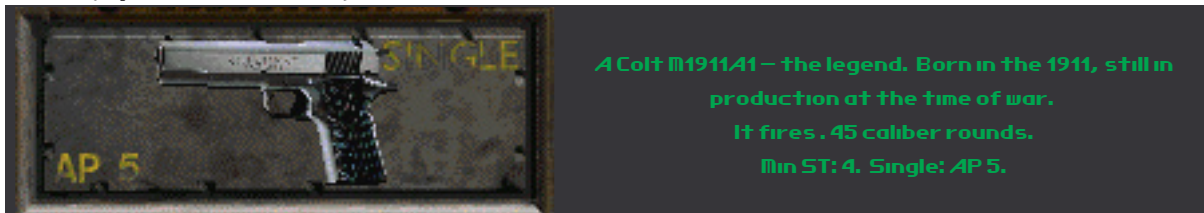


A 10mm Glock 20 semi-automatic pistol. This weapon popularized a polymer frame in a handgun design, but killed all the esthetics in it.
Min ST: 3. Single: AP 5.

Although Glock wasn't the very first pistol design with a polymer frame, it was the first successful one. In following years other major weapon manufactures introduced their polymer frame designs, but none of them repeated the success of Glock. That is why I felt that this weapon was a must in my mod. Obviously, replacing a single shot pipe gun with a ten-shot handgun might be considered a bit of a jump start in your Fallout 2 adventure. However, a primary pistol spot was already taken by the Beretta.

9mm S&W (replaces 9mm Mauser)

I don't know why, but I really didn't like the original Mauser pistol so I replaced it with this S&W gun. It probably would be more easy to find in a post-nuclear USA than the WWII Mauser pistol, but still, there isn't much of a story behind this particular replacement.

M1911 (replaces 14mm Pistol)

This weapon served under Uncle Sam for over seventy years and it's probably as American as a gun can be. There is no way I could not include it in my mod. Moreover, it replaces the hideous 14mm pistol. I also converted 14mm ammo to .45 caliber type rounds so things fit together.

H&K MP5 (replaces 10mm SMG)

Another obvious choice. An H&K MP5 has been a benchmark of an SMG design for over thirty years now and will probably still be there when PDWs and sub-carabines will eventually take its place. However there was another candidate for this spot in the mod – an MP5k which is basically the same design, only bit smaller. An MP5k shape also better fits the game smg animation, but eventually I figured that a basic MP5 is more recognizable.

FN P90c (replaces HK P90c)

This is purely a cosmetic change. I replaced the picture and a weapon description but I didn't touch the stats. I know the P90c supposed to be a 9mm but I just got used to it firing a 10mm round. Either way, in real world this is an exceptional weapon, and not because of its design, but its ammo. Although a P90 is still technically an SMG, a 5.7mm caliber round, it uses, has more in common with high-velocity cartridges such as 5.56mm, than with regular, larger caliber pistol ammo. Regarding the world of Fallout I could have adopted the P90 to 5mm or .223 caliber rounds. However it would become either an overkill (with .223 ammo) or a useless piece of junk (with 5mm ammo).

H&K UMP45 SMG (replaces Grease Gun)



H&K UMP45 SMG is a very successful design from the very end of the 20th century. Before the war it was very popular among many law enforcement agencies. It fires powerful .45 caliber rounds. Min ST: 4. Single: AP 5. Burst: AP 6.

I could hardly bear the presence of a Tommy Gun, but having a grease gun in the post nuclear world of the 23rd century was just too much. So here it is - an H&K UMP45 submachinegun. It fires .45 caliber rounds so no harm done to a gameplay. Today it is used by the force, after the war it would become a standard issue New Reno thug firearm.

M8 Compact (replaces HK G11e)



This 4.7mm version of an M8 Compact was a standard issue personal defence weapon of the second line units at the time of war. Min ST: 4. Single: AP 5. Burst: AP 6.

A real world counterpart of this weapon is called an XM8 compact carbine and is part of an XM8 weapon system which is to replace AR15/M16 type rifles for the US Army. I guess is more likely for Enclave troops to have a derivative of an XM8 than a G11e rifle. Furthermore what's the point of having two almost the same guns in the game? A little diversity is always welcome.

M4A1 (replaces Assault Rifle)



An M4A1 5mm Assault Rifle. An old military model, out of use around the time of the war. Can fire single-shot or burst, using the high velocity 5mm rounds. Min ST: 5. Single: AP 5. Burst: AP 6.

An M4A1 5mm Assault Rifle. An old military model, out of use around the time of the war, and that pretty much sums it all up. There was obviously a question whether to use an M4 or an M16 in the mod. I must say that initially I wanted to go for an M16 but I just could find an interesting picture of it and there were already tons of cool M4 pics.

M4A1 with Beta-C Mag (replaces Assault Rifle (Exp. Mag.))



This M4 Rifle has an extended, military sized, ammunition clip. The expanded magazine capacity makes it more fun than ever to Spray-and-Pray. Min ST: 5. Single: AP 5. Burst: AP 6.

Note that it is not an M4 in the picture. This is an AR15 type carbine with a Beta-C Dual-drum High Capacity Magazine, Believe me, I couldn't find a decent M4 pic with this thing attached that would suit my needs, so this one must do.

FN F2000 (replaces XL70E3)

The F2000 design is based on the use of several interchangeable modules to create an integrated system that will accomplish diverse missions. Its bullpup design makes it very compact for a rifle with a full-length barrel.
 Min ST: 5. Single: AP 5. Burst: AP 6.

