

GURPS

Fourth Edition

HIGH-TECH™

PULP GUNS, VOLUME 2



Written by **HANS-CHRISTIAN VORTISCH**

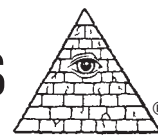
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An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

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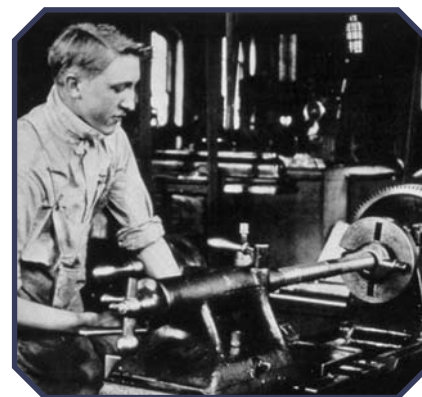
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Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

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INTRODUCTION

As explained in *High-Tech: Pulp Guns, Volume 1*, the “pulp era” is used here as a term for the period between WWI and WWII, the Roaring Twenties and Thrilling Thirties. This was the age of fiction about larger-than-life detectives, investigators, gangsters, vigilantes, and explorers. “Pulp guns” are the firearms that were available and used at the time, both historically and in literature and movies.

High-Tech: Pulp Guns, Volume 1 is a catalog primarily covering small arms in civilian use. The handguns, shotguns and submachine guns described there were available to and used by citizens, police, and gangsters. *High-Tech: Pulp Guns, Volume 2* has a more military bent, detailing infantry rifles, machine guns, cannon, grenades, and even flamethrowers! However, not only were many of those weapons also available commercially, the book likewise covers many hunting and gallery rifles, flare pistols, and similar civilian arms.

So the contents of this book are ideal for outfitting detectives, police officers, and gangsters; for adventurers, explorers, and big-game hunters; for evil fiends and brutal henchmen; for soldiers and revolutionaries; but also for ordinary people. This book is especially suited as a companion to *GURPS Cliffhangers*, but is also appropriate for *GURPS Cops*, *GURPS Covert Ops*, *GURPS Espionage*, *GURPS Horror*, *GURPS Lands Out of Time*, *GURPS Mysteries*, or *GURPS Supers* campaigns set in that timeframe. Furthermore, it can be used for military adventures, particularly in combination with *GURPS WWII* and all of its supplements.

GURPS HIGH-TECH AND THIS BOOK

Some of the firearms in this book already appear in *GURPS High-Tech*, but their details are repeated here for completeness, with much additional period information. All the others are new to *GURPS Fourth Edition*, but are presented so as to be compatible with the rules published in *High-Tech*.

PUBLICATION HISTORY

Several entries herein are based on descriptions from *GURPS High-Tech, Fourth Edition* (2007), written by Shawn Fisher and Hans-Christian Vortisch, as well as earlier editions written by Michael Hurst. A few more were developed from material in the *Pyramid* articles “Secret Weapons” (2001), “The Long Arm of the Law” (2001), and “Frank Hamer, Texas Ranger” (2005), also by Hans-Christian Vortisch.



ABOUT THE AUTHOR

Hans-Christian “Grey Tiger” Vortisch, M.A., began writing for *GURPS* as a freelancer in 2001. He was author or co-author of *GURPS Covert Ops*, *GURPS High-Tech, Fourth Edition*, *GURPS Modern Firepower*, *GURPS Special Ops, Third Edition*, *GURPS WWII: Motor Pool*, and several e23 publications on martial topics. He wrote additional material for numerous other *GURPS* books; authored,

translated, edited, or contributed to several German *Call of Cthulhu* products; and published many articles in American, British, and German gaming magazines. Hans has been an avid gamer since 1983. His non-gaming interests include science fiction, history, cinema, and punk rock. He lives in Swingin’ Berlin.

