GURPS® Fourth Edition

HIGH-TECH™

Pulp Guns, Volume 1



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An e23 Sourcebook for ***GURPS***®

STEVE JACKSON GAMES

Stock #37-1631

Version 1.0 – June, 2008

Contents

Introduction 3
GURPS High-Tech and This Book . 3
Publication History 3
About the Author. 3
Photo Acknowledgments 3

Pulp-Era Firearms 4
Firearms and the Law 4
Shopping Spree 5
Weapon Descriptions 6
Non-Repeating Pistols 6
Pulp Guns Slang 6
Revolvers 7
Hammerless Handguns 8
Fitz Special 9
Driven to Tears 10
Semiautomatic Pistols 13
Flashlight Revolver. 13
The Boxed Cannon. 14
Shotguns 22
Exotic Shotgun Ammo 23
Shotgun Chokes 24
Submachine Guns. 26
The Cutts Compensator 30
Ammunition Tables 32
Explosives 32
Gun Cases and Load-Bearing Equipment 33

Index. 34

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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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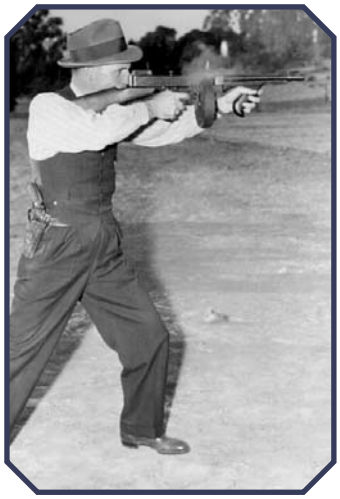
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Introduction

High-Tech: Pulp Guns, Volume 1 is a catalog featuring handguns, shotguns, and submachine guns. These 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 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 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 ***GURPS Martial Arts: Fairbairn Close Combat Systems*** (2008) and 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.

. . . before I knew what I was doing I drew my automatic and sent a shower of twelve steel-jacketed bullets through the shocking canvas.

– Zealia Bishop and H.P. Lovecraft, "Medusa's Coil" (1930)

Photo Acknowledgments

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Rheinmetall-Dreyse M07, .32 ACP (Germany, 1907-1916)

A single-action hammerless pocket pistol that was widely issued to the German armed forces as a substitute gun during WWI, more than 75,000 being delivered. The Dreyse was also used as a police weapon in Germany during the 1920s and 1930s: it was the standard sidearm of German customs officers, Prussian and Saxonian gendarmes, and the Berlin criminal detective force (replacing the FN-Browning Mle 1900, pp. 14-15) – as shown in Fritz Lang's *The Testament of Dr. Mabuse.* The Swiss Papal Guard protecting the Vatican's secret archives issued it to officers in 1912-1990.

Savage Model 1907, .32 ACP (USA, 1907-1917)

This toy-like single-action hammerless design was one of the early Colt competitors, but not as successful. Some 30,000 of the Model 1907 were acquired as "substitute standard" weapons by the French in WWI and referred to as the *Mle 1914*, and it was adopted by the Portuguese military as the *M/908* and *M/915.* Military models received a lanyard ring (p. B289 and ***High-Tech,*** p. 154). The same pistol was also available, if less common, in .380 ACP; Dmg 2d pi, Wt. 1.7/0.3, Shots 9+1(3), Cost $480.

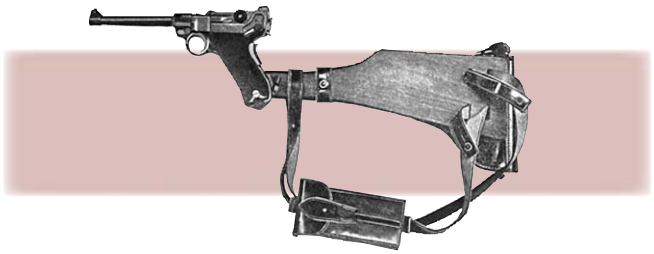
The *Model 1917* (1920-1928) was slightly modified, and likewise available in .32 ACP and .380 ACP (same stats as above except for Wt. 1.6 and Wt. 1.8, respectively). Such a pistol in .32 ACP is used by killer-for-hire Harlan Maguire in *Road to Perdition.*

