

CALL OF CTHULHU

INVESTIGATOR

VOLUME 1: THE 1920S & 1930S

# WEAPONS

**TOOLS OF THE  
SLAYING TRADE!**

the **COMPLETE GUIDE** to  
**BEAN-SHOOTERS, CHOPPERS, GATS, HEATERS,  
MOHSAKAS, PIECES, RODS and ROSCOES**  
by **HANS-CHRISTIAN VORTISCH!**

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FOR  
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HOODS!  
PRIVATE DICKS!  
TORPEDOES!  
THE LAW!  
AND THE  
CONCERNED  
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# INVESTIGATOR

# WEAPONS

FOR USE WITH CALL OF CTHULHU IN THE CLASSIC ERA

BY HANS-CHRISTIAN VORTISCH

SIXTYSTONE PRESS LIMITED

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*This book would not have  
been possible without the  
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# THE ARMED INVESTIGATOR

*Negotium perambulans in tenebris ... The old librarian rehearsed the formulae he had memorised, and clutched the paper containing the alternative one he had not memorised. He saw that his electric flashlight was in working order. Rice, beside him, took from a valise a metal sprayer of the sort used in combating insects; whilst Morgan uncased the big-game rifle on which he relied despite his colleague's warnings that no material weapon would be of help.*

- H.P. Lovecraft, "The Dunwich Horror" (1928)

SINCE THE DAWN OF TIME, man has armed himself for protection against the risks of life, be they other men or nasty creatures. With the advance of technology, one type of weapon appeared that is more powerful than all the muscle-powered weapons developed before it, yet easier to use and capable of being employed at a safe distance – the gun. Many investigators of the Unknown will want to arm themselves, especially with a firearm, either from the start or during the course of their investigations.

In the "Roaring Twenties" and "Threadbare Thirties," guns and other weapons are *everyday* items for most people around the world. While many countries, especially in Europe and North America, have started to regulate the possession and use of arms, most citizens have no problem in acquiring a weapon of some sort. The most convenient and most desirable weapon is often a gun. Guns are seen as tools, for hunting or protection, but also for target shooting and other sport activities. People possess firearms from a young age just like they own waterproof rain coats; it is no coincidence that Colt's praises its handguns in advertisements as the ideal addition to an insurance policy. Ordinary folks, especially young boys in the country, hunt to add meat to the menu – times are lean. Many famous gunfighters have learned shooting that way – from war hero Sergeant Alvin York to outlaw punk Clyde Barrow. Some sort of hunting weapon can be found in almost every rural home. H.P. Lovecraft himself inherited a considerable collection of handguns and rifles from his grandfather at age 14 and, by his own account, enjoyed shooting. Professional gun users in the military, police, and criminal underworld are always armed as a matter of course. In the 1920s, American citizens alone have an estimated 100 million firearms at hand. US gun makers churn out 5 million guns *annually* throughout the decade, and cheap foreign-made handguns outnumber US products by a large margin.

Also, firearms have already started to receive some of the mystique that often surrounds them today. The "gumshoes" of the hardboiled detective stories popular at the time, such as Carroll Daly's Race Williams or Dashiell Hammett's Continental Op, use their "gats" with gusto. The myths of the gunslingers of the Wild West, a historical era which had ended just a few years earlier, have already left a profound impact on American culture and well beyond that. Gun enthusiasts revel in owning a genuine Colt revolver or Luger pistol, or pay several months' salary to own a bespoke English-made double-barrelled shotgun or a Mauser big-game repeating rifle. While most veterans returning from the Great War had seen enough of violence for a lifetime, quite a few brought back with them a keen interest in guns for sport, hunting, or to keep away the nightmares.

To most of H.P. Lovecraft's protagonists, weapons are mere tools – a defence against the lesser dangers, against cultists and evil men, and against some of the creatures that such men consort with. Guns are comforters to clutch during the dead of night, even when their ineffectiveness against the Unknown is certain. And sometimes, they are the last resort in a world gone mad, to depart with dignity from the insanity that cannot be explained. Policemen like Inspector John Legrasse or the Federal agents that raid Innsmouth are naturally armed, but even bookish academics like Henry Akeley, Dr Francis Morgan, Dr Elihu Whipple, or Albert Wilmarth have taken up arms in their investigations, from the ever-present handguns to flamethrowers. And while their use is never at the centre of attention in Lovecraft's stories, they most definitely *are* used, however ineffective they might prove in the end. "Avoid gunfights" is sage advice – but when investigating the Unknown, it is better to be prepared for them nevertheless. Like it says in the *Keeper's Companion*: "A gun has a wide assortment of uses. No investigative team should be without one ..."

The material in this book aims to aid the Keeper in providing gun-related realism. It examines and expands the rules for the use of firearms and other weapons. In a few instances, this means ignoring rules found in official books, but in general the optional rules described here are directly based on published material, attempting to gather all of them together and to insert them into the matrix of reality. Just like detailing the clothing, cars, music, politics, and spirit of the time can help to

## PAGE REFERENCES

*Open up the gates to Yog-Sothoth with the long chant that ye'll find on page 751 of the complete edition ...*  
– H.P. Lovecraft, "The Dunwich Horror" (1928)

This book has been written as a companion to Chaosium's *Call of Cthulhu, Sixth Edition* (2005), but is compatible with other editions. Frequent reference is made to the *1920s Investigator's Companion* (2007) and the *1990s Handbook* (1995), as well as the *Keeper's Companion* (2000) and *Keeper's Companion 2* (2002). Various other supplements are also referenced. Some of these books were written for older editions of the basic rules, which occasionally makes adjustments necessary.

immerse the players into the setting, so can detailing the kind of weapons that their investigators carry and how to use them. There is a lot of detail on the historical use and proliferation of many guns and gadgets, to allow the Keeper to arm investigators (and their opponents) in a realistic way – whether they are ordinary men stumbling upon a local Horror, private eyes following a suspicious trail to the Unspeakable, or Federal agents assigned to Project COVENANT unravelling a terrible Secret.

## REALISM

*Inconceivable events and conditions have a special handicap to overcome, and this can be accomplished only through the maintenance of a careful realism in every phase of the story except that touching on the one given marvel.*

– H.P. Lovecraft, "Notes on Writing Weird Fiction" (1933)

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There is a tendency to equate realism in *Call of Cthulhu* games with a boring nerdiness that threatens the feel and atmosphere. This is not necessarily so. Used effectively, realism *can* be the Keeper's friend. The more realistic the world is in which the investigators struggle towards their often untimely and horrible end, the more unreal and thus terrifying and sanity-threatening will be their encounters with the Unknown.

This certainly applies to combat as one of the predominant ways to model action and conflict in *Call of Cthulhu*. Unlike the carefully choreographed fights in many movies, *real* combat is confusing, frightening, and often deadly. Sound familiar? Those are exactly the states of mind that the Keeper should try to instil in the investigators.

## CONFUSION

*... put on a dark piece of clothing and take along an electric torch, but do not switch it on until the crucial moment, holding it at arm's length to the side of the body.*

– Gerhard Bock, *Pistol Shooting in Self-Defence* (1925)

Combat is chaotic. Unless caught in the open in the unlikely event of a *High Noon*-style pistol duel, the participants will often find it difficult to even locate their

opponents due to darkness, adrenaline-induced tunnel vision, or concealed attackers who "put them on the spot." Gunshots are extremely loud, making communication between combatants difficult or impossible. Adrenaline reduces fine motor skills, which can cause an investigator to drop his pistol while drawing it, fumble with reloading his shotgun, or prevent him from hitting anything even though he is a good shot on a quiet range.

The Keeper can enforce this confusion by employing the rules to their maximum:

- Investigators will often be caught by surprise by an attack or will try to surprise others themselves. Typical situations include a shot from a pistol hidden in a coat pocket, a sniper shot from a concealed position, a burst of submachine gun fire from a passing automobile, a full-fledged military ambush using an emplaced machine gun, etc. Employ a **Resistance Table** roll between the surprising attacker's **Conceal**, **Hide**, or **Sneak** (as applicable), and the surprised defender's **Listen** or **Spot Hidden**, to find out whether the surprise works. Divide the skills by 5 (rounding up) to get the active and passive characteristics. If the roll fails, apply the penalties outlined under "Surprise" (*Call of Cthulhu*, p. 59) to the defender.
- Require **Spot Hidden** rolls to locate opponents, especially in broken terrain such as woods and jungles, but also in many urban situations where shooters can snipe from cellars, upper-story windows, automobiles, etc. Enemies that cannot be located cannot be attacked.
- Always apply the rules under "Dimness, Darkness, Invisibility" (*Call of Cthulhu*, p. 60) and note that almost all fights, even those *not* involving creatures of the night, occur in low-light conditions. These will make the **Spot Hidden** rolls noted above even more difficult.
- Taking cover in a firefight is both natural instinct and sound tactic. In contrast to the statements under "Partial Concealment" (*Call of Cthulhu*, p. 60), it actually matters a lot whether an opponent is partially hidden. The smaller the (visible) target, the more difficult it is to hit him. The Keeper should at least halve the attacker's **firearm skill** roll if the defender is partially concealed – but note that many firearms will blast right *through* cover, including furniture, doors, walls, and automobiles (see "Armour Penetration," p. 15). If such a halved roll misses, the investigator can make a **Luck** roll to see whether the shot hit the target through the cover – provided it penetrates the Armour Value. For a different approach that specifies how much of the target is covered, see "Taking Cover" (*Delta Green: Targets of Opportunity*, p. 291).
- Many shooters lose their cool in a shootout and shoot much faster and more often than is required or even advantageous. Reasons for this include excitement, adrenaline kick, fear, lack of training, limited visibility, etc. In combat, it is hard to keep track of the number of shots fired, and it is often difficult to assess the results of the shots – whether the target was hit at all or whether a hit has the desired effect. The Keeper could rule that unless the investigator is a seasoned gunfighter, he will always fire the maximum number of shots allowed by his "Rate of Fire" (p. 30). At the beginning of an engagement, the Keeper could even require a **POW\*5** roll for shooters to keep their heads. Failing the roll means a

shooter fires "Unaimed Shots" (*Call of Cthulhu*, p. 63) at twice his ROF but 1/5 his **firearms skill** – until the fight ends, he runs out of ammunition, or he succeeds with a halved **POW\*5** roll to control himself again, at which point he can shoot normal aimed shots. He can repeat the roll once per combat round to try to snap out of it. This rule has the realistic result that many investigators will quickly expend their ammunition, likely without hitting much. The definition of "gunfighter" in this context would include anyone who has taken part in at least a couple of real shootouts. Combat veterans count, but most police officers or ordinary military personnel probably do not – let alone civilians. Keeper and player should decide on this while creating the investigator as part of his background (*Call of Cthulhu*, p. 50).

## FRIGHT

*Then, in spite of my daze of fright and disgust, my morbid curiosity triumphed; and as the last of the monstrosities oozed up alone from that nether world of unknown nightmare, I drew my automatic pistol and shot it under cover of the thunder.*

– H.P. Lovecraft, "The Lurking Fear" (1922)

Seeing people getting injured can be traumatic. Sometimes it is not even necessary for anybody to get hurt – the sheer shock of having to fight for one's life can be quite enough. There is good argument for requiring a **SAN** roll every time an investigator takes part in a real fight, with a **SAN** cost of 0/1 if nothing happens except for the adrenaline rush and a lot of shots being fired, up to 0/1D6 for seeing a friend killed. For suggestions of the **SAN** costs for killing people, see "Murder" (*Delta Green: Eyes Only*, p. 138). The rules under "Getting Used to Awfulness" (*Call of Cthulhu*, p. 78) certainly apply. There are several ways to model this callousness in the game:

- A soldier, policeman, or criminal used to violence does not have to roll unless a reasonable interval has passed between incidents. See "1920s Occupations: Special" (*1920s Investigator's Companion*, p. 19).
- If the Keeper does not want to give out such an advantage to certain occupations for free, any investigator who is supposed to have gotten used to violence prior to play (at the creation of the investigator) should deduct the maximum amount of **SAN** cost from such experiences (e.g., -1 **SAN** for combat, -4 **SAN** for having killed in self-defence, -6 **SAN** for having seen a friend killed, etc.). The player should decide on the details of the situation.
- More flexibly, the Keeper could not allow investigators to get used to violence at all, and instead require a **SAN** check from all investigators, but allow them to add half of their highest **combat skill** increase over Base Chance to the **SAN** roll (round up). Suitably trained and motivated fighters are often less affected. This has no effect on Mythos-related **SAN** rolls!

*EXAMPLE: Robert Ritter has SAN 60 and Submachine Gun 75% (increased by +60 skill points). He can add 60 / 2 = 30 to his SAN roll, for 60 + 30 = 90.*

A failed SAN check can result in temporary or permanent psychological damage. In modern terms, this is called “post-traumatic stress disorder” (PTSD) or “combat stress reaction” (CSR), but in the 1920s, many of the phenomenon are already known to psychiatrists and doctors of war veterans as “shell shock” (*Call of Cthulhu*, p. 131). Statistically, one in five of all participants in violent encounters of any kind eventually suffer from psychological problems, ranging from instantaneous breakdown to nightmares that only manifest years later. For a detailed description of common issues and treatments of trauma as well as self-medications, see “Stress Disorders” (*Delta Green: Targets of Opportunity*, pp. 295-299).