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Winchester Model 03, .22 Winchester Auto (USA, 1903-1932)

A popular semiautomatic sporting gun in North America, with over 126,000 made, but only useful for small game. The Model 03 had a tubular magazine in the buttstock. A 0.5-lb. Maxim baffle sound suppressor (-2 to Hearing, -1 Bulk, \$200) was offered commercially in 1909-1925. The Winchester *Model 63* (1933-1958) was the same weapon in .22 LR; same stats. Some 175,000 were made.

H&H Royal Double-Express, .600 Nitro Express (U.K., 1903-1974)

This Holland and Holland piece was the world's most powerful hunting rifle during the pulp era. The only weapons chambered for the .600 Nitro Express were break-open, double-barreled rifles in the English style . . . and the Royal Double-Express was normally only sold at the gun makers in London and in the most exclusive sporting goods stores of the world's major cities. Custom-made on demand, with the usual wait for delivery being a year or more, it was *very* expensive. In Africa, used guns were sometimes available at bargain prices – frequently because the last owner had made one mistake too many with an elephant or rhino.

Dilettante Teddy Roosevelt (*GURPS Who's Who 2*, pp. 96-97) preferred a Royal double in .500/450 Magnum Nitro Express (1898-1940); Dmg 8d pi+, Range 600/3,600, Wt. 14.2/0.24, ST 12†, Bulk -6, Rcl 5. However, in the early 1900s, the British authorities outlawed all .450-caliber weapons and ammunition in India and the Sudan (making them LC2), even though the .500/450 cartridge could not be used in the .450 Martini-Henry rifles (*High-Tech*, pp. 109-110) popular with rebels and bandits. Therefore, from 1907, a more popular caliber was .470 Nitro Express: Dmg 8d+2 pi+, Range 640/4,000, Wt. 14.2/0.24, ST 12†, Bulk -6, Rcl 5.

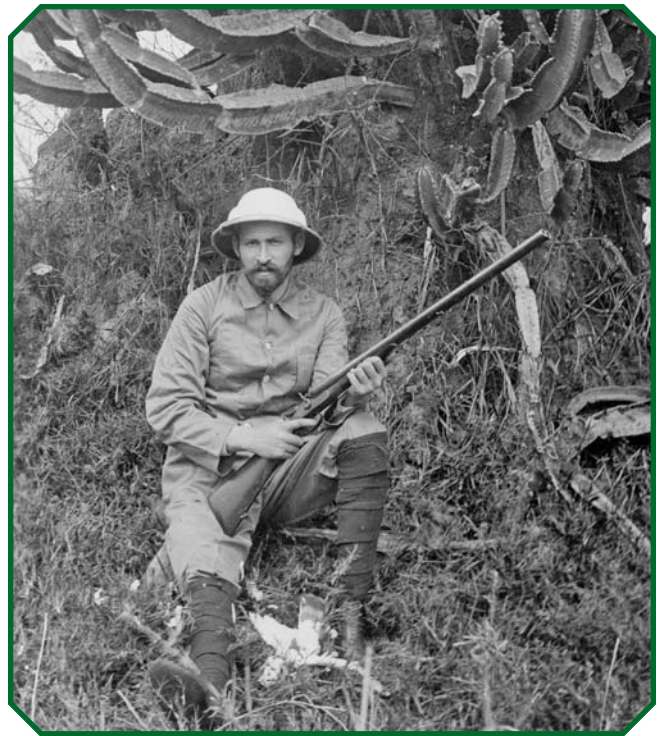
All these rifles were of the finest quality and lavishly decorated, usually gaining +4 to reactions (see p. 4). Even the cheapest version, the so-called *No.2 Dominion* pattern (Cost \$11,000), still merits a +3 bonus. The (original!) owner of a custom-made H&H rifle should consider buying a Weapon Bond (*High-Tech*, p. 250). In addition, they easily disassembled into two halves for storage in a rifle case – or under a coat (Holdout -4).

I do not believe there exists a better weapon [than the Royal Double-Express] for heavy game.