Luger P08 Parabellum, 9×19mm Parabellum (Germany, 1908-1946)

The first Parabellum pistol, designed by Georg Luger, became available in 1900. It was a sleek, hammerless single-action pistol, and exceptionally easy to point and shoot. Unfortunately, its toggle-joint action was susceptible to jams. In 1900, Switzerland adopted the design in 7.65×21mm Parabellum (Dmg 2d pi-) as the *P00;* the Swiss-made *P06* and *P06/29* have the same stats. Brazil (*M906*), Bulgaria (*M1900* and *M1906*), Finland (*PIST/23* – see ***GURPS WWII: Frozen Hell,*** p. 32), and Portugal (*M/909, M/910,* and *M/935*) also introduced it in that caliber and used it throughout the pulp era.

In the U.S., it was marketed as the "American Eagle," its caliber dubbed ".30 Luger." This import gun was not uncommon during the pulp years, as seen in John Steinbeck's story *Of Mice and Men.* It was even advertised at the time as being "a favorite with motorcycle policemen in rounding up automobile bandits," although no U.S. agencies officially adopted it. Racketeer Eddie Mars carries one in the novel *The Big Sleep.*

Ivory grips add $220. A 0.75-lb. Maxim baffle suppressor (-2 Hearing, -1 Bulk) was offered for the Luger in the U.S. in 1924-1925, but was rare – the weight attached to the recoiling barrel reduces Malf. to 15!



> *[The Luger] surely is the ideal saddle, auto, aeroplane and canoe gun, . . . and the ideal hunting, trapping and camping gun all over the world.*
>
> ***– Pacific Arms,*** *"Luger Automatic Pistol" (1924)*

In 1902, a new model introduced the 9×19mm Parabellum cartridge. In this chambering, the German military and police adopted it as the *Pistole 08,* which saw widespread service with German forces in 1908-1945. The Germans issued it with one spare magazine, carried in a compartment of its holster. Export customers included Abyssinia, Bolivia (*Mod 1912*), Bulgaria (*M1908*), the Dutch East Indies (*M.11*), Latvia, Persia (*M1314*), and Venezuela, as well as the Netherlands navy (*No.1*). The Turkish police acquired it in 1935, the Siamese police in 1936. More than three million were produced by several German manufacturers. The 9×19mm versions (but not the 7.65×21mm models) were classified in Germany as LC2 in 1919-1932. Reporter Edward Malone carries a Luger in Harry Hoyt's *The Lost World.* SS-Obersturmbannführer Vogel has a P08 in *Indiana Jones and the Last Crusade.*

The *Lange Pistole 08* (1913-1918) or *Artillerie* model had a long 8" barrel: Dmg 3d-1 pi, Wt. 2.9/0.5, Bulk -3, Cost $600. The LP08 came with a detachable 0.8-lb. shoulder stock (+1 Acc, -1 Bulk). From 1917, an oversized 32-round "snail-drum" magazine was available ($304, 2.4 lbs.); it was bulky (-1 Bulk) and reduced reliability considerably (Malf. 15). This combination was issued to machine-gun crews and assault troops. Experienced stormtroopers, wary of the drum's unreliability and bulk, carried half a dozen standard magazines instead. Production of the drum ceased in 1918, but second-hand samples were offered at half-price on the American market until the 1930s. Persia acquired a newly made batch of LP08 pistols in 1935. Captain Englehorn uses an LP08 without stock and drum in Peter Jackson's *King Kong,* and gumshoe Mike Murphy carries one as "backup" in *City Heat.*

Like most semiautomatic pistols, any Luger variant could be converted to automatic fire (***High-Tech,*** p. 79); RoF 20, LC2. The machine pistols require Guns (SMG) skill; if fired one-handed, use ST 10 and Rcl 3. Bank robber Harvey Bailey owned several such converted guns and used one complete with shoulder stock and the big drum in a robbery in 1932.