## DEATH AND INJURY

*When pistols are used by people who know how to use them there are only two classes: the quick and the dead.*

– Hugh Pollard, “The Pistol in Practice” (1931)

Most weapons, especially guns, are quite capable of *killing* a man. Whenever an investigator draws his weapon, he must be prepared to kill and accept that the situation can also get *him* killed (*1920s Investigator’s Companion*, p. 119). Unlike movie heroes, investigators can lose their life through a single bullet – which is both dramatic *and* realistic. Although the remarkable resilience of the human body and the doctors of the day are often capable of saving a man even if shot, death or serious injury is *always* a possibility when weapons are used. This truth should be imparted on the players in no uncertain terms. Even a flesh wound hurts like hell and can mean the temporary end of an investigation, and people get regularly retired *permanently* by weapons as silly as a pocket knife or a .22-calibre peashooter. See “Blood & Guts” (*The Unspeakable Oath 13*, pp. 9-11) for a detailed game-mechanical discussion of injuries. The section on “Disabling Wounds” (*Delta Green: Targets of Opportunity*, p. 290) provides an alternative treatment for severe injuries.

Receiving even a slight injury can mentally stun a man. If the wound is not severe enough to result in actual shock per “Physical Injury” (*Call of Cthulhu*, p. 54), the Keeper could require a POW\*5 roll to check whether the target is not at least stunned and cannot attack for 1D6 combat rounds. Subtract -5 percentiles per hit point lost from the POW roll and add half of the target’s highest combat skill increase over Base Chance (round up) – trained and motivated fighters will often push on despite being wounded.

*EXAMPLE: Robert Ritter has POW 12 and Submachine Gun 75% (increased by +60 skill points). He can add 60 / 2 = 30 to his POW\*5 roll, for 60 + 30 = 90. A light wound costing 2 hit points would reduce this by 2 × -5 = -10 to 80.*

## COMBAT CONSEQUENCES

*There was a vibration as if the wood had fallen farther than it had fallen before. After that followed a sharp grating noise, a shouted gibberish from Pickman, and the deafening discharge of all six chambers of a revolver, fired spectacularly as a lion-tamer might fire in the air for effect. A muffled squeal or squawk, and a thud.*

– H.P. Lovecraft, “Pickman’s Model” (1926)

Beyond the obvious results of a firefight for friend and foe, a shooting fray invariably has other consequences as well. These are often overlooked, but can bring added realism *and* drama to the game:

- Gunshots (and explosions) are extremely loud – a large-calibre handgun generates more than 150 decibels, a sound level well above what is *painful* to the human ear, especially indoors. Just one shot can be enough for a shooter and any bystanders to suffer from ringing ears, and the effects of repeated shotgun blasts or machine gun bursts can be worse, often ultimately resulting in permanent ear damage. If the investigators have recently fired their guns, then their **Listen** rolls should be halved – at least temporarily. See also “What Did You Say?” (*Keeper’s Companion 2*, p. 96). Serious gunfighters or veteran soldiers with permanently damaged hearing should not be allowed to increase **Listen** skill above 60%.
- As well, gunshots can lead to unwelcome attention from the neighbours, the authorities, or, worst of all, more of the opposition. Shots can be heard for many hundreds of metres. Hearing a gunshot is either automatic or, at worst, requires a doubled **Listen** roll. A high background noise level might mask a shot. “Sound Suppressors” (p. 75) make hearing or at least identifying a shot as such more difficult.
- Shots that miss are a considerable problem. Any bullet that does not find its target can hit someone or something else – including after going *through* a wall or travelling a couple of blocks down the road. See “Armour Penetration” (p. 15) and “Base Range” (p. 29). In situations where it could matter, for example on a busy street or in an inhabited building, the Keeper could have the shooter make a **Luck** roll for *each* shot that misses to avoid hitting innocent bystanders! A successful **Idea** or **firearms skill** roll will indicate to a gunman that there is possible danger to the background so that he has the option to hold his fire.
- Gunshots leave a number of clues to anybody trying to investigate a shooting – spent cartridge cases; bullets recovered from a body or from where they impacted otherwise; even the smell of gun lubricants or burnt firearm propellants lingering in the air or in a recently fired weapon. Such clues can be located with a **Forensics** or **Spot Hidden** roll. See “Criminal Investigations” (p. 22).



# OPTIONAL RULES

*He hates It – probably because he’s afraid of what It will come to mean. He carries a pistol all the time to protect himself – fool, as if there were human protection against It!*

– Hazel Heald and H.P. Lovecraft, “The Horror in the Museum” (1932)

The following rules address specific situations that are either not covered by *Call of Cthulhu, Sixth Edition*, or are covered in a way that has been found to be unsatisfactory. The Keeper should decide which, if any, of these rules are to be used in his games.

## SKILL COMPETENCY

*The prowess of the so-called “Gun Men” of New York and other large cities is greatly over-estimated. These criminals do not practice shooting with the fire arms they use but operate by stealth and intrigue which makes them dangerous. They are, in fact, very poor marksmen, few of them being able to hit an object of the size of a man more than [4.5 or 6 metres] away.*

– Abraham Himmelwright, *Pistol and Revolver Shooting* (1922)

Combat proficiency varies widely. Many civilian gun owners including criminals acquire a weapon for protection, but never practise with it, their combat skills remaining at “Base Chance” (p. 28). Others target-shoot and/or hunt extensively, some achieving world-class abilities. The training of police officers ranges from superb to non-existent. During the 1920s and 1930s, a lot of American cops receive no instruction *at all*, and especially in rural areas even have to furnish their own sidearm! These have firearms skills at Base Chance. However, the majority of law enforcement agencies provide limited training. For example, British coppers get a token annual pistol practice and are encouraged to train on their own in police shooting clubs. The firearms skills of policemen nevertheless usually remain at “novice” level (25% and better), unless they are already proficient prior to becoming officers. Only a few agencies like the US Bureau of Investigation, New York State Police, or Shanghai Municipal Police provide modern, in-depth training to their officers, sometimes even including advanced “kill houses” (realistic shooting ranges like those used by special ops today) and how to shoot from moving automobiles. These men will typically have at least one firearms skill at “professional” level (50% and better). Military firearms instruction during the 1920s and 1930s is reasonably good, and soldiers can be expected to have one or several firearms skills at “professional” level.

Using the rules for “Skill Points” (*Call of Cthulhu*, p. 50), investigators may find it difficult to achieve a “professional” level in even just one combat skill. It is easier to become a good academic (who has to put points in two or three broad skills) than a good fighter (who has to put points in several narrowly defined skills, including **Dodge**) – and failing a combat skill roll usually results in more immediate problems than failing **Library Use**.



- If the Keeper prefers more competent investigators, he could allow an alternate approach to character creation that results in more skill points overall. See “EDU and INT Multipliers” (*Call of Cthulhu*, p. 141).
- A more biased way to prevent incompetence in combat skills is to assign additional skill points to investigators belonging to occupations like the Mercenary, Soldier/Marine, and Western Lawman. See “1920s Occupations: Special” (*1920s Investigator’s Companion*, p. 19). This gives undue preference to certain professions, and the Keeper might at least wish to extend this to other combat-oriented occupations, such as the Bank Robber, Federal Agent, Hit Man, Military Officer, Police Detective, Police Officer, Private Eye, etc.
- An even more biased method to increase competency is to assign both additional skill points *and* minimum skill levels to members of the military only. See “Generating Military Characters” (*1990s Handbook*, p. 39). Another method to give soldiers additional skill points is outlined in “Generating Soldier Characters” (*No Man’s Land*, p. 7). A final way to improve skills at least of veterans is given in “War Experience” (*London Guidebook*, p. 13).

## ADDITIONAL SKILLS

Aside from the five firearms skills described in *Call of Cthulhu*, there are additional skills related to the field:

**Craft (Gunsmith) 05%:** This skill allows the investigator to repair, modify, improve, and otherwise work with firearms, including making ammunition. According to “Two New Skills” (*Keeper’s Companion 2*, p. 101), **Gunsmith** starts at 00%, but the higher Base Chance is preferred here in line with other **Craft** specializations (*Call of Cthulhu*, p. 67). To avoid skill inflation, **Craft (Gunsmith)** also subsumes **Handload** (*Keeper’s Companion 2*, p. 101).

**Demolitions 01%:** This skill allows the investigator to safely and effectively handle explosives and fuses (p. 107). See “New Skills” (*1990s Handbook*, p. 42). This is the same skill as **Explosives** (*Keeper’s Companion*, pp. 185-186), but the earlier name is preferred here.

**Forensics 01%:** This skill covers scientific investigation methods, such as forensic ballistics, forensic dactyloscopy (the study of fingerprints), gunshot residue analysis, etc. See “New Skills” (*Delta Green*, p. 280). This contradicts “Forensics” (*Keeper’s Companion*, p. 187), but is preferred here.

**Heavy Weapons (Flamethrower) 05%:** This skill allows the investigator to employ a flamethrower (p. 105). It is found in the “Weapons Table” (*Call of Cthulhu*, p. 65) and described under “Heavy Weapons” (*Keeper’s Companion*, p. 189). According to “New Skills” (*1990s Handbook*, p. 42), **Heavy Weapons (Flamethrower)** starts at 10%, but the lower Base Chance is preferred here in acknowledgement of the weapon’s difficulty of use.

—Fewer (combat) skills might free some skill points to achieve higher proficiency. The Keeper could combine **Shotgun** and **Rifle** into a single skill, only differentiating them by the varying Base Chance. See “Rifle” (*Call of Cthulhu*, pp. 73-74). Since **Rifle** already covers full-automatic rifles, and submachine guns entirely share their handling characteristics, there is no reason why he could not do the same with **Submachine Gun**. Such a unified **Rifle** skill would get a bonus of +5 percentiles when firing a shotgun loaded with shot, and a penalty of -10 percentiles when firing a SMG. The latter might be dispensed with, as firing bursts with an automatic rifle is not actually easier than with a SMG, and the difficulty of hitting with bursts is already modelled by the penalties of “Automatic Fire” (p. 12). Essentially, this is already suggested by “Machine Gun” (*Call of Cthulhu*, p. 71), which points out that there is little difference in use between an assault rifle and a SMG. **Handgun** and **Machine Gun** are sufficiently different to warrant their own skills. Combining **Fist/Punch**, **Head Butt**, and **Kick** into a single **Brawl** skill (*Basic RolePlaying*, p. 52) might further reduce the skill point drain.



## CONCEALED WEAPONS

*There seemed to be a void, and nothing more, and I felt a childish fear which prompted me to draw from my hip pocket the revolver I carried after dark since the night I was held up in East Providence.*

— H.P. Lovecraft, “From Beyond” (1920)

In situations in which an investigator or an opponent tries to conceal the fact that he is armed, make a **Resistance Table** roll with **Spot Hidden** divided by 5 as the active characteristic and **Conceal** divided by 5 as the passive characteristic (round up in either case). **Spot Hidden** is modified by lighting – see “Dimness, Darkness, Invisibility” (*Call of Cthulhu*, p. 60). **Conceal** is modified by the size and shape of the weapon:

- Triple **Conceal** for very small weapons, such as pocket pistols, blackjacks, or daggers, up to a length of about 20 cm.
- Double **Conceal** for small weapons, such as most full-size handguns, small clubs, or fighting knives, up to a length of about 40 cm.
- Use unmodified **Conceal** for medium-sized weapons, such as sawn-off shotguns, SMGs, disassembled take-down long arms, or large clubs, up to a length of about 80 cm.
- Halve **Conceal** for large weapons, such as rifles, hunting shotguns, or SMGs with bulky drum magazines, up to a length of about 120 cm. Larger weapons typically cannot be concealed about a person.

In addition, the location where the weapon is hidden makes a difference:

- Double **Conceal** for heavy clothing such as a long winter coat or fur robe, but also for a suitably-sized purse, bag, etc.
- Use unmodified **Conceal** for ordinary street clothes, typically consisting of a suit.
- Halve **Conceal** for light clothing, such as a suit without jacket or an evening dress.

*EXAMPLE: Robert Ritter has Conceal 25% and tries to hide a Tommy Gun with drum (a large weapon) under his jacket, halving his chance to 12.5%. His opponent has Spot Hidden 30%, which is halved to 15% due to bad lighting. Robert's Conceal characteristic is  $12.5\% / 5 = 2.5$ , rounded to 3. His opponent's Spot Hidden characteristic is  $15\% / 5 = 3$ . Checking the Resistance Table, there is a 50% chance that the other chap notices the weapon. If Robert takes off the stock and employs a box magazine, the gun becomes more difficult to spot (a medium weapon):  $25\% / 5 = 5$ , which results in a 40% chance. His Luger American Eagle pistol (a small weapon) is still easier to hide:  $25\% \times 2 = 50\%$ ;  $50\% / 5 = 10$ , for a 10% chance.*

## QUICK DRAW

*Reason deserted me altogether, and 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)

Drawing a handgun from a holster and shooting *and* hitting once or even several times in the same 3-second combat round (see "Rate of Fire," p. 30) is perfectly realistic. World-class gunmen of the era, like Delf "Jelly" Bryce, J. Henry FitzGerald, or Ed McGivern, repeatedly demonstrate timed quick-draws of 0.25-0.6 seconds – less time than it takes a coin to drop from shoulder-height to the ground – and even ordinary shooters can draw and fire in 1-2 seconds.