– Theodore Roosevelt,
African Game Trails
(1910)

Winchester Model 95, .405 Winchester (USA, 1904-1931)

The Model 95 – originally called the *Model 1895* – was the only Winchester lever-action obtainable for powerful modern rifle cartridges. Designed by John Browning, it had an exceptionally strong action and an integral box magazine. As a



hunting weapon, the most famous chambering available was the .405 Winchester – but this was also the scarcest. Teddy Roosevelt (*GURPS Who's Who 2*, pp. 96-97) owned three of these and used them on his hunting trips, including in Africa in 1909, where he bagged lions and even Cape buffaloes with them. He called this his “big medicine gun.” The adventuring cinematographers Martin and Osa Johnson also swore by it. In Harry Hoyt's *The Lost World*, reporter Edward Malone takes potshots at an Allosaurus with a Model 95.

A total of 130,000 commercial Model 95s were made; available chamberings in addition to the rare .405 Winchester included .30-06 Springfield (Dmg 7d+1 pi), .303 British (Dmg 6d+2 pi), .38-72 Winchester (Dam 4d+2 pi), and .40-72 Winchester (Dam 4d+2 pi+). Three in four actually chambered the .30-40 Krag (Dmg 6d+1 pi). Many individual Arizona and Texas Rangers used the rifle, and the Principality of Monaco (*GURPS Cliffhangers*, p. 48) adopted it in .30-06 for its guards as the *Mle 1920*.

For \$100 and 0.25 lb. more, the Model 95 could be bought as a take-down rifle, which broke into two halves (Holdout -3). A 0.75-lb. Maxim baffle sound suppressor (-2 to Hearing, plus another -1 for having a manual action, -1 Bulk, \$500) was offered in 1921-1925.

Somewhat surprisingly, the most numerous variant was the *Vintovka Vinchesterya obr. 1915g* (1915-1916). This was a long-barreled military model for the Russian army in 7.62×54mmR Mosin-Nagant; Dmg 6d pi, Range 800/3,500, Wt. 9.3/0.3, Bulk -5, Cost \$700. It could be loaded with standard 5-round charger clips and accepted a 1.1-lb. sword bayonet (Reach 1, 2*). Almost 300,000 were delivered to Russia during WWI and heavily used during the Russian Civil War; during the 1920s, these were mostly removed from active service, but still appeared in Russian (and Finnish) hands during the Winter War (*GURPS WWII: Frozen Hell*, p. 33). Thousands were supplied as surplus to the Republican faction in the Spanish Civil War.

Steyr-Schwarzlose M.07/12, 8×50mmR Mannlicher (Austria, 1912-1918)

Designed by Andreas Schwarzlose, this medium machine gun was invented in 1905 and introduced in its original form by the Austro-Hungarian army in 1907 to replace the Maxim M.89/04 (a variant of the *Maxim Mk I – High-Tech*, p. 129) and Skoda M.93. The improved *Maschinengewehr Modell 07/12* was heavily used in the Great War. More than 43,000 were made. After WWI, many surrendered weapons were distributed among the Eastern and Southern European allies, including to Greece (*M1907/12*) and Italy (*Mod 07/12* – see **GURPS WWII: Grim Legions**, p. 27), and used unmodified by these even in WWII. The Jewish *Haganah* acquired some in 1921, which were used in their fight for independence in Palestine.

The M.07/12 fed from a 250-round non-disintegrating cloth belt (18.2 lbs., or 22.6 lbs. in box). Its water jacket held 6.3 pints. The gun was mounted on a 41-lb. tripod (\$2,850). Some were fitted with an 88-lb. gun shield (DR 20). It had a powerful recoil spring; great care had to be used in disassembly or the spring could actually injure the disassembler. Any failed Gunner (MG) or Armoury (Small Arms) roll in this connection causes 1d cr damage to the armourer.