Webley & Scott Military & Police, 9×20mmSR Browning (U.K., 1909-1930)

This neat single-action design with an effective cartridge was adopted by the South African police in 1920 and later by the Egyptian police, but did not sell well. A slightly modified version in 9×23mm Steyr was adopted by the Romanian police (*md. 1923*); same stats.

Shotgun Chokes

Shotgun chokes constrict the barrel of a shotgun at the muzzle. First patented in 1866 and popular by the late 19th century, they were developed to better control the pattern of a shotgun blast, for increased *effective* range (which is not the same as 1/2D range). By constricting the barrel at the muzzle, the pellets of a multiple projectile load scatter less quickly and less widely.

At the GM's option, the following rules can be used for choked guns. Note that they complicate things considerably; the GM may simply opt to ignore them. Chokes are normally used with shot that is smaller than buckshot (see *Shot Sizes* on p. 173 of ***High-Tech***).

- *Unchoked* barrels have no constriction at all (this is also called *cylinder choke*). This is the baseline assumption for all shotguns in ***GURPS.*** *All* riot and trench shotguns automatically have cylinder bores, as will any shotgun with a sawed-off barrel; most other guns can also be ordered with no choke. Only cylinder-bored guns can fire slugs without losing their Acc bonus. Most full-bore specialty ammunition (***High-Tech,*** p. 103) is incompatible with a choke.
- *Choked* barrels are constricted at the muzzle. There are numerous grades, including *modified* and *full* chokes, but for simplicity these are all treated the same in ***GURPS.*** Maximum constriction during the pulp era is full choke, with the barrel's bore narrowed by about 5%. "Extremely close range" (p. B409) for a choked barrel is 20% of 1/2D range, rather than 10%. *Beyond* this range, subtract 1 from effective Guns skill, but multiply the number of hits scored by 1.5.

Example: Eszter Binger has Guns (Shotgun)-12 and a Winchester Model 21 (p. 26) with choke. She's firing a birdshot load with Dmg 1d-2(0.5) pi-, Range 16/330, RoF 2×135, and Rcl 1 at an opponent. Extremely close range with the choke is 16 × 0.2 = 3.2, which rounds to 3 yards. In fact, she fires one barrel at 10 yards distance (range penalty -4). She gets +7 for firing 135 projectiles (p. B373), and the choke reduces this by 1, so her modified skill becomes 12 - 4 + 7 - 1 = 14. Her player rolls a 10, making the roll by 4; this results in 4 × 1.5 = 6 hits, each doing 1d-2(0.5) pi-.

During the pulp era, most hunting weapons had chokes of some kind, while military and police weapons never had chokes. The chokes of the time were built-in and couldn't be changed after manufacture – except by entirely removing them, by exchanging the barrel (replacements were offered by most manufacturers) or by simply sawing off the barrel (***High-Tech,*** p. 106). However, single-barrel shotguns fitted with a Cutts compensator (p. 30) could be fitted with a removable choke insert. Each shotgun compensator came with two 0.2-lb. inserts (cylinder or choked) and a small wrench to exchange them (which takes 60 seconds).

H&R Model 8 Standard, 12G 2.625" (USA, 1908-1942)

An unchoked 30"-barreled single-shot break-open shotgun without ejector; such guns were entirely machine-made and consequently *very* cheap. Practically every American farm would have this or a similar gun by another manufacturer such as Iver Johnson or Stevens to deal with vermin, bag the occasional rabbit or duck, and teach the children how to shoot. Small farmsteads in Britain, Australia, South America, and Africa would have similar weapons. The type was also available in 16-gauge 2.75" (Wt. 6.3/0.09, RoF 1×8), 20-gauge 2.75" (Wt. 5.6/0.08, RoF 1×7), and 28-gauge 2.75" (Dmg 1d-3(0.5) pi-, Wt. 5.4/0.13, RoF 1×167).