Characters act in the order of their DEX scores, as per "Dexterity and the Order of Attack" (*Call of Cthulhu*, pp. 56, 58). Those with a ready firearm shoot in the first DEX cycle. *Ready* means having the weapon in hand for a handgun, shouldered or braced at the hip for a long arm, or set-up for a mounted gun. Furthermore, it means that the action is cocked. Most firearms, except for double-action guns, are unready until they are cocked. A single-action gun can only be fired in the first DEX cycle if it has been cocked in the preceding combat round (or even earlier) or if it is carried "cocked-and-locked," that is, cocked, but with the safety applied. Disengaging the safety with the thumb takes minimal time. Some weapons, especially most revolvers, lack a manual safety and thus cannot be carried cocked-and-locked. If a gun is carried cocked, but not locked, a **Luck** roll determines whether the gun will not go off at the most inconvenient moment.



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In either case, subtract -2 from DEX if the shooter fires a handgun with both hands and -4 from DEX if the shooter fires a long arm with only one hand, as either makes drawing slower.

Basing the Order of Attack solely on DEX ignores the user's skill and experience. Add 1/10 of **Handgun** skill or 1/20 of the appropriate long arm skill like **Rifle**, **Shotgun**, or **Submachine Gun** to the DEX of each combatant to determine who draws or fires first (round any fractions up). A penalty is applied to this new value depending upon where and how a character is carrying his weapon. A character with a holstered weapon suffers a -1 penalty when drawing from a quick-draw holster, -2 from an ordinary open belt or pocket holster, -3 from a shoulder holster or flap holster, or -4 from an ankle holster or tucked in a sock or boot. If drawing the pistol from a clothing pocket, the penalty is -3 for a hammerless gun and -4 for an ordinary gun with hammer spur. Anyone attempting to quick draw a slung long arm is penalized by -3.

*EXAMPLE: Robert Ritter has DEX 10, Handgun 50%, and a Luger pistol in a belt holster. He is opposed by a cultist with DEX 12 and Shotgun 30%, holding a sawn-off shotgun in his hands. The cultist acts at  $12 + (30 / 20 = 1.5, \text{ rounded to } 2) - 0 = 14$ . Ritter acts at  $10 + (50 / 10 = 5) - 2 = 13$ .*

## SHOOTING STANCES

*Blasphemous influences seemed to surround me and press chokingly upon my senses. Sleep, I decided, would be out of the question; so I merely extinguished the lamp and threw myself on the bed fully dressed. No doubt it was absurd, but I kept ready for some unknown emergency; gripping in my right hand the revolver I had brought along, and holding the pocket flashlight in my left.*

*- H.P. Lovecraft, "The Whisperer in Darkness" (1930)*

The "Base Chance" (p. 28) assumes that the firearm is used as intended. However, conditions may dictate that shooting stances other than those commonly used are employed.

— *Pistoleros* of the 1920s and 1930s usually shoot with just one hand, in contrast to the modern practice of holding a handgun with both hands. One-handed shooting is the default assumption for handgun use. However, some instructors, including J. Henry FitzGerald of the New York State Police, William Fairbairn of the Shanghai Municipal Police, and the Berlin shooting instructor Gerhard Bock, already advise to use a two-handed stance in special situations, especially for shots past Base Range. Two-handed shooting gives better control, adding +5 percentiles to **Handgun**. Using only one hand to fire a handgun has the advantage that an investigator can bring it quicker to bear (see "Quick Draw," p. 10) and that he can employ the other hand to hold a flashlight, flaming torch, melee weapon, tome, or other useful item. Alternatively, the off hand can be used to grab a rope, cling to a speeding automobile, or hold the reins of a horse.



- Firing any gun braced on something doubles the "Base Range" (p. 29). This also applies to shooting from the prone, which is the most stable shooting position.
- Firing a long arm such as a rifle, shotgun, or SMG, which is normally used with both hands, with only one hand, makes hitting more difficult. Halve the relevant **firearms skill!** This also makes it slower to bring the gun to bear.
- Shooting *any* firearm with the off hand is much more difficult than with the strong arm. Halve the relevant **firearms skill!** Despite this disadvantage, it might be necessary, for example if the dominant arm is injured or the gunman wants to shoot around cover with minimum exposure.
- Firing two handguns simultaneously is usually useless – only highly skilled marksmen can overcome the disadvantages of not being able to use the sights of the guns as well as of firing one gun with the off hand. Reduce the shooter's Attack chance to 1/5 of normal (for simplicity's sake, this already includes the penalty for firing one of them in the off hand), and roll separately for each weapon. See "Two Handguns" (*Call of Cthulhu*, p. 63). Firing two guns can be used to suppress a target by totalling the fired shots for calculating the odds. See "Automatic Fire" (p. 12).

## CALLED SHOTS

*... I have never known an animal to go down instantaneously and stay down unless hit in brain or spine, and these two present such small marks that it is unwise in normal circumstances to try for them.*

*- John Caswell, Sporting Rifles and Rifle Shooting (1920)*

According to "Precision Aim" (*Call of Cthulhu*, p. 63), taking extra care to aim doubles both Point-Blank Range and Base Range – but does not actually allow for more precise shots at *any* range! The Keeper might wish to resurrect the rules for "Called Shots" (*1990s Handbook*, p. 53): Taking only one shot per combat round at half normal DEX rank doubles Point-Blank Range and Base Range, and it also allows hitting small targets for special effects, such as headshots or shots in the arms or legs, if succeeding with a **firearms skill** roll at 1/5 – just like for an "Impale" (*Call of Cthulhu*, p. 59). This is realistic, as even in close-quarters combat, many shooters find it difficult to hit a man *at all*, let alone go for much smaller specialty targets that can end the fight with one shot. The player has to "call the shot" (specify the targeted hit location) prior to the roll.

*EXAMPLE: Robert Ritter has Handgun 50%. If he wants to attempt an incapacitating headshot at a cultist, he would roll against  $50\% / 5 = 10\%$ . At Point-Blank Range, this would be doubled to 20%, while beyond Base Range, it would be halved to 5%.*

If the investigator is essentially target-shooting, meaning that he is under no time pressure, is not engaged in combat, and is not shooting at a living target, then the Keeper could double his chance to hit.

Called Shots work well with “Hit Locations” (1990s *Handbook*, pp. 53-57). Otherwise, the Keeper can make up the results as required: a headshot might do double damage, just like an Impale, while a shot in the arm might do only normal damage but prevent the target from using it. See “Blood & Guts” (*The Unspeakable Oath 13*, pp. 9-11) for realistic suggestions for specific hits. “Disabling Wounds” (*Delta Green: Targets of Opportunity*, p. 290) gives different, but likewise usable results. Called Shots can also be used to shoot out lamps or car tires, etc.

If the Keeper wants to make it easier for the investigators to score such a special hit for increased drama, if not necessarily realism, he can allow a halved **firearms skill** roll instead. This option is favoured by “Aimed Shots” (*Cthulhu Now*, p. 24), “Called Shots” (*Delta Green: Targets of Opportunity*, p. 292), and “Targeting a Specific Area” (*Basic RolePlaying*, p. 213), but it effectively more than doubles the chance of achieving an Impale – a result the Keeper might not wish. Otherwise, many investigators might end up taking headshots all the time...

## AUTOMATIC FIRE

... the arm should be fired [on semiautomatic] at all times except in case of hip fire where bursts would be more effective in controlling a riot, or in spraying a speeding gangsters' car to prevent escape.

– Philip Sharpe, “The Thompson Sub-Machine Gun” (1932)

Realistically, the main use of automatic fire is to “suppress the target” (prevent him from returning fire) or to allow multiple opponents to be attacked. Automatic fire against a single man-sized target is considerably *less* likely to score hits with a burst of bullets than with controlled shots, especially for shooters with limited skill. The reason is that as the weapon starts firing, the recoil moves the muzzle away from the target, a tendency against which the shooter has to fight constantly. This is the *opposite* outcome of the rules for “Automatic Weapons, Bursts” (*Call of Cthulhu*, p. 63), which should be ignored. Instead, use the following:

– The first, well-aimed shot of a burst has the normal chance of hitting. For each shot in a burst after the first one, *reduce* the attacker’s **firearms skill** roll by -3 percentiles for a handheld firearm, by -2 percentiles for a braced firearm (including on a bipod), or by -1 percentile for a mounted firearm (including on a tripod or vehicle), to a minimum of 05%. Bonuses for improving the hit chance, for example due to a muzzle compensator or tracer ammo (p. 103) are added *after* this reduction. Add a bonus against automobiles, aircraft, large creatures, etc., as per “Big Targets” (*Call*

*of Cthulhu*, p. 63). Apply any modifier to skill for Point-Blank Range or shots past Base Range *before* calculating the Attack roll.

- Roll against the modified Attack roll, but remember the unmodified hit chance. If the attacker made the unmodified Attack roll, but missed the modified roll, he hit with exactly one shot, regardless of burst length. For each 5 percentiles by which the attacker made the modified Attack roll (round down), he hit with one additional shot, up to the maximum number of shots in the burst fired. Use the unmodified hit chance to calculate the odds of an Impale.
- Shooters *must* fire long bursts at least equal to half ROF (round up) unless they have increased the relevant **firearms skill** by at least 5 skill points over the Base Chance. Untrained shooters typically fire wild volleys while experienced machine gunners shoot short, controlled bursts. As well, it is easier to control a weapon with low ROF than a faster-running gun.
- The shooter can attack multiple targets in a 60° arc, dividing the shots in the burst as he sees fit. Moving from one target to the next wastes one shot per metre between the targets. The gunner has to roll individually for each target, but the attack chance is calculated for the *entire* burst.
- For each shot in a burst after the first one, reduce the defender’s **Dodge** roll by -1 percentile. The more lead there is in the air, the more difficult it is to avoid getting hit, even if the difference is small.
- A defender who comes under fire has to make a **Resistance Table** roll with the number of shots in the burst as the active characteristic and his POW as the passive characteristic. If several attackers shoot at the same defender during the same combat round, they can add the number of shots together. If the defender fails this roll, he is considered suppressed for 1D3 combat rounds, meaning that he dived for cover and cannot attack himself – use the rules for “Stun” (*Call of Cthulhu*, p. 54). Target suppression by volume of fire can also be achieved by firing two handguns (see “Shooting Stances,” p. 11) or with unaimed panic fire (see “Rate of Fire,” p. 30).

*EXAMPLES: Robert Ritter has Submachine Gun 75%. He fires a 5-round burst from his Auto-Ordnance Model 1921AC at a cultist past Base Range. His unmodified Attack roll is  $75\% / 2 = 37.5$ , rounded to 38%, and the chance for an Impale is  $38\% / 5 = 7.6$ , rounded to 8%. His modified Attack roll is  $38\% - (4 \times 3 \text{ percentiles} = 12 \text{ percentiles}) = 26\%$ , +5 percentiles for the Cutts compensator, for a total of 31%. The cultist has **Dodge** 20%. The cultist’s Defence roll is  $20\% - (4 \times 1 \text{ percentile}) = 16\%$ . Robert rolls a 14, succeeding with his Attack, and the defender rolls a 37, failing his **Dodge** roll. Since Robert’s modified Attack chance is 31% and he rolled a 14, he made it by  $31 - 14 = 17$ , and thus he hit with  $17 / 5 = 3.4$ , or three shots out of five. The defender also has to make a **Resistance Table** roll to*



## SHOOTING IN THE COLD

Take care that neither snow nor water enters the muzzle or bolt; otherwise the barrel may swell or burst while firing ... Ice formations in the bore can be removed with warmed oil if normal thawing is not possible. The muzzle caps and antidust bags, through both of which firing is possible, prevent snow or water from entering the bore ...

- German Army High Command, *Handbook on Winter Warfare* (1942)

avoid being suppressed, with 5 as the active characteristic against the cultist's POW 8, for a 35% chance that he is incapable of attacking for 1D3 combat rounds.

Against a SIZ 50 automobile (+10 percentiles, for a modified Attack roll of 41%), Robert would have made his attack by  $41 - 14 = 27$ , and hit with  $27 / 5 = 5.4$ , or all five shots.

If Robert fires a 10-round burst against a group of three cultists within Base Range, each 2 m apart, he can divide  $10 - 4 = 6$  shots among them. He opts for 3, 2, and 1 shots. His modified Attack roll against each of them is  $75\% - (9 \times 3 \text{ percentiles} = 27 \text{ percentiles}) = 48\%$ , +5 percentiles for the compensator, for a total of 53%. Only the first target can be attacked with the unmodified Attack chance.

Robert's friend Walter Warwick has **Machine Gun** 15%, the Base Chance, which means he always has to fire bursts at half ROF or more. Using a tripod-mounted Browning M1917 with ROF 20, he has to fire at least a 10-round burst. His modified Attack roll is  $15\% - (9 \times 1 \text{ percentile} = 9 \text{ percentiles}) = 6\%$ . He rolls a 14. Since Walter's modified Attack chance is 6%, but his unmodified Attack roll is 15%, he hits with (only) one shot out of 10. The defender has to make a **Resistance Table** roll to avoid being suppressed, with 10 as the active characteristic.

These rules make automatic fire less useful for *unskilled* users unless they just want to keep the heads of their opponents down, while highly skilled shooters will still be dangerous. This is realistic, but may not suit the Keeper's style. Achieving the necessary skill level for effective use can be difficult – see "Skill Competency" (p. 8).

See "Burst Fire" (*Delta Green: Targets of Opportunity*, p. 290) for a different approach to the problem of automatic weapons that keeps the unrealistic increase of the Attack chance. An alternate take at "Suppressing Fire" (*Delta Green: Targets of Opportunity*, pp. 291-292) is limited to hits or close misses.

