**TO A BLOODY PULP**

**A SAVAGE WORLDS CAMPAIGN**

**GOTHAM CITY, 1934**

**GUN CATALOGUE**

**DRAFT #2**

**By David Nelson**

**TO A BLOODY PULP**

**THE BIG BOOK OF PULP ERA GUNS**

**Caliber:** type of bullet (no game effect)

**Range:** short/medium/long expressed in inches on the tabletop

**Damage:** damage points scored; **AP:** armor piercing effect

**ROF:** number of shots that can be taken (-2 to hit if you take more than 1)

**Auto-Select:** this fully automatic weapon can be set to fire single shots as well.

**Semi-Auto**: semi-automatic that can make the double-tap action

**Revolver:** cannot make a double-tap

**Bolt-Action**: cannot make a double tap

**Lever-Action:** cannot make a double tap

**Pump Action:** cannot make a double tap

**Double-Barreled:** may make a double-tap but automatically must reload next round

**Hi-Recoil:** it requires a full turn to fire the weapon (no movement)

**Encumbrance:** the encumbrance level of the weapon, including 50 bullets (or 100 for an automatic weapon)

**Vehicle Mount:** must be mounted on a vehicle or emplacement or carried and assembled by a crew of 3 (or 2 really strong guys)

**HW:** counts as a Heavy Weapon, for attacking armored vehicles etc.

**Snapfire Penalty**: shooter suffers -2 to hit if he moves the same turn as firing

**Min Str:** the minimum strength score needed to fire the weapon

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| **Thompson Submachinegun (US)**  **Caliber**: .45 ACP **Range**: 12/24/48  **Damage:** 2d6+1 **AP**1  **ROF**: 3 Auto-Select  **Encumbrance** 18 | **Browning Automatic Rifle (B.A.R) (US)**  **Caliber**: .30 **Range**: 24/48/96  **Damage:** 2d8 **AP**2  **ROF**: 2 Auto-Select  **Encumbrance** 25 **Min Str** 1d8 |
| **Colt 1911 (US)**  **Caliber**: .45 ACP **Range**: 12/24/48  **Damage:** 2d6+1 **AP**1  **ROF**: 1 Semi-Auto  **Encumbrance** 8 | **M1919 Machinegun (US)**  **Caliber**: .30 **Range**: 24/48/96  **Damage:** 2d8 **AP**2  **ROF**: 3 Hi-recoil  **Encumbrance** 40 |

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| **M2 .50 Machinegun (US)**  **Caliber**: .50 **Range**: 50/100/200  **Damage:** 2d10 **AP**4  **ROF**: 3 Vehicle Mount, HW  **Encumbrance** 90 | **Colt New Service Revolver (US)**  **Caliber**: .45 **Range**: 12/24/48  **Damage:** 2d6+1 **AP**1  **ROF**: 1 Revolver  **Encumbrance** 7 |
| **Colt Police Positive Revolver(US)**  **Caliber**: .32 **Range**: 10/20/40  **Damage:** 2d6 **AP**0  **ROF**: 1 Revolver  **Encumbrance** 3 | **Smith and Wesson Police(US)**  **Caliber**: .38 special **Range**: 12/24/48  **Damage:** 2d6 **AP**1  **ROF**: 1 Revolver  **Encumbrance** 5 |
| **FN Vest Pocket (US)**  **Caliber**: .25 **Range**: 6/12/24  **Damage:** 1d6+1 **AP**0  **ROF**: 1 Semi-Auto  **Encumbrance** 2 | **M1 Garand (US) prototypes only**  **Caliber**: .30 **Range**: 24/48/96  **Damage:** 2d8 **AP**2  **ROF**: 1 Semi-Auto  **Encumbrance** 15 **Min Str** 1d6 |
| **Springfield Rifle (US)**  **Caliber**: .30 **Range**: 24/48/96  **Damage:** 2d8 **AP**2  **ROF**: 1 Bolt-Action  **Encumbrance** 18 **Min Str** 1d6 | **Colt Peacemaker (US)**  **Caliber**: .45 **Range**: 12/24/48  **Damage:** 2d6+1 **AP**0  **ROF**: 1 Revolver  **Encumbrance** 8 |