Marble Model 1908 Game Getter, .44-40 Winchester (USA, 1909-1918)

This over-and-under break-open gun had two 12" barrels, an upper rifled barrel chambered for .22 LR (Dmg 1d+2 pi-, Acc 3, Range 75/1,500, Wt. 3/0.0077, RoF 1, ST 7†, Rcl 2) and a lower smoothbore barrel (without choke) intended to fire a .44-40 Winchester cartridge loaded with birdshot (sold as the ".44 Game Getter") or a full-bore ball (Dmg 2d+1 pi+, Acc 3, Range 60/650, RoF 1, Rcl 3). The striker could be set to fire either barrel (but not both!) at the flick of the thumb. With the skeleton stock folded, the "two guns in one" was only 1.5' long (Holdout -3). Some 10,000 were made.

The *Model 1921 Game Getter* (1924-1934) fired .410-gauge 2.5" shotgun shells from the lower barrel (the .44-40 was still an option); use the same stats. With less common buckshot: Dmg 1d+1 pi, Range 40/800, RoF 1×3, Rcl 1.

Merkel Modell 145, 16G 2.75" (Germany, 1914-1941)

The *Modell 145* was an expensive Drilling-type combination gun (***High-Tech,*** p. 108) with two 28" shotgun barrels side-by-side and a single 28" rifle barrel below them. It used the hammerless Merkel-Anson action with automatic extractors, and had double triggers for the shot barrels; the rifle barrel was triggered from the front trigger (the shooter could select *either* the shot barrels or the rifle barrel at the flick of a switch). The choked (above) shot barrels were typically chambered in 16-gauge, the most popular bore in Germany at the time, but were also available in 12-gauge 2.75" (Wt. 7.5/0.22, Shots 2×9) and 20-gauge 2.75" (Wt. 6.5/0.16, RoF 2×7). The rifle barrel could be had in a variety of calibers. The 9.3×74mmR was typical; Dmg 7d+2 pi, Acc 5, Range 1,000/4,400, RoF 1, Shots 1(2), ST 10†, Rcl 5. Other possibilities included .25-35 Winchester (Dmg 5d-1 pi), 6.5×57mmR Mauser (Dmg 6d pi), 7×57mmR Mauser (Dmg 6d+2 pi), .30-30 Winchester (Dmg 6d pi), 8×57mmR Mauser (Dmg 7d+1 pi), and .375 H&H Magnum (Dmg 8d pi).

Each Modell 145 was custom-made (consider buying a Weapon Bond for the original customer, see ***High-Tech,*** p. 250), requiring at least four months for manufacture. It always featured nice wood and engraving (+1 to reactions; see p. 6). The butt cap was hinged to allow access to a storage space for three rifle cartridges. Many of these weapons were fitted with a 1.5-lb. 4× scope (+2 Acc, rugged, expensive, $1,000).

Fairly realistic movie scenes showcasing the Tommy gun can be seen in Howard Hawks' *Scarface* (also showing the tedious filling of the drums), John Milius' *Dillinger,* and *Road to Perdition,* while Arthur Penn's *Bonnie and Clyde, Miller's Crossing, The Mummy Returns,* and Peter Jackson's *King Kong* feature memorable moments in more cinematic films.

Steyr-Solothurn S1-100, 9×19mm Parabellum (Austria/Switzerland, 1930-1939)

Both the Austrian Steyr-Daimler-Puch company and the Swiss Solothurn company were controlled by the German Rheinmetall firm during the 1930s. Louis Stange of Rheinmetall had designed a submachine gun which was developed to the production stage at Solothurn and then put into production at Steyr. It was exported worldwide, customers including Bolivia, Chile, Ecuador, El Salvador, Peru, and Uruguay. The S1-100 had a hefty wooden rifle stock and a progressive trigger offering single shots and bursts (***High-Tech,*** pp. 82-83). It fed from a magazine inserted from the left, and took a 0.4-lb. knife bayonet (Spear-1 skill, Reach 1).