Sub-zero temperatures, snow, and ice encountered in the Arctic and Antarctic, but also in alpine regions and even during ordinary winters in temperate zones, such as Massachusetts in February, have considerable impact on shooting.

– Extreme cold ( $-30^{\circ}\text{C}$  and below) can result in the breakage of components like firing pins, bolts, springs, sears, etc. This is primarily an issue with semi- or full-automatic weapons, and worsens the MalF of these by -3 percentiles.

– Firearms require special lubricants in extreme cold or they will gum up. This worsens MalF by -5 percentiles for simple guns like revolvers, bolt-action rifles, or double-barrelled shotguns, or by -10 percentiles for more complicated semi- or full-automatic weapons. See "Machinery Malfunctions" (*Beyond the Mountains of Madness*, p. 306). Dedicated cold-weather lubricants are not available at the time (the Rem Oil supplied to Richard Byrd's South Pole expedition is not suitable for temperatures below  $-10^{\circ}\text{C}$ !), but ordinary petroleum or sunflower oil will do. Alternatively, remove all lubricant using a solvent like gasoline. This will not impact performance unless the gun is shot this way over a long period. Gumming up can also be avoided by keeping the gun warm. The latter is only practical with handguns carried close to the body. Avoiding this problem requires a halved combination roll of **Know** and the relevant **firearms skill** or **Craft (Gunsmith)** – or a **Survival (Cold Weather)** roll. Similar rules with more severe penalties are suggested in "Equipment" (*Walker in the Wastes*, pp. 29-30).

– Bare metal is uncomfortable to the touch at  $0^{\circ}\text{C}$ . Touched at  $-10^{\circ}\text{C}$ , it can result in some skin loss. See "Antarctic Advice and Relevant Facts" (*Beyond the Mountains of Madness*, p. 305). At  $-20^{\circ}\text{C}$ , touching metal results in instant frostbite, the degree depending on the duration. At  $-40^{\circ}\text{C}$ , even brief contact leads to fourth degree frostbite which can make amputation necessary. See "Frostbite" (*Beyond the Mountains of Madness*, p. 301). Thick gloves worn to protect against the cold make squeezing the trigger much more difficult or even impossible, depending on the size of the trigger guard – and mittens do not allow the firing of a contemporary gun *at all*. Reloading a gun or magazine with individual cartridges while wearing gloves requires a **DEX\*5** roll.

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## SHOOTING IN THE DESERT

After a thirty-mile ride through clouds of alkali dust, at least nine out of ten [Colt M1911] pistols were found useless, without a thorough taking apart and cleaning of the mechanism ...

— Fred Clark, letter to *Outdoor Life* (1917)

Desert sand and dust will quickly clog up the mechanism of any firearm, which worsens Malf by -5 percentiles for simple guns like revolvers, bolt-action rifles, or double-barrelled shotguns, or by -10 percentiles for more complicated semi- or full-automatic weapons. This can be prevented by frequently cleaning the weapon (at least once a day) and carrying it in a protective cover such as an anti-dust scabbard, closed holster, or gun case for as long as possible. The muzzle should also be covered. See “Firearm Accessories” (p. 103). In addition to dedicated muzzle covers, condoms or adhesive tape can be used for this; either can be shot through in an emergency. Ammunition feed devices should likewise be protected. Avoiding this problem requires a halved combination roll of **Know** and the relevant firearms skill or **Craft** (Gunsmith) – or a **Survival** (Desert) roll.

## SHOOTING INTO AND UNDER WATER

The Navy Bureau of Ordnance determined ... that a man would be safe under [1 to 1.2 metres] of water from a .30-06 projectile ...

— Julian Hatcher, *Hatcher's Notebook* (1947)

Occasionally, investigators might want to shoot at something in the water. This is made exceedingly difficult by water's high density compared to air. Even projectiles fired from powerful rifles lose all their velocity within about a metre of travelling through water, reducing the potential Damage to zero.

- See “Machinery Malfunctions” (*Beyond the Mountains of Madness*, p. 306). Inserting or removing a detachable magazine is not affected.
- Firearms should be protected from contact with snow and ice, as it might clog the barrel or action. This worsens Malf by -3 percentiles and can result in a burst barrel, destroying the weapon. If a 00 is rolled, a successful **Luck** roll prevents the destruction of the gun. To avoid this, a gun should be carried in a scabbard, closed holster, or gun case until the last moment when it is to be used. Long arms can be protected with a muzzle cover against entry of foreign matter. See “Firearm Accessories” (p. 103).
- Firearms brought from the cold into a warm shelter attract condensation, which will freeze the weapon shut when it is taken out again. This makes the gun unusable until it is thawed. Condensation can be prevented by storing guns at the ambient temperature, usually outside, or by cleaning it scrupulously after about one hour in the warmth, thereby removing any condensation.
- Batteries in weapon lights (p. 61) and flashlights (p. 103) have much reduced runtimes; lower efficiency to 50% in sub-zero temperatures and to only 10% in extreme-cold conditions! At -45°C they fail completely! Compare “Temperature Effects” (*Beyond the Mountains of Madness*, p. 305).

- Shooting into the water from above the surface quarters all **firearms skill** rolls due to reduced visibility and the deflection from when the bullet enters the water. Even under the most favourable conditions, only targets immediately below the surface can be attacked.

- Shooting underwater, with both shooter and target below the surface, halves all **firearms skill** rolls. Furthermore, no target beyond touching distance can be attacked as the bullets sink harmlessly down. Shooting underwater worsens Malf of semi- and full-automatic weapons by -10 percentiles, while revolvers and other manually-operated guns usually work flawlessly. Shotloads and hollow-point bullets (p. 102) worsen Malf by -50 percentiles, as they often expand while still in the barrel! If a malfunction occurs using these, only a successful **Luck** roll prevents the destruction of the gun. For a similar treatment, see “Underwater Action” (*Delta Green: Targets of Opportunity*, p. 12). Those rules

also apply traumatic damage of 1D3-1 to the shooter, for every shot! While such injury is a possibility (the ears especially can suffer from overpressure), it is far from typical. The Keeper is well-advised to restrict such damage to underwater shooters who fail a **Luck** roll, or to ignore it totally.

- Ammunition can be ruined by long-term immersion in water (especially sea water) or even just extended exposure to high humidity (such as storage on a boat). Depending on the duration, the Keeper can worsen **Malf** by -1 percentile or more, the result always being a misfire (p. 31). Replacing the ammunition obviously removes this **Malf** penalty.
- A lanyard or rifle sling (p. 103) is useful for amphibious operations, as it can prevent permanent loss of the weapon.

## SHOOTING FROM A MOUNT OR VEHICLE

*Pistol shooting from a car is also dubious. You cannot shoot in front because of the windscreen and shooting at the side is astonishingly inaccurate, for there is the bumping of the car, a hopelessly cramped shooting position and lateral movement to contend with. For car use a sawn-off shotgun ... is the only hopeful weapon, unless a Thompson sub-machine gun can be procured.*

— Hugh Pollard, *“The Pistol in Practice”* (1931)

Shooting from a riding animal or a vehicle on the move is quite difficult. To keep matters simple, the Keeper should apply the rules under “Vehicle Range Track” (*Call of Cthulhu*, p. 284):

**Range 1 (Side by Side):** If both mounts or vehicles are moving side by side at comparable speed, allow unmodified **firearms skill** rolls.

**Range 2 (Two Car Lengths):** If the distance is roughly two car lengths (about 10-20 m), halve all **firearms skill** rolls.

**Range 3 (Close Range):** If the distance is fairly close (up to 100-200 m), quarter all **firearms skill** rolls.

**Range 4 (In Sight):** If the two riders or vehicles are merely in sight (up to 1,000-2,000 m), allow 01% to hit.

A firearm fixed to a proper gun mount on a moving vehicle is easier to hold steady and thus, to hit with, than a gun held in hand. Treat the gunner as being one range band closer: Range 2 becomes Range 1, Range 3 becomes Range 2, and Range 4 becomes Range 3. Neither Range 1 (Side by Side) nor Range 5 (Out of Sight) can become better.

A different approach is taken in “Auto Combat” (*1920s Investigator’s Companion*, p. 84), which halves **firearms skill** rolls for firing from a moving vehicle, and halves them again for firing at a moving target. Range penalties



are calculated as for ordinary combat. The disadvantage of this rule is that the Keeper has to keep track of the distance at all times, but has no way to assess it. Furthermore, the low **Base Chances** in firearm combat presumably already account for the fact that targets generally do not stand still, so this unduly penalizes the shooters.

## ARMOUR PENETRATION

*[In 1929,] we often used to argue about the value of our steel vests and the measure of safety they afforded ...*

— Ernest Peters, *Shanghai Policeman* (1937)

Bullets fired from firearms have amazing penetrating power. Even a soft lead slug fired from a .22-calibre pistol can go through 10 cm of dry pine wood. The metal-jacketed bullet from a .45 ACP submachine gun penetrates some 13 cm of pine, while a similar projectile from a 9×19mm Luger pistol goes through 22 cm of pine and a 7.63×25mm Mauser through 28 cm! Rifles are even more powerful. A jacketed projectile from a .30-06 Springfield or 7.92×57mm Mauser bolt-action rifle or MG penetrates 85 cm of pine, 45 cm of oak, or 0.6 cm of armour steel. An armour-piercing projectile from such a weapon pierces more than 1 cm of armour steel.

Steel helmets are usually made of 0.1-cm thick steel, while the armoured cars of the time, such as the British military’s Rolls-Royce Pattern 1920 (*Fearful Passages*, pp. 82-83), typically have 0.9-cm thick armour plates. Even the frontal armour of the US Army’s MK VIII heavy tank is only 1.6 cm thick. Ordinary cars of the time often have 0.6-cm mild steel body panels, explaining why police officers complain that entire bursts from a Tommy gun glance off them and why some acquire high-powered rifles instead.

Ignore “Sample Armors” (*Call of Cthulhu*, p. 59). Use the table overleaf instead, with the first figure for low-velocity weapons like most handguns, shotguns, SMGs, ordnance fragments, and melee attacks, and the second figure for high-velocity weapons like rifles and machine guns, but also pistols or SMGs chambered for certain rounds, especially the 7.63×25mm Mauser and 9×19mm Parabellum. See the “Ammunition Table” (p. 100), where all high-velocity (HV) calibres are noted so.



## ARMOUR

TYPE	VALUE
Heavy Leather Jacket	1/1
Steel Helmet (Brodie Mk I, M1917, Stahlhelm 16)	4/2
Steel-lined Bullet-Proof Vest	10/5
Automobile Body	12/6
3 cm Soft Wood (Pine)	1/0.5
3 cm Hard Wood (Oak)	2/1
30 cm Sand Bag	30/15
1 cm Armour Steel Plate	32/16
15 cm Concrete	40/20
20 cm Brick	46/23



## DOOR BREACHING

If a target is hit but no damage penetrated his body armour, the Keeper could require a **POW\*5** roll to check whether the target is mentally stunned and cannot attack for 1D3 combat rounds. Add half of the target's highest **combat skill** increase over Base Chance (round up) to the **POW** roll.

Individual shot pellets have limited penetration. The high Damage of shotguns in *Call of Cthulhu* assumes that several pellets hit at once. While this is realistic against unarmoured targets, it has the unreasonable result that shotguns can penetrate more Armour Value than they should. Instead of totalling the damage rolled, as per "Armor" (*Call of Cthulhu*, p. 59), the Keeper should consider matching each individual die result from a shotgun Attack against the target's Armour Value, and total only those that penetrate. Add a bonus only once, to the first die.

*EXAMPLE: Walter Warwick fires a 10-gauge Ithaca Field Gun against a cultist wearing a bullet-proof vest. Using 4D6+2, he rolls 1+2, 3, 4, and 6 = 16. Against low-velocity attacks, the vest has Armour Value 10. Using the original rules, the attack would do 16 - 10 = 6 damage points - even though the vest is designed to stop shot pellets! Matching each individual die against Armour Value 10, none of the pellets penetrate, which is realistic. Walter should try a Called Shot against the cultist's unarmoured head or limbs.*

Occasionally, an investigator might want to shoot open a door. However, door locks and hinges are more resistant than is commonly imagined - and even if they are destroyed completely, they can warp or bend so much from the impact that the door is jammed shut.

Standing directly in front of the door, hitting the lock (or hinge) is automatic, but the investigator must roll anyway to check if there is no weapon malfunction. If a 00 is rolled, the shooter must succeed with a **Luck** roll or get hit by a ricochet, for half the normal damage. If the **Luck** roll succeeds, an ordinary malfunction occurs. Then make a doubled **Locksmith** or unmodified **Idea** roll to determine whether the investigator has applied the shot to the best location. If this roll fails, the shot has no effect other than possibly alerting someone on the far side of the door - and the shot might penetrate the door's Armour Value, possibly doing damage on the other side. If the roll succeeds, match the rolled damage against half the door lock's STR (to be determined by the Keeper) on the **Resistance Table**. A success opens it. On a failure, additional shots can be placed (no second roll is required for finding the lock's weak spot).

*EXAMPLE: Walter Warwick fires a 10-gauge Ithaca Field Gun against a door lock. He rolls against Malf 00 and avoids a malfunction. He has Locksmith 30%, which is doubled to 60%, and he makes the roll. Using 4D6+2, he rolls 1+2, 3, 4, and 6 = 16 damage points. This is matched against half the lock's STR of 20 on the Resistance Table, for a 80% chance that the door opens.*

Watch it being done professionally by a Federal agent with a Winchester Model 97 in *Public Enemies* (set in 1934).