If you ask me, an FN F2000 is one of the coolest looking weapons in production today. It also looks much more futuristic than this XL thing (which was probably inspired by mid 20th century British bullpup designs) it replaces. Once again I didn't touch the stats of the weapon apart from giving it a 30-round clip. The text of the description comes from an FNH USA webpage.

M41-A Pulse Rifle (replaces Red Ryder BB Gun LE)

This is an M41-A Pulse Rifle.
 10mm with an over-and-under.
 30mm pump-action grenade launcher.
 A personal friend of an US Colonial Marine.
 Min ST: 5. Single: AP 5. Burst: AP 6.

Not being modest I must say I created my new favorite weapon in Fallout 2. I usually get my first one from private Dobbs in Sierra, and since then it's my primary weapon until I get my hands on a Bozar (well, not any more because there is no Bozar now). However it's not its "uberness" that makes the M41 my favorite. It's the feel it gives you. For example exploring The Great Wanamingo Mine with this thing is a pure poetry. So if you miss that ridiculous BB gun, well, sorry.

AK47 (replaces Red Ryder BB Gun)

A true classic. An AK47 Assault Rifle. Known from its excellent reliability and body count second only to an a-bomb. It fires 7.62mm rounds
 Min ST: 5. Single: AP 5. Burst: AP 6.

Note that to fit the weapon into an inventory frame I had to shorten the length of the magazine so it may look a bit odd. Otherwise, this is a classic. No other comments needed. Oh, by the way, another stupid BB gun taken out.

M14 (replaces FN FAL)

Heavy and clumsy but accurate and deadly.
 A good ol' M14 rifle.
 Min ST: 5. Single: AP 5. Burst: AP 6.

Another classic, but this time straight from the Springfield Armory. I think it fits the general retro theme of Fallouts bit better than an FN FAL (which of course stays in the game, don't worry).

M14 SOPMOD (replaces FN FAL with night vision)

A modified M14 rifle with a red dot sight and a flashlight. Excellent for night combat.
Min ST: 5. Single: AP 5. Burst: AP 6.

This is interesting. An M14 having its second youth. A World War II rifle derivative guts packed in modular frame with lots of hi-tech thingies attached. Initially I just wanted to include a regular M14 with a night scope, but in following years (yes this little mod development took some time) those funky M14s started showing up, so one of them, namely a Troy Industries M14 SOPMOD, showed up in my mod.

FN FAL (replaces FN FAL HPFA)

An AK47 of the free world. A heavy but reliable assault weapon.
Min ST: 5. Single: AP 5. Burst: AP 6.

As promised an FN FAL stays, however, on my terms. It is no longer the most widely used weapon in the world because an AK47 is, and it has a better picture now. Oh, and what the heck is HPFA anyway?

M16 SPR (replaces Sniper Rifle)

An AR-15 based sniper rifle. Excellent long range projectile weapon. It uses common .223 caliber.
Min ST: 5. Single: AP 6.

What you can see in the picture is an M16 Special Purpose Rifle, well its airsoft replica to be exact. I increased magazine capacity up to 10 rounds, and that's about it. And hey, it's already in .223.

Remington 870 Shotgun (replaces shotgun)

A classic Remington 870 pump action 12-gauge shotgun. Police model.
Min ST: 4. Single: AP 6.

This is what I felt Fallout was missing – a classic pump action shotgun. I knew it had to be either Remington, Ithaca, Mossberg or Winchester – the only criterion was a good picture that would fit in. A Remington 870 did the trick with what you see above. Note that I added an additional AP needed to fire to simulate a pump action.

Joint Service Shotgun *(replaces Combat Shotgun)*



A Benelli M1014 12-gauge combat shotgun.
In excellent condition.
Min ST: 5. Single: AP 5. Burst: AP 6

A Benelli M1014 semi-automatic shotgun is a new service shotgun for all branches of US military. It is to replace most regular pump-action designs being currently in use. Note that for the sake of gameplay, as many opponents you would encounter have this weapon, I left a burst mode intact, although in real world it doesn't have and probably won't ever have an auto-fire feature.

M240 (replaces M60)



The M240G is a 7.62mm belt fed medium machinegun.
Before the era of personal miniguns and power armors, this was the idea of a platoon level support weapon.
Min ST: 7. Burst: AP6.

Just like in real life, an M240 General Purpose Machinegun (in other countries known as FN MAG) replaces a legendary M60 General Purpose Machinegun.

M249 SPW *(replaces Light Support Weapon)*



An M249 Special Purpose Weapon. A great support weapon that introduce advantages of a compact size and a hell of a punch.
Min ST: 6. Burst: AP6.

I am pretty much sure that the original LSW was inspired by a British L86A1 Light Support Weapon as both looked very much alike. However, I decided to replace it with this compact version of famous M249 Automatic Rifle (also known as FN Minimi).

M56 Smart Gun *(replaces Bozar)*



The M56 uses 10mm ammunition, stored in 300 round ammunition drums. Its maximum rate of fire is 1,200 round/min. It is constructed from molded carbon fibres. The M56 uses a gyro-stabilized articulation arm connected to a helmet-mounted sight.
Min ST: 6. Burst: AP6.

This might seem bit controversial but the ridiculous Bozar is finally kicked out from Fallout 2. Despite it being the uber weapon of the game I've never liked this bizarre thing. It looked much like a Barrett an American .50 cal anti-material rifle, even from reading a description you got the feeling it was a sort of a sniper rifle. However, as we all know, it was not. Now we have a proper futuristic support weapon that was extensively tested against xenomorphs on the LV426 as well as against all living creatures in the Fallout wastelands.

The text of the description comes from Brimmicombe-Wood, Lee and Dave Hughes. *Aliens: Colonial Marines Technical Manual*. New York: Perennial Currents, 1996.