In 1932 it was adopted in 9×23mm Steyr by the Austrian gendarmerie as the *M.32;* same stats. Two years later the Austrian army took it in 9×25mm Mauser as the *M.34;* Dmg 3d+1 pi, Wt. 200/2,200. Some 6,000 were made. When Austria was annexed by Germany in 1938, both types were taken over as the *MP34(ö)* – also see ***GURPS WWII: Iron Cross,*** p. 63.

Considerable numbers were delivered to China in 7.63×25mm Mauser (Dmg 3d pi-). The police in Greece used it in 9×23mm Steyr (*M1937*), the military in Argentina (*Mod 1932*) and Portugal (*M/938*) in 7.65×21mm Parabellum – the latter has Dmg 3d-1 pi-. Steyr guns are employed by Meela Nais and by Lock-Nah's men in *The Mummy Returns.*

ERMA EMP, 9×19mm Parabellum (Germany, 1931-1938)

In 1926, Heinrich Vollmer developed a submachine gun that used a novel telescoping bolt arrangement. The Vollmer-MP had a long tapering barrel, a box magazine inserted from the left, and a full wooden stock with integral pistol foregrip. The latter was hollow and contained a telescoping monopod (which may be used when bracing; p. B364). Vollmer offered the weapon on the world market, exporting small numbers to Bolivia and Mexico. In 7.63×25mm Mauser, the VMP had Dmg 3d pi-, Wt. 9.7/0.9, RoF 10, Shots 20(3), and Cost $1,750/$27. Alternate magazines held 32 ($28, 1.1 lbs.), 40 ($29, 1.3 lbs.), or 50 rounds ($30, 1.6 lbs.). Only a few hundred were made, however.

In 1931, Vollmer entered into cooperation with the Erfurter Maschinenwerke (ERMA) to mass-produce the weapon. The resulting EMP had a shorter barrel with perforated jacket, but kept the wooden pistol foregrip. The standard magazine took 32 rounds, but a 25-round magazine was available as an option ($28, 1 lb.). The EMP was adopted by the German police and the French gendarmerie, and in 1936 by the Waffen-SS, who became the main customer for the gun (see ***GURPS WWII: Iron Cross,*** p. 63). Numbers were also delivered to Bolivia (*Mod 1931*), Paraguay (*Mod 1931*), and the Fascist faction in the Spanish Civil War. The Spanish also copied it at the arsenal of La Coruña.

The French gendarmerie also received a special version with an integral sound suppressor (-2 to Hearing rolls); Dmg 2d-1 pi, Wt. 11.9/1.5, RoF 6, Bulk -5, Cost $2,000. In addition, there was a model with a longer barrel and a mount for a 0.4-lb. knife bayonet (Spear-1 skill, Reach 1), which was adopted by the Yugoslavian army as the *M35;* Dmg 3d pi, Wt. 11/1.5, Bulk -5, Cost $1,600.

Tikkakoski KP/31 Suomi, 9×19mm Parabellum (Finland, 1931-1944)

This accurate, well-made, and reliable submachine gun was called the *Suomi* ("Finland") by its designer Aimo Lahti. The Finnish army standardized it as the *Konepistooli malli 1931* ("submachine gun model 1931"), and used it extensively during the Winter War. Some 62,000 were produced, but most were made during WWII.

During the pulp era it was mainly exported to Bolivia (*Mod 1931*), Estonia (*M/1937*), and Sweden (*m/37-39F*). France and Poland acquired small batches for police use (see ***GURPS WWII: Doomed White Eagle***, p. 29). The Republicans received a few hundred during the Spanish Civil War, and the Zionist Irgun organization acquired some in 1935 for their fight in Palestine.

The Cutts Compensator

In 1920, Colonel Richard Cutts invented a muzzle attachment that was designed to reduce the recoil and muzzle rise of a firearm. It vented some of the firing gases upwards and to the rear, thereby reducing the climbing movement of the weapon. This improved the chances of hitting with rapid fire.