## DISARMING

*With a swinging blow seize your assailant's right wrist with your left hand, simultaneously turning rapidly sideways towards your right-hand side. This will knock the pistol inwards past your body ... Seize the pistol and hand from underneath with your right hand, and with a circular backward and downward motion break his trigger finger and knee him in the testicles ...*

*- William Fairbairn, **Defendu** (1926)*

Sometimes it is necessary to disarm an opponent – perhaps the investigator is unarmed himself at that particular moment, or the opponent is a friend who failed his SAN roll, or simply because shooting other people is not always the best solution. In the 1920s and 1930s, many civilian and police combat instructors teach suitable methods, including men like William Fairbairn (Shanghai Municipal Police), J. Henry FitzGerald (advisor to the New York State Police), Gunji Koizumi (Budokwai London), Erich Rahn (*1. Berliner Jiu-Jitsu-Club*), Alfred Rhode (*1. Deutscher Jiu-Jitsu-Club*), Haakon Schønning (Norwegian *Politiskole*), and Viktor Spiridonov (Soviet OGPU). Most Westerners use techniques adapted from some style of Jiu-jitsu (*Delta Green: Targets of Opportunity*, p. 293), although minor modifications may lead to name changes like “Defendu,” “Fitz Trick Holds,” “SAMBO,” or “Scientific Self-Defense.” Some of these methods are “secret” – in particular, SAMBO is classified for use by police and military only – but in general, anyone can learn them if he wants. There are clubs and even wandering Japanese trainers in most countries, and many manuals for self-study are available. Both Keeper and investigators should note that disarming a gunman is dangerous, requires special skill, and only works

at close range – FitzGerald observes that “a man with experience would not get close enough to be disarmed in this way. He would stand about [1.8 metres] away ...”

Disarming an opponent requires two successful **Grapple** rolls, one to secure the weapon or arm holding it, one to wrest it away. See “The Parry” (*Call of Cthulhu*, p. 59) and “Grapple” (*Call of Cthulhu*, p. 68). However, this takes two combat rounds, one for each roll. This is completely unrealistic even if combat rounds are only 3 seconds long (compare “Rate of Fire,” p. 30), at least for the techniques employed by someone actually trained in how to disarm an opponent.

Another approach to disarming has the attacker make only one **Grapple** roll; if successful, the attacker then has to win a **Resistance Table** roll in the next combat round of his STR+SIZ against the defender's STR. See “Grapple Effects” (*Basic RolePlaying*, p. 61). However, this brute-strength rule fails to model the “scientific” leverage techniques employed by most martial arts, and still takes two combat rounds.

Instead, the Keeper should allow investigators to make both **Grapple** rolls in the *same* combat round, one to secure the weapon, the other to remove it. The second roll can only be made in the same round if the first roll is equal or less than his **Martial Arts** skill, and must itself be equal or less than **Martial Arts**. The weapon will normally fall to the ground; if the second **Grapple** roll is a special success (*Call of Cthulhu*, p. 141), then the attacker now holds it in his hand, but it is unready to use. If either **Grapple** roll fails, the opponent can take a shot at the attacker, at half his **firearms skill**. If only the second **Grapple** roll fails, then the opponent cannot shoot, as the grappler is blocking the hammer, pushing the slide out of battery, or otherwise preventing the gun holder from firing.

**TO SEE** a realistic disarming sequence, watch private eye Sam Spade in *The Maltese Falcon* (set in 1941).



# WEAPONS AND THE LAW

*Despite the obvious danger of attracting notice and bringing down on our heads the dreaded police investigation – a thing which after all was mercifully averted by the relative isolation of our cottage – my friend suddenly, excitedly, and unnecessarily emptied all six chambers of his revolver into the nocturnal visitor.*

– H.P. Lovecraft, “Herbert West: Reanimator” (1922)

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Many investigators will want to be armed when they confront the Unknown. However, during the 1920s, and increasingly the 1930s, most “civilized” states regulate the ownership, carry, and/or use of weapons in some way. Violence will eventually alert the civil authorities (*Call of Cthulhu*, pp. 143-146) to those that use it, with potentially dire results.

## WEAPON PERMITS

*A current of public opinion is setting against the right of individuals to possess and carry freely revolvers capable of being concealed, and there is strong police sanction of this opinion.*

– Joseph Chamberlain, “Legislatures and the Pistol Problem” (1925)

During the 1920s, many weapons are legal to own and carry in most countries and jurisdictions. The ordinary citizen can buy whatever he wants and can afford, including many types of military arms. However, specific details vary widely. The most closely regulated weapons are not submachine guns or high-powered rifles, but the ubiquitous handgun and dagger, as well as the anarchist’s hand-thrown bomb. The ease of concealment and ready availability of these makes them more dangerous to the public than cumbersome war materiel capable of firing armour-piercing ammunition. Restrictions are normally placed on the ability to *carry* a weapon in public. Most jurisdictions allow civilians to own and keep a weapon on their own property or in a place of business without a permit – but not in a vehicle or, as some laws still point out, in saddle bags. In case the necessary permit cannot be secured, an investigator might try to fake the licence. This takes a **Craft (Forgery)** roll.

Violating weapon laws is typically a criminal offence, punishable by a fine (up to \$500 in the US or £50 in the UK) or, in some cases, even a prison sentence. Weapons are not normally contraband, and thus not subject to seizure and forfeiture simply on basis of possession, unless connected to another offence – such as unlawful concealed carry, breach of the peace, reckless use, or ordinance violations by discharging a firearm within a settlement! First offenders usually get away without jail time, but up to 1 year in prison is possible, and repeat offenders can end up being incarcerated for up to 5 years – usually due to aggravating circumstances. Using a weapon always aggravates the sentence for other crimes committed, typically resulting in a mandatory prison sentence.

Investigators should not be allowed to light-heartedly ignore restrictions on weapon ownership or carry. Even gangster boss Al “Scarface” Capone, who successfully avoids prosecution for various serious crimes throughout the 1920s, is arrested in 1929 for carrying a concealed revolver. Unlike most perpetrators, that time he does not get away with a fine but within 16 hours (!) is tried and sentenced to 1 year in prison. Investigators must make **Law** rolls to be aware of the specific requirements. See “Bribes” (*Call of Cthulhu*, p. 144) for one approach to wriggle out of such a situation. Successful bribing requires a **Fast Talk** roll (*King of Chicago*, p. 61).

## UNITED STATES OF AMERICA

*The revolver is the king of protective weapons and, instead of passing laws to prohibit its use, every good citizen should be the owner of a revolver and know how to use it.*

– J. Henry Fitzgerald, *Shooting* (1930)

In the United States, weapons are legislated at state and even county or city level. The first nationwide restriction is the *Federal Mailing of Firearms Act* (1927), which forbids the mail shipment of handguns. This has long been a problem, and big mail order companies such as Sears, Roebuck or Montgomery Ward have required the buyer to supply his name, age, address, and the affidavits of two guarantors of the buyer’s character for some time. As a consequence of continued criminal misuse of this easily circumvented barrier, Sears, Roebuck stop selling handguns in 1924. Neither self-restrictions nor the Act of 1927 have much impact on prospective buyers, who can still legally purchase handguns from private sellers or virtually any hardware store.

Conspicuous use of full-automatic weapons by mobsters and the motorized bandits of the early 1930s leads to the *National Firearms Act* (1934), which restricts so-called “gangster weapons.” Affected are guns capable of full-automatic fire, long arms with a barrel length of less than 46 cm or an overall length of less than 66 cm (in particular, sawn-off shotguns, but also handguns fitted with a shoulder stock), guns lacking serial numbers,

## NATIONAL RIFLE ASSOCIATION

In the 1920s, the American NRA offers shooting instruction to civilians as well as access to some military firearms such as the Colt M1917 revolver or Springfield M1903 rifle (including those fitted with a Maxim sound suppressor) – but not to machine guns or heavy weapons. NRA membership is \$2 per year, or \$25 for life.

Every year in August, the NRA organizes the famous *National Rifle Matches* at Camp Perry, Ohio. Thousands of civilian, police, and military shooters compete there. Many new weapons are presented at this event; the prototype Thompson submachine gun makes its debut there in 1920. From 1925, law enforcement officers can attend a “police school” that offers summer courses on shooting service revolvers or submachine guns; how to handle tear gas devices (p. 98); and even Jiu-jitsu and “trick holds” to disarm and subdue gun-toting criminals – a good way to acquire the **Martial Arts** skill (compare “Disarming,” p. 17).

and sound suppressors. While the Act does not make these items illegal (although some state laws do), each requires Federal registration of the buyer and a \$200 tax stamp. *Nobody* applies for a tax stamp in 1934, and only *one* American citizen does in 1935 ... Also see “Federal Legislation of the 1920s & 1930s” (*The Unspeakable Oath* 12, pp. 34-35).

During the 1920s, most US states ban the concealed carrying of handguns (usually defined as any firearm with a barrel shorter than 30 cm), primarily to combat political assassinations, muggings, and gang-related shootings. Most states specifically only restrict *concealed* carry, allowing civilians to walk around with handguns carried openly on their belts, or indeed with any type of long arm. Concealed carry of a handgun requires a permit. Members of minorities as well as recent immigrants will often find their applications for a permit being denied. Fear of unrest by foreign-born anarchists (Lovecraft’s swarthy terrorists in “The Street”) and minorities is the main motivation for many of the restrictive laws. The *San Francisco Chronicle* states in 1923 that the applicable Californian law has a “salutary effect in checking tong wars among the Chinese and vendettas among our people who are of Latin descent.” If the applicant is white and wealthy, a permit is much easier to obtain nationwide, and even lack of a permit is often much less of a problem. The Keeper can modify rolls accordingly – a private eye might get a doubled **Persuade** roll to demonstrate a legitimate need (*1920s Investigator’s Companion*, p. 116), while an Italian-American labourer might get a halved **Persuade** roll.

New York is one of the first US states to restrict handguns, passing the *Sullivan Act* in 1911. This strictest of all American gun laws at the time makes carrying *and* possessing a handgun illegal unless one has a *Pistol Licence*. Obtaining the licence requires a minimum age of 16 years, a clean police record, submission of a photograph and fingerprint, and payment of a \$5 fee. It automatically expires on December 31st of the year issued unless renewed. The licence is denied to any citizen convicted of violent crimes in the past, but also to known drunkards, drug addicts, and those who have spent time in a mental institution (a particularly sore point with many investigators). The Keeper could require a **Credit Rating** roll. Completely outlawed in New York and not possible to get licenced are blackjacks, brass knuckles, hand grenades, as well as “dangerous knives and razors.” Long arms of any kind, including machine guns, are unrestricted.

In most other US states, possession of weapons is completely unrestricted, with only concealed carry of handguns and other small weapons being subject to licensing. There are no restrictions whatsoever in Minnesota and Vermont.

California requires a *Concealed Carry Licence* for handguns from 1917, although only in urban settlements including small towns. Applicants need to be 18 years of age, have a clean police record, be of sound mind, demonstrate a legitimate need (e.g., fear for life or property), and pay a \$2 fee. The legitimate need requires a **Persuade** roll. The licence is originally valid indefinitely, but this is reduced to 1 year in 1923. Mere possession as well as open carry of handguns is not restricted. Also in 1917, California outlawed the possession of blackjacks, brass knuckles, and concealable explosive devices including hand grenades. Daggers, dirks, switchblades, and other “dangerous” blades, while still legal to be possessed, are not allowed to be carried. Long arms are unrestricted. From 1927, a *Machine Gun Permit* is required to own an automatic weapon. This permit has similar requirements as the Concealed Carry Licence.

Massachusetts requires a *Carry Licence* for handguns from 1906. Applicants need to be 15 years old, have a clean police record, demonstrate a legitimate need (**Persuade** roll), and pay a \$2.25 fee. The licence is valid for 1 year. Illegal to carry on one’s person are blackjacks, brass knuckles, small clubs, or fighting knives of any kind. Long arms are unrestricted, but from 1925, a licence is required to possess a shotgun with a barrel length of less than 40 cm, and from 1927 a *Machine Gun Licence* is needed for owning full-automatic weapons. Possessing explosive ordnance requires a permit from 1919 onwards.

In New Hampshire, handguns require a *Concealed Carry Licence* from 1923. Applicants need to be 21 years of age, have a clean police record, demonstrate a legitimate need (**Persuade** roll), and pay a \$2 fee. The licence is valid for 2 years. Long arms of any kind are unrestricted.

New Jersey requires a *Handgun Carry Permit* from 1925. Applicants need to be 21 years of age, have a clean police record, demonstrate a legitimate need (**Persuade** roll), and pay a \$2 fee. The licence is valid for 1 year. Long arms are unrestricted until a *Machine Gun Permit* is required for full-automatic weapons from 1925.

In Rhode Island a *Concealed Carry Permit* is required for handguns from 1927. Applicants are required to be 21 years of age, have a clean police record, submit a photograph, and pay a \$50 bond as well as a \$4 fee. They need to demonstrate that they can safely handle the gun (with at least 5 skill points in **Handgun**). The licence is valid for 4 years. Long arms of any kind are unrestricted.