The Schwarzlose was also either made or re-chambered for other calibers, including 6.5×53mmR Mannlicher (Dmg 6d pi) for the Netherlands (*M.08/15 No.1*) and Romania (*md. 1907/12* – see **GURPS WWII: Michael's Army**, pp. 24-25); 6.5×55mm Mauser (Dmg 6d pi) for Sweden (*m/14*); 7.92×57mm Mauser (Dmg 7d+1 pi) for Czechoslovakia (*vz. 07/12/27*), Poland (*wz. 07/24*), Romania (*md. 1907/12*), and Yugoslavia (*M7/12/28*); 7.92×57mmR Mauser (Dmg 7d+1 pi) for the Netherlands (*M.08/15 No.2*); and 8×56mmR Mannlicher for Austria (still called the M.07/12), Bulgaria (*M1912*), and Hungary (*07/31M*). Schwarzlose guns were installed in armored fighting vehicles such as Austrian and Bulgarian FIAT-Ansaldo CV33 tankettes (**GURPS WWII: Grim Legions**, p. 31) and Czechoslovakian Skoda OA vz. 27 armored cars.

Vickers Mk I, .303 British (U.K., 1912-1945)

The Vickers Mk I was a lighter, more reliable version of the Maxim Mk I (**High-Tech**, p. 129), developed for the British Army. It saw extensive service in both World Wars and in many minor conflicts in between. The Vickers was also made in Australia, India, and the U.S., and was widely supplied to British colonies and allies, for example to Canada, China, Egypt (*Mark ET*), Hong Kong, Iraq (*Mark IK*), Italy (*Mod 12*), the Netherlands (*M.18 No.1*), New Zealand, Portugal (*M/917*), the Shanghai International Settlement, and South Africa.

The Vickers used 250-round non-disintegrating belts (16 lbs., or 22 lbs. in wooden box). AP ammunition was used against tanks (Dmg 5d-1(2) pi-). Its water jacket held 9 pints. The gun mounted on a 51-lb. tripod (\$2,700). Many were installed on combat vehicles, such as the Vickers-Clyno motorcycle with sidecar, the Rolls-Royce Pattern 20 (**GURPS WWII: Motor Pool**, p. 37) and Vickers-Crossley Pattern 25 armored cars, and the widely exported Vickers-Armstrong Mark E light tank (**GURPS WWII: Frozen Hell**, p. 36).

The gun was sold commercially as the Vickers *Class C*, usually in foreign chamberings. The Dutch East Indies (*M.23*) adopted it in 6.5×53mmR Mannlicher (Dmg 6d pi); El Salvador (*Mod 1914*), in 7×57mm Mauser (Dmg 6d+2 pi); Argentina (*Mod 1923*) and Bolivia (*Mod 1926*), in 7.65×53mm Mauser

(Dmg 6d+2 pi); Russia (*Pulemet Vikkers obr. 1915g*), in 7.62×54mmR Mosin-Nagant (Dmg 7d pi); Abyssinia, in 7.92×57mm Mauser (Dmg 7d+1 pi); the Netherlands (*M.18 No.2*) in 7.92×57mmR Mauser (Dmg 7d+1 pi); and Siam (*Baep 77*), in 8×52mmR Mauser (Dmg 7d pi). The American military had used it briefly as the Colt-Vickers *M1915* in .30-06 (Dmg 7d+1 pi), but this was replaced in the U.S. Army by the Browning M1917 (p. 21) by the early 1920s. The U.S. Marines had to use it longer, deploying with the M1915 to Shanghai and Tientsin in the 1920s. Two Vickers guns are used in the assassination attempt on gangster Tom Powers in *The Public Enemy*.

The Vickers was soon adapted for service on fighter aircraft. The *Vickers Mk II* (1917-1927) was air-cooled and had a higher rate of fire: EWt. 22, RoF 14! (RoF 10! if synchronized). It typically fired tracer and/or incendiary ammo (Dmg 6d+2 pi inc), but sometimes also SAPHE (Dmg 6d+2 pi with 1d-3 [1d-3] cr ex follow-up). This gun was installed fixed (p. B467) in many British combat aircraft, such as the de Havilland D.H.4 fighter/bomber (**High-Tech**, p. 233) and Sopwith Camel F.1 fighter (**GURPS Cliffhangers**, p. 94).