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| **Remington M30 Hunting Rifle (US)**  **Caliber**: .32 Rem **Range**: 24/48/96  **Damage:** 2d6+1 **AP**1  **ROF**: 1 Bolt-Action  **Encumbrance** 14 **Min Str** 1d6 | **Remington M8 Hunting Rifle (US)**  **Caliber**: .25 Rem **Range**: 24/48/96  **Damage:** 2d6 **AP**0  **ROF**: 1 Semi-Automatic  **Encumbrance** 12 **Min Str** 1d6 |
| **Winchester M1892 Rifle (US)**  **Caliber**: .32-20 **Range**: 24/48/96  **Damage:** 2d6 **AP**1  **ROF**: 1 Lever-Action  **Encumbrance** 13 **Min Str** 1d6 | **Winchester M1894 Carbine(US)**  **Caliber**: .32-40 **Range**: 20/40/80  **Damage:** 2d6 **AP**0  **ROF**: 1 Lever-Action  **Encumbrance** 11 **Min Str** 1d6 |

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| **Remington M11 Police Shotgun (US)**  **Caliber**: 12-gage **Range**: 12/24/48  **Damage:** 1d/2d/3d **AP**0  **ROF**: 1 Semi-Automatic  **Encumbrance** 13 | **Remington M31 Shotgun (US)**  **Caliber**: 12-gage **Range**: 12/24/48  **Damage:** 1d/2d/3d **AP**0  **ROF**: 1 Pump-Action  **Encumbrance** 13 |
| **Remington M32 Shotgun (US)**  **Caliber**: 12-gage **Range**: 12/24/48  **Damage:** 1d/2d/3d **AP**0  **ROF**: 1 Double-Barreled  **Encumbrance** 11 | **Sawed-Off Shotgun (US)**  **Caliber**: 12-gage **Range**: 5/10/20  **Damage:** 1d/2d/3d **AP**0  **ROF**: 1 Double-Barreled  **Encumbrance** 6 |

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| **Lee Enfield #4 Rifle (UK)**  **Caliber**: .303 **Range**: 24/48/96  **Damage:** 2d8 **AP**1  **ROF**: 1 Bolt-Action  **Encumbrance** 17 **Min Str** 1d6 | **Webley Revolver (UK)**  **Caliber**: .455 **Range**: 12/24/48  **Damage:** 2d6+1 **AP**2  **ROF**: 1 Revolver  **Encumbrance** 8 |
| **Vickers Machinegun (UK)**  **Caliber**: .303 **Range**: 24/48/96  **Damage:** 3d6 **AP**2  **ROF**: 3 Hi-recoil  **Encumbrance** 43 | **Nitro Express Elephant Rifle (UK)**  **Caliber**: .577 nitro **Range**: 30/60/120  **Damage:** 2d10 **AP**2  **ROF**: 1 Double Barreled  **Encumbrance** 20 Snapfire Penalty  **Min Str** 1d8 |

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| **Lugar P08 (German)**  **Caliber**: 9mm **Range**: 12/24/48  **Damage:** 2d6 **AP**1  **ROF**: 1 Semi-Auto  **Encumbrance** 7 | **KAR 98k Rifle (German)**  **Caliber**: 7.92mm **Range**: 24/48/96  **Damage:** 2d8 **AP**2  **ROF**: 1 Bolt-Action  **Encumbrance** 16 **Min Str** 1d6 |
| **Steyr-Slothurn SMG (German)**  **Caliber**: 9mm **Range**: 12/24/48  **Damage:** 2d6 **AP**1  **ROF**: 3 Auto-Select  **Encumbrance** 16 | **MG34 Machinegun (German)**  **Caliber**: 7.92mm **Range**: 24/48/96  **Damage:** 3d6 **AP**2  **ROF**: 3 Hi-recoil  **Encumbrance** 38 **Min Str** 1d8 |

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| **Nambu Pistol (Japanese)**  **Caliber**: 8mm **Range**: 10/20/40  **Damage:** 2d6 **AP**0  **ROF**: 1 Semi-automatic  **Encumbrance** 3 | **Arisaka Rifle (Japanese)**  **Caliber**: 6.5mm **Range**: 24/48/96  **Damage:** 2d6+1 **AP**1  **ROF**: 1 Bolt-Action  **Encumbrance** 14 **Min Str** 1d6 |
| **Moisin-Nagant Rifle (Russian)**  **Caliber**: 7.65mm **Range**: 24/48/96  **Damage:** 2d8 **AP**2  **ROF**: 1 Bolt-Action  **Encumbrance** 18 **Min Str** 1d6 | **Tokarev Pistol (Russian)**  **Caliber**: 7.62mm **Range**: 12/24/48  **Damage:** 2d6 **AP**1  **ROF**: 1 Semi-Auto  **Encumbrance** 7 |