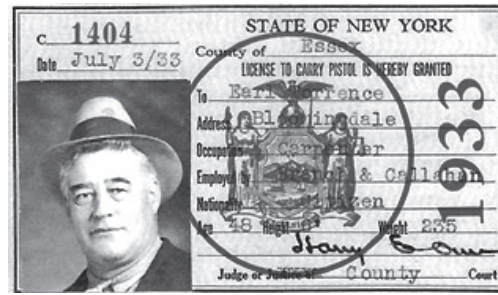
Texas already outlawed the carrying of handguns, blackjacks, brass knuckles, sword canes, and fighting knives such as Bowie knives, dirks, and daggers in 1871. (Somewhat mysteriously, spears are also prohibited.) Civilians are only allowed to carry such a weapon if they have reasonable, immediate grounds for fearing an unlawful attack. Even then the weapon cannot be carried concealed, only openly on the belt, and if apprehended by the police, one has to provide reasonable proof for the immediateness of the danger. The Keeper can require a **Fast Talk** or **Persuade** roll. No permit is required for this, however. Carrying a weapon is also allowed as long as one is travelling. This allows carrying a gun in the car or on the train until the traveller's destination in a settlement is reached. Unless his business there is brief, the traveller then has to abandon his weapon, for example in his hotel room. Long arms are unrestricted.

Permits are issued in the city or county of residence and generally only valid there – although sometimes they are acknowledged state-wide, or even in neighbouring states.

All of these laws only apply to US citizens. Foreigners may be forbidden to possess or carry any firearms at all, not just handguns or other controlled arms, and often cannot apply for a permit. There are exceptions to this, some states allowing resident aliens to get a carrying licence, including Hawaii, Massachusetts, New York, and Washington.

Many states require permit holders to wait for between 24 and 48 hours before they can take possession of their newly purchased and licenced weapon. Dealers are required to submit records of the buyer, noting name, address, and detailed physical description (!), as well as the gun's serial number, to the police. Any investigator trying to avoid that kind of attention should try to acquire a gun from a private seller or even on the black market. See "How to Get a Gun" (p. 23).

Despite the number of laws enacted against the ownership or carry of handguns, other weapons often remain completely unregulated. This includes not just rifles and shotguns, but also machine guns, flamethrowers, and similar weapons, all of which are perfectly legal to own in many US states.



## AUSTRALIA

During the 1920s and 1930s, the Commonwealth of Australia has only one nationwide law governing weaponry – a criminal code which outlaws the discharging of a firearm over Commonwealth land in 1928. However, all states eventually pass their own gun laws.

In New South Wales, the *Gun Licence Act* (1920) makes it illegal to buy, possess, or carry any kind of firearm without a *Gun Licence*. Applicants need to be 16 years of age and pay a 5 shilling fee (equivalent to \$1.20). The licence is granted by the local administration and is valid until December 31st of the year issued unless renewed. All gun sales need to be documented for the police. There are no restrictions on the types of firearms (including machine guns) or how they are carried (concealed or open). Sound suppressors are banned. This law is repealed as unenforceable and replaced by the *Pistol Licence Act* (1927). Henceforth, only handguns with a barrel length under 23 cm need a *Pistol Licence*; all others can be bought, possessed, and carried without permit. Applicants need to be 18 years of age, demonstrate “good reason,” and pay a 10 shilling fee (equivalent to \$2.40). The Keeper could require a **Persuade** roll, doubled for wealthy applicants or those with a suitable profession. The licence is valid until December 31st of the year issued unless renewed. The licensing of handguns leads to people arming themselves with straight razors instead. Slashings become so common that the criminal code is amended in 1930 to threaten anyone carrying a razor without good reason with a 6-month prison sentence.

## CANADA

Canadian investigators are required to have a *Pistol Permit* to carry any handgun since 1913. Applicants need to be 16 years of age, have a clean police record, and pay a \$1 fee. The certificate is granted by the Royal Canadian Mounted Police or the local chief of police, who decides whether the applicant is of the required “discretion and good character.” The Keeper could require a **Credit Rating** roll. The Keeper should allow a doubled roll for wealthy applicants or those with a suitable profession. The permit is valid indefinitely. Handgun sales also need to be documented for the police. There are no restrictions on other firearms, including automatic weapons. Foreigners can own and carry firearms, but always need a permit, regardless of type. The foreigner permit is valid for 1 year.

# GERMANY

... carrying a handgun requires a weapon certificate, which the police authorities will issue after one has submitted a justified application.

- Sigmund Nelken, *Public and Crime – Practical Hints for Self-Protection* (1928)

In 1920, the German government enacts a general disarmament law in an effort to quell the violent riots, political assassinations, and revolutionary activities that occur between 1919 and 1923. This makes it illegal for civilians to possess any firearm at all, unless one has a *Waffenschein* (“weapon certificate”) or *Jagdschein* (“hunting certificate”) – the latter is easier to acquire. Either allows ownership and carry of up to five civilian firearms – a hunting certificate restricts the owner to hunting guns, but allows carrying a handgun for protection against poachers, while a weapon certificate is often restricted to *one* handgun. Military arms, including service rifles, machine guns, submachine guns, hand grenades, flamethrowers, bayonets, cavalry lances, etc., cannot be licenced, and neither can sound suppressors or sword canes. Military-style semiautomatic pistols with a calibre over 8 mm (.32-calibre) and/or a barrel length over 9.8 cm are likewise forbidden; this includes the long-barrelled Mauser C96 in 7.63×25mm as well as the short-barrelled Luger pistol in 9×19mm, but allows the short-barrelled C96 or the Luger in 7.65×21mm as well as any type of revolver except for the old German army revolver. The general disarmament is impossible to enforce, however, and many weapons are never registered. From 1928, mere possession becomes legal for citizens, but carrying a concealed firearm or buying a new gun requires a certificate. From 1930, carrying a deadly melee weapon, like a blackjack, brass knuckles, spring cosh, or fighting knife, is illegal. Explosives require a *Sprengstofferlaubnis* (“explosives permit”) since 1884.

Applicants for a certificate need to be 20 years of age, have a clean police record, be of sound body and mind, submit a photograph, and pay a 5 *Reichsmark* fee (equivalent to \$1.20). Applicants need to have a legitimate need. Demonstrating such reason requires a *Persuade* roll. The Keeper should allow a doubled roll for wealthy applicants or those with a suitable profession – but



less-obvious occupations are not necessarily an obstacle, as evidenced by self-proclaimed “writer” Adolf Hitler, who receives his Bavarian *Waffenschein* in 1921. The certificate generally has to be renewed every year. Foreigners can apply as long as they have permanent residency in Germany; gypsies and other “homeless” people are denied ownership by law. Certificates usually specify the exact make, model, and serial number of the weapon(s) acquired by the permit holder. Beginning in 1928, citizens are not normally allowed to possess more than 100 rounds of handgun calibre (including .22 LR) or 1,000 rounds of rifle calibre (including shotgun slugs) at any time. Shotshells can be acquired in unlimited quantities. The certificates are only valid in the applicant’s administrative district, until this is changed to all of Germany in 1928.

# UNITED KINGDOM

... in our own time we have seen the spread of restrictive legislation and the tendency to limit the sale of arms ... but our criminal statistics show no difference at all.

- Hugh Pollard, *A History of Firearms* (1926)

In 1925, Britons are estimated to legally own some 220,000 firearms, yet violent crimes are rare, and during the entire era, only about a dozen offenders are arrested annually with a firearm – many of which are held illegally. Since the passing of the *Firearms Act* (1920), a *Firearms Certificate* is required to buy, possess, and carry a firearm, but many people owning one never register it. Shotguns are not considered firearms and are therefore freely available. Applicants for a certificate need to be 14 years of age, have a clean police record, demonstrate “good reason,” and pay a 5 shilling fee (equivalent to \$1.20). The certificate is granted by the chief constable, who decides whether the applicant has good reason for owning a firearm and whether he is otherwise unfit (of intemperate habits, a drunkard, insane, etc.). Owing to a secret Home Office directive issued with the Act, self-defence is typically *not* accepted as good reason, unless specific circumstances apply – a lonely house, previous threats to an applicant holding public office, etc. The Keeper could require a *Credit Rating* roll to determine whether an investigator is suitable, and a halved *Persuade* roll to demonstrate good reason. The Keeper should allow doubled rolls for wealthy applicants or those with a suitable profession; upper-class investigators will generally have a high *Credit Rating* to begin with. Foreigners cannot apply. The certificate is valid for 3 years. Each certificate specifies the exact make, model, and serial number of the firearm licenced, and also the maximum amount of ammunition allowed. Ammunition cannot be bought without a certificate. Veterans can obtain a *War Trophy Certificate* that allows possession of a functioning firearm obtained during service, which “may not be used or carried and no ammunition for them may be purchased.” This is not to say that nobody keeps ammo for his captured Luger...

(*The London Guidebook*, p. 13). Firearms of all kinds can be licenced, including machine guns. Explosives including hand grenades are regulated by the *Explosives Act* (1875), which outlaws possession and carrying of such items.

Both acts also apply in Scotland as well as in Ireland until 1925; however, in (Northern) Ireland applicants must be at least 16 years old and the certificate is valid only 1 year. Shotguns are not exempt and require a certificate as well. Once independent, the Irish Republic enacts its own *Firearms Act* (1925), which is essentially the same as the British one.

## OTHER LEGISLATURES

*Ladies who travel extensively and visit semi-civilized countries ... should be thoroughly familiar with fire arms and skilled in their use.*

- Abraham Himmelwright, *Pistol and Revolver Shooting* (1922)

Most European legislatures are similar to those above, allowing the carrying of weapons after a permit has been acquired from the authorities. These include Austria, France, and Spain. No licence is required from citizens in Switzerland, where all men have a military bolt-action rifle at home anyway.

In more foreign locales, there are generally two types of weapon laws. Some countries either have no laws at all regulating the ownership and use of weapons, or they have laws, but they cannot or do not enforce them, which has the same result. In the latter case, investigators might need to bribe officials. This applies to many Asian and South American nations during the time. In Japan, a pistol permit is required to own a handgun, but few people actually own firearms.

Other countries have weapon laws that are even stricter than the equivalent American or European laws, at least as applied to normal residents. In such countries, people are typically restricted to the ownership of hunting weapons, often of a single-shot or double-barrel type. These countries will usually have an upper class, typically European colonists, to whom these laws either do not apply or for whom they are generously overlooked. This is the case in many African and Asian countries, including in the Arab Republic of Egypt (*Cairo Guidebook*, p. 3), Indian Empire, Kenya Colony and Protectorate (*Secrets of Kenya*, pp. 33-34), and Shanghai International Settlement. A **Credit Rating** or **Fast Talk** roll might be used to convince local law enforcers that His Lordship does not require a permit...

**\$250.00 REWARD**



FRANK ALBERT CLAUSE



CLYDE CHAMPION HARROW

## CRIMINAL INVESTIGATIONS

*Today, it may be set down as scientific fact, and a post-war discovery now first made public, that no two revolvers or pistols ever leave precisely the same marks upon a bullet, and that it now is possible and practical to link the bullet to the weapon in virtually every instance.*

- Wesley Stout, *"Fingerprinting Bullets: The Expert Witness"* (1925)

During the 1920s, fingerprint analysis is commonplace. Since firearms, cartridge cases, and even bullets can retain fingerprints, it is advisable to use gloves when perpetrating a crime with a gun – including when one is loading the weapon! Treating the fingertips with boric acid, as public enemy John Dillinger does in 1934, is a painful and ineffective solution ... Fingerprint analysis requires **Forensics** skill. Also see "The Fingerprint Registry" (*1920s Investigator's Companion*, pp. 122-123) and "Fingerprint Analysis" (*Keeper's Companion*, p. 143).

Forensic ballistics experts can link bullets fired from a rifled firearm (anything but a shotgun) to the exact weapon that was used, but lacking scientific groundwork and suitable tools, the results are often inconclusive. This is revealed in the infamous Sacco and Vanzetti trial of 1921, when four "experts" cannot agree whether the two accused anarchists are indeed guilty of the murder of two payroll guards. Individual firearms experts in several countries contribute to advance the field, and in 1925, the Bureau of Forensic Ballistics is founded in New York City. Spent cartridge cases can likewise be traced to the firearm that they were fired from by comparing firing pin impressions and extractor marks, a fact that was first used in an investigation in 1907. This technique as well as improved methods to compare rifling marks on bullets is used in 1924 in Egypt to convict the assassins of Sir Lee Stack Pasha. It is also employed in an unofficial inquiry in 1927 to demonstrate that the already-convicted Nicola Sacco did indeed fire the deadly shots of 1920. Similarly, bullets fired in the 1929 St Valentine's Day Massacre are matched to two Thompson guns found in the possession of Fred "Killer" Burke. Forensic ballistics investigations require **Forensics** skill and a well-stocked laboratory. Also see "Ballistics" (*1920s Investigator's Companion*, p. 122) and "Firearms Comparison" (*Keeper's Companion*, pp. 140-141).

In light of this emerging science, investigators are well advised to use only firearms that cannot be traced to them in shootouts with cultists or even more sinister opponents. They should at least remove the serial number of the weapon with a **Craft (Gunsmith)** or **Mechanical Repair** roll. Often botched, even complete obliteration of the number might not be enough; for example, Thompsons have a second "secret" serial number that is concealed by the foregrip mount. Since the Auto-Ordnance Corporation keeps scrupulous sales records, tracing the gun at least to the dealer and from there often to the

last user might be possible. This fact is unknown to both police and criminals until it is published in a magazine article in 1926. Scratched-out serial numbers can often be resurfaced by applying acid. This takes a **Forensics** or **Chemistry** roll. Knowledge about the state of the art of police science in order to avoid it requires a **Forensics** or halved **Law** roll.