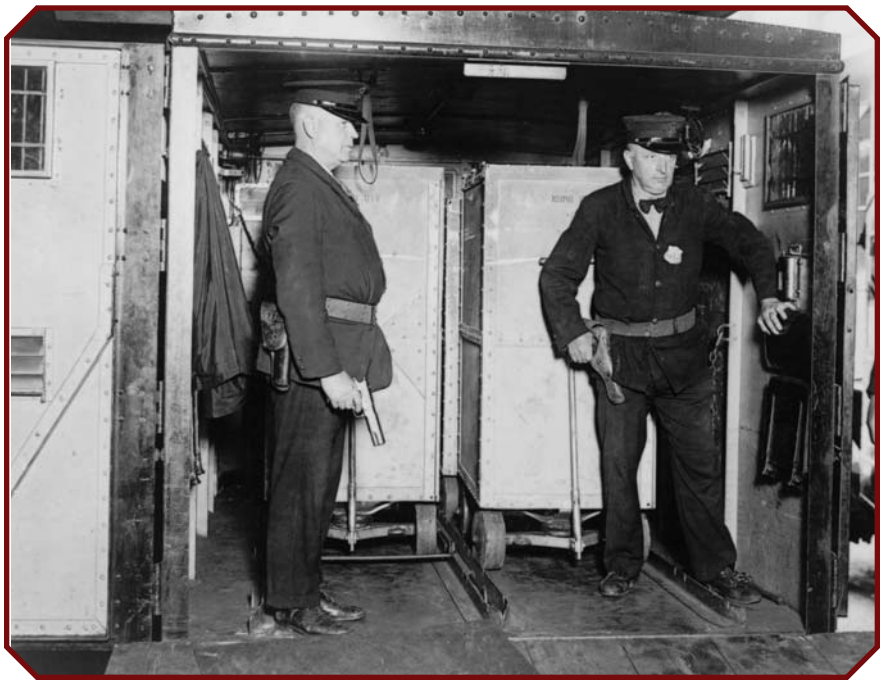
Introduced commercially in 1926, it was originally only available for the Thompson submachine gun (pp. 28-30), but wasn't very successful due to its high cost and the vastly increased muzzle flash – by 1929, a mere 400 had been sold. By the 1930s, it could also be obtained for other firearms, including the Browning semiautomatic shotgun (p. 23), Winchester Model 07 semiautomatic rifle (***High-Tech: Pulp Guns, Volume 2,*** pp. 9-10), and Browning Automatic Rifle (***High-Tech,*** pp. 112-113, and ***High-Tech: Pulp Guns, Volume 2,*** p. 11).

In game terms, the Cutts compensator reduces the weapon's ST rating by 1, and also grants +1 to effective skill whenever three or more shots are fired (RoF 3+). A weapon fitted with it gives +2 to Hearing and Vision rolls to locate it in the dark, and will ruin the night sight of the gunner (increasing any darkness penalties by -2, up to the maximum of -9, p. B547). Any shooter unfamiliar (p. B169) with a weapon so fitted is at a *further* -2 to Guns due to the distracting flash and unburned powder propelled into his sightline and back at him during firing! A compensator can't be combined with a suppressor. $350, 0.2 lb. (SMG), 0.5 lb. (shotgun or medium-powered rifle), 0.7 lb. (high-powered rifle). LC3.

Example: Explorer Seth Zwingli has fitted his Remington Model 11 riot shotgun (p. 23) with a Cutts comp. He frantically fires three shells of 00 buckshot at a blasphemous creature rising from the saltwater swamps before him (RoF 3×9 = 27). This would normally result in a bonus of +5 (p. B373); the comp raises this to +6.