The aircraft model was exported as the Vickers *Class E*. Brazil (*M930*), Chile (*Mod 1925*), and Venezuela (*Mod 1928*) acquired it in 7×57mm Mauser (Dmg 6d+2 pi); Russia (*Pulemet Vikkers obr. 1915g*), in 7.62×54mmR Mosin-Nagant (Dmg 7d pi); Argentina (*Mod 1925*), Bolivia (*Mod 1928*), and Peru, in 7.65×53mm Mauser (Dmg 6d+2 pi); France (*Vickers d'Avion Type Français*), Japan (*Bi Shiki Koutei Kikanjuu* – “fixed machine gun type Bi,” the Bi syllable standing for the first two letters of Vickers in Japanese), and Mexico (*Mod 1927*), in .303 British; Turkey, in 7.92×57mm Mauser (Dmg 7d pi); and Denmark (*M/25*), in 8×58mmR Krag (Dmg 7d pi). Examples of foreign mounts include the French Breguet Bre 14B-2 fighter/bomber (**High-Tech**, p. 233), Japanese Nakajima-Gloster A1N2 carrier fighter, and Russian Tupolev I-4 fighter.

Japan copied the aircraft version for the army in 7.7×58mmSR Arisaka as the Kokura 89 *Shiki Koutei Kikanjuu* (1933-1944); EWt. 26, RoF 15! (RoF 12! if synchronized). This was used in China during the 1930s, for example in the Nakajima Ki-27 fighter (**GURPS WWII: Motor Pool**, p. 95).



Webley & Scott Number 1 Mk I, 37×122mmR (U.K., 1914-1918)

This was a break-open flare gun with a pistol grip and wooden shoulder stock, adopted by the Royal Flying Corps and British Army. The ammunition it fired, today better known as the 37×122mmR, was then called the 1.5" Flare. Some 27,000 were made.

During the 1920s, surplus but refurbished and chrome-plated flare guns were sold in the USA and abroad as the *Federal 1.5" Gas Riot Gun* (1928-1933). These have the exact same stats, but normally fire tear gas shells instead of flares. Gangster Wilbur "Tri-State Terror" Underhill was shot in the gut by the FBI with a tear gas gun in 1933.

Remington MK III, 10G 2" (USA, 1915-1918)

This was a break-open pistol with a gleaming brass receiver and 9" barrel, adopted by the U.S. Navy and Marines for illumination and signaling, firing red, green, or white flares. It could not fire a standard 10-gauge shotshell, as its chamber was too short. Many thousands were made and were still in use in the 1930s.

Walther Leuchtpistole, 26.5×103mmR (Germany, 1926-1934)

The *Leuchtpistole* ("flare pistol") was a smooth-bore, break-open pistol used widely by the German military (who adopted it in 1928 to replace the similar Hebel M94) and merchant marine. Hundreds of thousands were acquired or copied by other armies, and many nations introduced similar devices. A flare gun was the only major item of equipment carried by adventurer Karl Friedrich Koenig when he flew around the world in a Klemm L 20 sports plane in 1928/1929.

The more than 40 different signal cartridges available in 26.5×103mmR caliber included illumination (100-yard radius lasting 30 seconds), colored flares, signal smoke, and whistling rounds (to indicate a gas attack). Muzzle blast tear gas rounds were also available (see the box). A belt pouch (*High-Tech*, p. 54) held 15 cartridges.

In 1934, the Leuchtpistole was lightened by shortening the barrel from 9" to 6" and replacing the steel frame with one made of aluminum; Wt. 1.8/0.2, Bulk -2, Cost \$480.