A better solution is to employ guns acquired on the black market or through cut-out buyers. Similarly, any law enforcement agent or private eye who does not want to use his registered service weapon might employ a “drop gun,” a firearm which has no connection to the officer. Many imported guns, including military firearms brought back as battlefield souvenirs, are never registered with the authorities. The investigators should never hang onto a firearm used in a crime (or something that looks like a crime). The best advice is to destroy it or get rid of it permanently.

Another counter to forensic ballistics is to use a weapon that does not leave identifiable bullets or cartridge cases on the scene. The former can really only be achieved by using shotguns, since their smoothbore barrels do not impart markings on the projectiles. For the latter, investigators can employ a revolver or double-barrelled shotgun and hope they do not need to reload, or fire a semiautomatic pistol from inside a canvas flour bag so that the ejected cases are collected in the bag, a tactic

preferred by gangsters in Shanghai. The latter ploy only works for a few shots and at close range, as it covers the gun sights, at -5 percentiles to **Handgun** and halved **Base Range**.

Gunshot residue deposited on the shooter’s hand(s) or clothing cannot be detected until 1932, when the first method, the paraffin test, is presented. This requires a **Forensics** or **Chemistry** roll. Gunshot residue can be avoided by wearing gloves and getting rid of clothes after a shooting, and is easily washed off with soap – if one knows that it is there and can be detected!

## HOW TO GET A GUN

*Any Tom, Dick or Harry who has money enough to buy a machine gun can do so.*

*– Sunday Mirror, “Now It Can Be Told!” (1932)*

In the 1920s and 1930s, firearms and other weapons are easy to find everywhere. In the USA, they can be bought in virtually any hardware store and even in many department stores; in rural areas, hunting long arms will dominate, while a town store probably stocks a larger choice of concealable handguns. Gun stores can be found in most larger cities, and mail order companies ship nationwide for a few dollars’ postage (sending a Tommy Gun in its 11-kg shipping crate from New York to Arkham costs





\$0.54, to Chicago \$1.52, and to San Francisco \$3). Abroad, a buyer will probably need to turn to a specialist gun store, which in Europe or North America can be located in any large city. Even in more exotic locales such as in Africa or Asia, gun stores can usually be found in major cities, but they will generally have a limited selection, often exclusively geared towards hunting. Manufacturers and some mail order companies ship firearms worldwide, although the shipping costs and import tariffs may be substantial. Military weapons, especially submachine guns and machine guns, are more difficult to find (where legal), generally simply because demand for them is low and stores therefore do not stock them. They *can* usually be ordered, although that may take ages to allow for shipping. Note that in a few jurisdictions, such as Germany or the United Kingdom, a licence is required to buy a gun. See “Weapon Permits” (p. 18).

Where official outlets cannot be found or the buyer wants to avoid the paper trail that such sales usually generate, it is often easier to buy from a private seller. This is typically perfectly legal. It can be as innocent as taking a superfluous gun off a friend’s or neighbour’s hands or as sinister as buying from a black-market “Contact” (*1920s Investigator’s Companion*, pp. 18-19). The former is easier on the nerves, but may also be easier to track back by the authorities as there will often be police records of the original owner. Convincing a friend or acquaintance to sell might take a **Fast Talk** or **Persuade** roll.

Some legal firearms dealers knowingly cooperate with illegal buyers. Infamous dealers who sell to gangsters include Edward Goldberg, Alex Korecek, and Peter von Frantzius (see “Gun Store Addresses,” p. 25). Without a Contact, it takes a halved **Credit Rating** roll to find a crooked dealer. For a \$2 surcharge, such an “Armourer of Gangland” even removes the serial numbers ... Another source for illegal weapons is the corrupt sheriff or police chief who “loses” one or more of his force’s guns. Military personnel often “mislay” weapons. Still another way to get guns, especially powerful automatic arms, is to steal them! Sheriff offices and small-town police departments are particularly easy targets. In one infamous example in 1933, bank robber Homer Van Meter poses as a writer for a detective magazine to have the armament in a police station shown to him prior to stealing it – an ingenious application of the **Fast Talk** skill! Unmanned National Guard armouries require little more than a **Locksmith** or **Mechanical Repair** roll to pick or force the door (compare *Arkham Unveiled*, p. 39). In 1933, outlaw Clyde Barrow burglarizes the armoury at Phillips University in Enid, Oklahoma – right next to their library! All these methods are popular means by which to acquire powerful handguns, Thompsons, or BARs.

If the investigator lacks a suitable Contact, a **Credit Rating** roll is required to find a black-market seller, modified for territory and method of search. This often takes several days. See “Obtaining Illegal Weapons” (*1990s Handbook*, p. 23). Buying guns on the black market is

always dangerous, as criminal sellers may or may not honour the deal, and the buyer has no way of knowing where the “rods” came from and whether they actually work. See “Notes on Crime: Complications” (*King of Chicago*, p. 60). Settling on the price requires a **Bargain** roll. By the late 1920s, gangsters pay up to \$1,000 for a used Tommy Gun on the black market even though they could order a new one for \$200 in any gun store. Ignore “Illegal Weapons for the 1920s” (*Call of Cthulhu*, p. 291) with its random and unrealistic results.

Many gun dealers in the USA and even in Nairobi or Shanghai, including von Frantzius, Heyer, Reiss, Stoeger, and Tauscher, are of Austrian or German extraction, and a friendly chat using **Own** or **Other Language (German)** might help to seal the deal (legal or illegal).



## HAVE GUN, WILL TRAVEL

*The customs examination is usually strict.*

*– Baedeker’s Guide to Great Britain (1927)*

Travelling with firearms is so ordinary during the 1920s and 1930s that advertisements for the Ford Trimotor passenger plane (*1920s Investigator’s Companion*, p. 93) point out that it has cabin closets roomy enough for the passengers’ guns. Aircraft or ocean liner passengers are not searched prior to boarding (neither is their baggage), and packing handguns onboard is not unheard of – but see “Weapon Permits” (p. 18) for the legal fine print at their destination! However, while carrying long arms like rifles and shotguns is usually legal, it is also totally obvious. In a settlement, brandishing guns will quickly attract the attention of a friendly copper, and fancy hardware like a Tommy Gun or BAR will arise the suspicion or at least curiosity of ordinary folks. Investigators trying to avoid that should leave their weapons in their car until necessary – but most period automobiles lack a boot (so weapons have to be covered by a blanket on the back seat), and if they have one, it is usually not roomy enough for long-barrelled guns unless they are disassembled.

## GUN STORE ADDRESSES

In trying to find a particular weapon, an investigator might turn to one of the following gun stores during the 1920s and 1930s. Nearly all of these also deliver via mail, and most offer gunsmith services or even build their own guns:

### USA

*Pacific Arms Corp.* 903 Liberty Bank Building, San Francisco, California.  
*Peter von Frantzius Sporting Goods.* 608 Diversey Parkway, Chicago, Illinois.  
*Alex Korecek's Hardware and Sporting Goods.* 1244 West 18th Street, Chicago, Illinois.  
*Von Lengerke and Antoine Sporting Goods.* 130 South Wabash Avenue, Chicago, Illinois.  
*Stauffer, Eshelman & Co.* 511-515 Canal Street, New Orleans, Louisiana.  
*Edward Parrington Gunsmith.* 417 West Main Street, Arkham, Massachusetts.  
*Abercrombie & Fitch Co.* Madison Avenue and 45th Street, New York, New York.  
*Francis Bannerman and Sons Military Goods.* 501 Broadway, New York, New York.  
*W.W. Greener Showroom.* 44 Cortlandt Street, New York, New York.  
*A.F. Stoeger Firearms & Ammunition.* 224 East and 42nd Street, New York, New York.  
*Edward Goldberg Military Sales Co.* 1300 Chestnut Street, Philadelphia, Pennsylvania.  
*H.S. Lebman Guns and Leather.* 111 South Flores Street, Fort Worth, Texas.

### SOUTH AMERICA

*Armería Carlos Rasetti.* Rivadavia 526, Buenos Aires, Argentina.

### EUROPE

*F. Grasset & Cie. Arquebusiers.* 8, Rue St Quentin, Paris, France.  
*Albrecht Kind (AKAH) Jagdwaffen.* Rosenstrasse 1, Berlin, Germany.  
*Ernst Steigleder Gewehrfabrik.* Dorotheenstrasse 54, Berlin, Germany.  
*W.W. Greener Showroom.* 29 Pall Mall, London, United Kingdom.  
*Holland & Holland Gun and Rifle Makers.* 98 New Bond Street, London, United Kingdom.  
*London Armoury Co.* 31 Bury Street, London, United Kingdom.

### AFRICA

*Charles Heyer & Co.* Nairobi, Kenya Colony and Protectorate.  
*Shaw & Hunter.* Nairobi, Kenya Colony and Protectorate.

### ASIA

*Combes & Co. Ironmongers.* 118-122 Phayre Street, Rangoon, Burma.  
*Hugo Reiss & Co.* 19 Canton Road, Shanghai, China.  
*Manton & Co. Guns.* 13 Old Court House Street, Calcutta, India.  
*Kawaguchi-ya Hayashi Firearms Co.* 2-chōme Hongō, Nihombashi-ku, Tōkyō, Japan.

Some long arms can be sawn-off or can have their shoulder stocks removed to hide them under a jacket or coat (see "Concealed Weapons," p. 9). Other ways to keep them out of sight include dedicated gun cases (which look harmless, but require disassembly of the guns) or ordinary luggage like Gladstone bags or cases for musical instruments like a saxophone or viola (either can take a Thompson with its stock taken off) or golf bags (popular with gangsters carrying sawn-off shotguns up to 100 cm in length). Investigators should make it a point to carry their baggage themselves; in 1934, porters suspicious about heavy suitcases lead to the arrest of John Dillinger and his gang ...

At the time, bringing a firearm from one country into another is no problem with the appropriate licences, but it can become difficult if these cannot be acquired. Generally, customs search *all* luggage, but travellers are not normally frisked. While the primary driving force behind this is the collection of duties, which are levied on everything worth bringing, from chocolate to new clothing, customs inspectors will confiscate any undeclared firearms that they discover. Investigators should secure the required licences well in advance, although the paperwork can often be done at customs. Getting a licence in a foreign country is at least as difficult for the traveller as it is for a resident, and might in fact be impossible. Great Britain



Investigators might try to smuggle weapons into a country. This can impose certain limits on the size and weight of guns and ammunition, but many firearms can be disassembled into fairly small components. For contraband concealed in luggage, the investigator needs to succeed at a **Resistance Table** roll of his **Conceal** skill against the custom agent's **Spot Hidden** skill (both skills divided by five). Alternatively, they can mail weapons to themselves (or other parties) as *poste restante*. This means that the package is delivered to any post office specified, where it then lies for up to two months until it is called for. Collecting a parcel requires some proof of identity. Thus, investigators can avoid having guns on their persons until they need them. Packages are routinely checked by customs as well, so this is not a safe way of smuggling. A **Luck** roll determines whether a parcel comes through unchecked; if it is checked, use the same **Resistance Table** roll as above.

allows more leeway to (white) Dominion subjects than others, and Britons generally have an easier time when bringing guns into other parts of the Empire. The easiest way to get a firearm into another country is to apply for a temporary hunting licence. Most countries happily hand these out to visitors, but always charge a fee (\$25 for one season is typical). Of course, this means investigators will only be able to bring hunting weapons. Sawn-off shotguns, BARs, and Tommy Guns are not generally considered sporting, and neither are handguns (although specifics vary – sometimes a handgun is allowed for the *coup de grâce*). Many countries require a deposit equal to the sum that would be due if the weapon were imported (up to 50% of the price!). It might be easier to acquire weapons locally, although black-market deals made in foreign countries and in foreign languages are even more dangerous than those done at home.



# WEAPON GAME STATISTICS

*Shoot Dr. Allen on sight and dissolve his body in acid. Don't burn it.*

- H.P. Lovecraft, *The Case of Charles Dexter Ward* (1927)

Weapons listed in this book use a slightly expanded stat line that offers more information than the one in *Call of Cthulhu, Sixth Edition*.

## MAKE/MODEL

The short version of the manufacturer's name and the weapon's model designation. Alternate official military designations may be given in parenthesis.

## CALIBRE

*For a weapon that is to be carried in urban areas the calibre 6.35mm [.25 ACP] will generally suffice, since the bang is enough to alarm the neighbours and to chase away the criminals ...*

- Gerhard Bock, *Pistol Shooting in Self-Defence* (1925)

The most common designation for the cartridge fired from the weapon. See "Ammunition Tables" (p. 100) for a list of inch and metric designations. Most firearms can only fire *exactly* the specified cartridge type and none other, but some guns can fire multiple cartridges, as per their description. Shotguns can fire all cartridges of same gauge and a cartridge length equal or shorter than for that they are chambered - a 12-gauge 2.75" gun can also fire 12-gauge 2.5" shells, but not 12-gauge 3" or 20-gauge 2.75" cartridges.

## YEAR

*Year* indicates the *first* year in which the weapon is actually available (rather than the year of its invention or adoption) as well as the *final* year it is produced. After the second date, new firearms might still be available for some time as stocks are sold off; used guns can often be found for decades.