INDEX

Advantages and obtaining firearms, 5.
A.F. Stoeger Firearms & Ammunition, 6.
Alabama Thompson cases, 33.
Albrecht Kind aus Hunstig (AKAH) GmbH, 6.
AKAH, 6,
Ammunition tables, 32.
Auto-Ordnance Model 1921, 28-31.
BAR cases, 33.
Beretta Mod 15, 19, 21.
Beretta Mod 18, 28, 31.
Bergmann MP18/I, 27-28, 31.
Bergmann MP34/I, 31.
Black powder, 32-33.
Blasting powder, 32-33.
Boxed cannons, 14.
Buying firearms, 5-6,
Cartridge, *belts,* 33; *wallets,* 33.
Chamelot-Delvigne Mle 1874, 7, 12.
Choked shotgun barrels, 24.
Colt .32 Pocket, 15, 21.
Colt .32 Pocket Positive, 11, 12.
Colt .38 Banker's Special, 12.
Colt .38 Detective Special, 12, 13.
Colt .38 Official Police, 12, 13.
Colt .38 Police Positive Special, 11, 12.
Colt .45 Government, 17-18, 21.
Colt .45 New Service, 9, 12.
Colt .45 SAA, 7, 12.
Colt Model 1878, 22, 27.
Colt Woodsman, 19, 21.
Control ratings, 4-5.
Converting costs to historical U.S. dollars, 5.
Cost modifiers for decorated guns, 5.
Cottrell Flashlight Revolver, 12, 13.
Cutts compensator, 30.
CZ Pi vz. 27, 20, 21.
Disadvantages and obtaining firearms, 5.
Dynamite, 32-33.
Enfield No.2 Mk I, 12, 13.
ERMA EMP, 30, 31.
Explosives, 32-33.
FBI Thompson cases, 33.
Federal gun cases, 33.
Federal Model 29 gas billy, 10.
Firearms and the law, 4-5.
Firearms license as perk, 5.
Fitz Special, 9.
Flashlight revolvers, 12, 13.
FN-Browning Auto-5, 23, 27.
FN-Browning High Power, 21.
FN-Browning Mle 1900, 14-15, 21.
FN-Browning Mle 1903, 15, 21.
FN-Browning Mle 1906, 15, 21.
FN-Browning Mle 1910, 17, 21.
Francis Bannerman and Sons Military Goods, 5.
Gabilondo Llama Plus Ultra, 20-21.
Galand Velo-Dog, 8, 12.
Germany and firearms laws, 5.
Golf bags, 33.
Greener F35 Far-Killer, 22, 27.
Greener Police Gun Mk I, 25, 27.
Gun cases, 33.
GURPS, 3, 6, 24; ***All-Star Jam 2004,*** 23; ***Cliffhangers,*** 3, 7, 10, 14, 15, 17, 29; ***Cops,*** 3, 13; ***Covert Ops,*** 3, 17; ***Cthulhupunk,*** 10, 23; ***Espionage,*** 3; ***High-Tech,*** 3, 6-19, 21-33; ***High Tech: Pulp Guns Volume 2,*** 6, 22, 28, 30, 31, 33; ***Horror,*** 3; ***Lands Out of Time,*** 3; ***Martial Arts,*** 14, 27; ***Martial Arts: Fairbairn Close Combat Systems,*** 3, 9, 15, 28; ***Magic,*** 10; ***Mysteries,*** 3; ***Supers,*** 3; ***Who's Who 1,*** 10; ***Who's Who 2,*** 15, 19; ***WWII,*** 3; ***WWII: Doomed White Eagle,*** 8, 9, 30; ***WWII: Frozen Hell,*** 15, 16, 27, 31; ***WWII: Grim Legions,*** 19; ***WWII: Hand of Steel,*** 17, 20; ***WWII: Iron Cross,*** 10, 15, 19, 30, 31; ***WWII: Return to Honor,*** 8; ***WWII: Weird War II,*** 19.
H&H Paradox Gun, 22-23, 27.
H&R Handy-Gun, 25, 27.
H&R Model 8 Standard, 24, 27.
H&R Young America, 7, 12.
Hammerless handguns, 8.
Handgun ammunition, 32.
Harrington & Richardson, *see specific H&R guns.*
HDH Mitrailleuse, 11, 12.
He zi pao, 14.
Holland & Holland Gun and Rifle Makers, 6.
Holland & Holland Paradox Gun, 22-23, 27.
H.S. Lebman Guns and Leather, 5.
Hugo Reiss & Co., 6.
Hunter's vests, 33.
Ithaca Auto & Burglar, 25-27.
Ithaca NID Field Grade, 26, 27.
Iver Johnson .32 Safety Automatic Hammerless, 8, 12.
Iver Johnson Protector, 12, 13.
LECCO tear gas pen, 10.
LeFever Nitro Special, 25, 27.
Lignose Einhand-Pistole Modell 3A, 20, 21.
Load-bearing equipment, 33.
Luger P08 Parabellum, 16-17, 21.
Manton & Co. Guns, 6.
Manville M12, 26, 27.
Marble Model 1908 Game Getter, 24, 27.
Marlin Lever-Action, 26, 27.
MAS Mle 1892, 8, 12.
Mauser C14, 18, 21.
Mauser C96, 13-14, 21.
Menz Liliput, 20, 21.
Merkel Modell 145, 24, 27.