The German navy also used the Walther *SLD* (1936-1945), a double-barreled, stainless-steel pistol: Wt. 6.3/0.4, RoF 2, Shots 2(3i), Bulk -3, Cost \$650. Both barrels could be fired simultaneously at no penalty.

Federal Model 201-Z Gas Riot Gun, 37×122mmR (USA, 1933-1970)

Made for Federal Laboratories by the Hunter Arms Co., this was a simple single-shot, smooth-bore, break-open weapon that fired a 1.5" cartridge (a round better known today as the 37×122mmR). It was widely sold to police and prison agencies, sometimes in a cased set with a Thompson submachine gun (*High Tech: Pulp Guns 1*, pp. 28-30), or with a load-bearing vest (*High-Tech*, p. 54) holding 12 shells.

Manville Machine Gas Projector, 1" Manville (USA, 1937-1943)

The Manville Machine Gas Projector in 1" caliber was an enlarged version of the earlier Manville M12 shotgun (*High-Tech: Pulp Guns, Volume 1*, p. 26). Almost entirely made of aluminum, it had a spring-loaded 18-shot revolver cylinder, a pistol foregrip, no shoulder stock, and no sights. This was a rare weapon, only a few being used by police and prison security forces in Indiana and adjacent states. (It can be seen in use in John Irvin's film *The Dogs of War*, set in 1980.)

Only tear gas rounds were made for it, one variant with Dmg 1d-3(0.5) cr and Range 7/30, the other with Dmg 1d-1(0.5) cr and Range 25/100. In either case, the grenade would explode after a short delay (on the next turn) and release a CN tear gas cloud with a 2-yard radius, lasting 20 seconds. A fictional HE grenade, created by a Gadeteer or an inventive gunsmith, might have Dmg 1d-1(0.5) cr with 2d+1 [1d+1] cr ex follow-up, and Range 25/100.

Grenade Launcher Ammo

A modern police department today is really a miniature army, . . . bristling with submachine guns, riot guns, high-powered rifles, and side-arms, to grenades and guns which lay down a barrage of gas.

– *Modern Mechanix and Inventions*,
"Outshooting the Guns of Gangland" (1936)

During the pulp era, virtually none of the many *Grenade Launcher Ammo* options in *High-Tech* (p. 143) were available, except for numerous minor variants of illumination and tear gas (*High-Tech*, p. 171). Signal and illumination flares might be used to ward off creatures that shun the light, including nocturnal animals and even H.P. Lovecraft's "Haunter of the Dark," though. There were also two other special rounds:

Early Liquid (TL6)

In 1930, Federal Laboratories introduced a tear gas cartridge for 37×122mmR launchers that fired a 2.7-fl.oz. glass vial. This is similar to Liquid (*High-Tech*, p. 171), but with a glass container as the projectile. After a 6-second delay, the detonator (Dmg 1d cr ex) blows up the vial and releases a liquid tear gas agent over a 3-yard radius. It has the advantage of being flame- and heatless, eliminating any danger of accidentally starting a fire (unlike regular burning-type tear gas shells). Resourceful reloaders could find a way to fill a (new) vial with some other fluid – acid (p. B428), alcohol, holy water, spit venom (use cobra venom as a contact agent, p. B439), and so on. Also see *Exotic Bullets* (*High-Tech*, p. 168). Halve Range. Double CPS.

Muzzle Blast Tear Gas (TL6)

The earliest tear gas rounds lacked a projectile, instead spreading a tear gas agent (in powder or liquid form) from the muzzle like a one-shot spray (*High-Tech: Pulp Guns, Volume 1*, p. 10). Treat these as tear gas sprays (*High-Tech*, p. 180) with Range 1-10. The tear gas agent might be replaced with another powder such as silver dust, a magical elixir (*GURPS Magic*, pp. 213-220) such as *Phobos* or *Thanatos*, H.P. Lovecraft's *Powder of Ibn-Ghazi*, or whatever. Double CPS.

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