Mossberg Brownie, 6, 7.
Muzzle blast tear gas ammunition, 10.
Nagant R-1895, 9, 12.
Nambu 94 Shiki, 21, 22.
Nambu Taishou 14 Shiki, 20, 21.
National Firearms Act of 1934, 4.
Non-repeating pistols, 6-7; *table,* 7.
Ortgies Selbstladepistole, 19, 21.
Peter Von Frantzius Sporting Goods, 5.
Pfannl Kolibri, 19, 21.
Pickert Arminius Modell 10, 11, 12.
Pistol magazine pouches, 33.
Pulp gun slang, 6.
Purchasing firearms, 5-6.
Rast & Gasser M.98, 9, 12.
Reaction modifiers for decorated guns, 5.
Remington Model 17, 25, 27.
Remington Model 32, 26, 27.
Remington Model 51, 19, 21.
Remington Model 95 Double-Derringer, 6, 7.
Revolvers, 7-13; *table,* 12.
Rheinmetall-Dreyse M07, 16, 21.
Rifled combination gun ammunition, 32.
S&W .22 LadySmith, 10, 12.
S&W .32 Hand-Ejector, 8-9, 12.
S&W .357 Magnum, 12, 13.
S&W .38 Military & Police, 10, 12.
S&W .38 Safety Hammerless, 7, 12.
S&W .44 Hand-Ejector, 11, 12.
Sauer Selbstladepistole, 18-21.
Savage Model 1907, 16, 21.
Semiautomatic pistols, 13-22; *table,* 21.
Shell bags, 33.
Shotguns, 22-27; *ammunition,* 32; *chokes,* 24; *exotic ammunition,* 23; *table,* 27.
SIG MKMO, 31-32.
SMG magazine pouches, 33.
Smith & Wesson, *see specific S&W guns*.
Social Stigma disadvantage and obtaining firearms, 5.
Steyr M.12, 17, 21.
Steyr-Solothurn S1-100, 30, 31.
Submachine guns, 26-31; *ammunition,* 32; *magazine pouches,* 33; *table,* 31.
Suppliers, 5-6
Tear gas agents, 10.
Thompson guns, 28-31.
Tommy guns, 28-31.
Tikkakoski KP/31 Suomi, 30-31.
Unceta Astra Mod 400, 19, 21.
Unchoked shotgun barrels, 24.
United Kingdom and firearms laws, 5.
United States and firearms laws, 4-5.
Violin cases, 33.
Walther HP, 21, 22.
Walther Mod 4, 17, 21.
Walther Modell 8, 19, 21.
Walther PPK, 20, 21.
Webley & Scott .455 SL Mk I, 15, 21.
Webley & Scott Military & Police, 16, 21.
Webley & Scott M.P. Mk I, 15, 21.
Webley-Fosbery Automatic Mk I, 10, 12.
Webley Mk III Police & Civilian, 8, 12.
Webley Mk VI, 12.
Winchester Model 12, 25, 27.
Winchester Model 21, 26, 27.
Winchester Model 97, 22-23, 27.
Winchester Model 1887, 22, 27.
Wire shot, 23.
Wooden slugs, 23.
ZiD PPD-34, 31.

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