## PRICE

*... the cheap, unreliable, and unsafe arms are to be carefully avoided. It is preferable to buy a secondhand arm of a reputable manufacturer, if in good condition, than a new one of inferior make.*

- Abraham Himmelwright, *Pistol and Revolver Shooting* (1922)

*Price* is given in US dollars (\$) circa 1925. It always includes *one* empty magazine (of the smallest capacity sold), if the weapon is designed to use detachable feed devices. List prices remain relatively constant throughout the 1920s, but increase by about 10% during the early 1930s. Price includes the steep US customs tariff; elsewhere, foreign

## CURRENCY CONVERSIONS

Use the following conversion rates for selected foreign currencies, all based on the gold standard - a troy ounce (31.1 g) of gold is \$20.80 in 1925.

**Arab Republic of Egypt:** \$1 = 0.20 *junay* (Egyptian pound). 1 *junay* = 100 *piaster* = \$5.

**Canada:** \$1 = 1 Canadian dollar = 100 cents.

**China (Shanghai):** \$1 = 1.44 *tael* or 2 *yuan* (Mexican silver *pesos*). 1 *tael* = 1,380 *cash* = \$0.69. 1 *yuan* = 1,000 *cash* = \$0.50.

**Commonwealth of Australia:** \$1 = 4 Australian shillings and 1.5 pence. 1 pound Sterling (£) = 20 Australian shillings (s) = 240 pence (d) = \$4.85.

**Germany:** \$1 = 4.20 *Reichsmark*. 1 *Reichsmark* = 100 *Pfennige* = \$0.24.

**Japan:** \$1 = 2 *yen*. 1 *yen* = 100 *sen* = \$0.50.

**Kenya Colony and Protectorate:** \$1 = 4 East African shillings and 1.5 pence. 1 pound Sterling (£) = 20 East African shillings (s) = 240 pence (d) = \$4.85.

**Mexico:** \$1 = 2 *pesos*. 1 *peso* = 100 *centavos* = \$0.50.

**Union of Soviet Socialist Republics:** \$1 = 1.95 *ruble*. 1 *ruble* = 100 *kopeyka* = \$0.51.

**United Kingdom:** \$1 = 4 shillings and 1.5 pence. 1 pound Sterling (£) = 20 shillings (s) = 240 pence (d) = \$4.85.

guns are often cheaper. The prices charged by large mail order companies such as Sears, Roebuck are usually lower by around 10%, excluding shipping. Second-hand or surplus guns are typically sold for 10-50% of the original price, unless demand is high. At the Keeper's discretion, used guns may be less reliable (worsen MalF by -1 percentile or more), but a well-maintained second-hand weapon works just as fine as a new one.

## AVAILABILITY (AVAIL)

*The recipe for explosives is accessible to all, and a Browning can be obtained anywhere.*

– Leon Trotsky, “Why Marxists Oppose Individual Terrorism” (1911)

*Availability (Avail)* is a rough guide to gauge how difficult it is for a civilian investigator in the USA to find a specific model. Availability is typically at least one category worse abroad, although the details vary widely. The Keeper needs to apply common sense; obviously a Luger P08 pistol will be more common in its native Germany than in the USA, Mexico, or Transylvania. However, this is complicated by other factors; for example, the Astra Mod 902 machine pistol is actually more difficult to find in Spain, where it is made, than in parts of China, where almost the entire production is delivered.

Many of the more desirable weapons, from the investigators’ point of view, are rare or even very rare. Investigators who know (at least vaguely) what they are up against should not be faulted for trying to arm themselves in the best way they see fit – just like many of Lovecraft’s characters, who stock up on ammunition or even flamethrowers! The difficult acquisition of special hardware could be played out for all its worth (see “How to Get a Gun,” p. 23). The Keeper could even require a **Library Use** roll from an investigator trying to keep up with the latest inventions via books (see “Select Bibliography,” p. 110) and periodicals like the *American Rifleman*, *Field & Stream*, *Shooting Times*, or the *American Journal of Police Science*.

**Very Common (VC):** This firearm can be bought in almost any hardware store in the USA and can also frequently be obtained from private sellers. It will be regularly encountered in the hands of allies or opponents, or found in closets, desk drawers, and gun racks.

**Common (C):** This firearm is still easily found.

**Scarce (S):** Finding this firearm may be more difficult outside of a large gun store in a major city.

**Rare (R):** Such a gun is difficult to locate. Buying one new will often entail ordering it from the manufacturer, delivery of which can take days or weeks depending on location – even many months, such as for expensive custom rifles that are made to order only.

**Very Rare (VR):** Such a gun practically cannot be found unless specific circumstances apply. This is typical for arms that are only in use with certain military services. See the description of the weapon in question.

## SKILL

*When a revolver is used practically, either in war or self-defence, the shooting is done generally at a few [metres] distance and at a rapidly-moving object ... deliberate shooting at the revolver clubs ... is worse than useless, because it teaches a man to shoot in the wrong way.*

– Walter Winans, *The Art of Revolver Shooting* (1911)

*Skill* denotes the skill that is required for employing the weapon in combat. In some cases, alternate use leads to a change in the skill needed:

- Pistols fitted with a shoulder stock handle and perform more like carbines, requiring **Rifle** rather than **Handgun** skill. See “Handguns” (1920s *Investigator’s Companion*, p. 103).
- Machine pistols fitted with a shoulder stock use **Submachine Gun** rather than **Handgun** skill when fired full-automatic.
- Shotguns firing full-bore slugs (p. 102) are robbed of the improved hit chances of the spreading shotload and therefore use **Rifle** rather than **Shotgun** skill. See “Shotgun” (*Call of Cthulhu*, p. 74).
- An asterisk (\*) after the skill means that attacks with this weapon can impale. See “Impales” (*Call of Cthulhu*, p. 59). Shotguns can impale when firing either shot or solid slugs. See “Impales” (*Call of Cthulhu*, p. 59) and “Weapons Table” (*Call of Cthulhu*, pp. 64-65). The unrealistic rule that shotguns firing shotloads cannot impale was last found in *Call of Cthulhu*, *Fourth Edition*.

## BASE CHANCE

*I never fired a revolver, but I know how it’s done.*

– Robert Howard, “Pigeons from Hell” (1934)

*Base Chance* is the chance to score a hit with a specific gun for an untrained or indifferent user. The basic **firearms skills** are **Handgun** 20%, **Rifle** 25%, **Shotgun** 30%, **Submachine Gun** 15%, and **Machine Gun** 15%. Specific models that are difficult to use on account of severe recoil or other detrimental handling characteristics can have a lower Base Chance. See “Using Firearms” (*Call of Cthulhu*, p. 61).

## EXAMPLE STATBLOCK

Make/Model	Calibre	Year	Price	Availability			
<b>Colt Detective Special .38 Special calibre revolver (1927-1995) — \$29, common.</b>							
SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10</b>	<b>5</b>	<b>2(3)</b>	<b>6</b>	<b>6</b>	<b>00</b>

## DAMAGE

*A bullet from a light calibre gun may eventually stop a man, but will it stop him before he can shoot you?*

– J. Henry FitzGerald, *Shooting* (1930)

*Damage* is the damage inflicted by a *single* shot. This can be varied by employing “Special Ammunition” (p. 102). Note that shotgun loads have progressively less *Damage* as the distance increases, modelling that fewer pellets hit. Firing full-bore solid slugs from a shotgun changes the *Damage*. See “Weapons Table” (*Call of Cthulhu*, p. 61) as well as an expanded list under “Shotgun Damage and Base Range” (*1920s Investigator’s Companion*, p. 112).

A few cartridges have been assigned different *Damage* than in previous rules. For example, the 7.63×25mm Mauser has a similar calibre but twice the muzzle energy (0.35 kJ vs 0.17 kJ) of the .32 ACP (7.65×17mmSR). *Damage* has been increased from 1D8 to 1D8+1 and its performance against armour has been noted (see “Armour Penetration,” p. 15). Similarly, the .380 ACP (9×17mm), despite being of the same bore size, is considerably less powerful than the 9×19mm Parabellum (0.28 kJ vs 0.52 kJ), and thus has been reduced from *Damage* 1D10 to 1D8+1.

## BASE RANGE

*Practical shooting is the placing of your bullets in a human target in such a manner that said human will be unable to shoot at you ... It is at short range that your life is in danger and at short range that you must be able to place your shots.*

– J. Henry FitzGerald, *Shooting* (1930)

*Base Range* means the distance in metres (or yards, if the Keeper prefers) to which the firearm can be used *effectively* before skill is reduced. Unhindered, bullets travel much farther than that. Many handgun bullets reach 1,500 m, while most rifle projectiles can go three times as far – and they are quite lethal for much of that distance! Buckshot pellets fly as far as 800 m. The kinetic energy of the bullet and thus its *Damage* realistically diminishes with range, and can be reduced at “Extended Range” (*Call of Cthulhu*, p. 63). However, the more important consideration is usually the difficulty of hitting *at all*. Hit chances are much

reduced with range, as the smallest error of the shooter results in considerable deviation at the target’s end.

Firing a gun braced on a solid rest, such as a window sill, crossed ski poles, or on a weapon mount such as a bipod or tripod, steadies the gun, decreasing shooter error and thereby increasing effective range. The same effect can be achieved by firing from the prone position. Double *Base Range* when a gun is braced. See “Rifles” (*1920s Investigator’s Companion*, p. 108), but note that this applies to all firearms.

Using a pistol or machine pistol with a shoulder stock improves control and thus effective range. Double *Base Range* for any handgun so fitted. See “Handguns” (*1920s Investigator’s Companion*, p. 103). Removing the shoulder stock from a long arm in turn reduces control. Halve *Base Range* for any handheld rifle, shotgun, SMG, or machine gun so modified.

The hit chance and thus the effective range can be improved by employing a telescopic sight. Increase *Base Range* depending on the scope’s magnification – double for 2×, triple for 4×, quadruple for 8×, etc. See “Scopes” (*1990s Handbook*, p. 20). Scopes are mainly used with rifles. In order to profit from the *Base Range* increase of a scope, the attacker can fire only once per combat round. See “Precision Aim” (*Call of Cthulhu*, p. 63).

Attacks with shotguns past their *Base Range* are treated the same way as for other firearms, except that *Damage* is reduced to 1D2. Firing full-bore slugs (p. 102) from a shotgun changes *Base Range*. See “Shotgun Damage and Base Range” (*1920s Investigator’s Companion*, p. 112).

Multiply *all* applicable *Base Range* modifiers, but do not apply these to the range multiples past that. See “Telescopic Sights & Lasers” (*Call of Cthulhu*, p. 62).

*EXAMPLES:* Robert Ritter has attached a shoulder stock to his Luger American Eagle pistol. This doubles *Base Range* from 15 to 30. The next range multiples are 45 (half skill) and 60 (quarter skill), not 60 and 90.

His friend Walter Warwick is using a Springfield M1903 rifle with 5× scope, which triples *Base Range* from 110 to 330. If he braces it while lying prone, this doubles *Base Range* from 330 to 660. The next range multiples are 770 (half skill) and 880 (quarter skill), not 1,320 and 1,980.

Walter’s 10-gauge Ithaca Hammerless Field Gun has a *Base Range* of 75; beyond that, skill is halved between 76 and 150 and quartered between 151 and 225.

## RATE OF FIRE (ROF)

*It is uncommon to fire all six shots of a revolver with great suddenness when one would probably be sufficient, but many things in the life of Herbert West were uncommon.*

– H.P. Lovecraft, “Herbert West: Reanimator” (1922)

*Rate of Fire (ROF)* gives the maximum number of aimed shots that a shooter can fire each combat round. Experienced shooters can increase ROF to the figure listed in parenthesis. This requires an “expert” firearm skill of 75% or more. See “Rate of Fire” (1920s *Investigator’s Companion*, p. 112) as well as “Skills Revisited” (*Keeper’s Companion*, pp. 189-201).

Simply pointing a gun at a target and squeezing the trigger as fast as possible doubles ROF, but makes hitting anything much less likely. Reduce firearm skill to 1/5. See “Unaimed Shots” (*Call of Cthulhu*, p. 63). Such a volley can be used to suppress a target. Use the number of shots fired for calculating the odds. See “Automatic Fire” (p. 12).

Per “The Combat Round” (*Call of Cthulhu*, p. 56), the length of the combat round is unspecified and in fact flexible. “Combat Round” (*Basic RolePlaying*, p. 179) defines it as being an almost endless 12 seconds. “Rate of Fire” (*Delta Green*, p. 283) assumes a length of 3 seconds – which matches older editions of *Call of Cthulhu* that give the combat round’s length as “a few seconds.” To reconcile the ROF and reloading times with what can realistically be done, a 3-second combat round is preferred here. This is possibly still too long, since skilled shooters can shoot *and* hit much faster than what even the increased ROF allows – in 1917, the American record for firing five aimed shots from a Springfield M1903 bolt-action rifle stands at 5.5 seconds (2.8 seconds with a lever-action rifle), while in 1920, expert handgunners easily fire six aimed shots from a .38-calibre revolver in 1.2 seconds. Noted police instructors William Fairbairn and Eric Sykes state that “a skilled shot can do excellent work with the automatic [pistol] even while making it sound like a machine-gun.”

Instead of requiring an “expert” firearm skill of 75%, the Keeper might reduce this to a “professional” firearm skill of 50%, especially since the former is probably unattainable for many investigators. He could even allow the ROF figures in parenthesis as standard for *all* trained shooters who have invested at least 10 points into the skill without stretching credulity, and allow double that ROF for “experts” with a firearm skill of 75% or more. Considering the length of the combat round, this is neither unrealistic nor unbalancing – often it just means that a shooter runs out of ammunition faster.

*Example: Robert Ritter has Handgun 50% and a Luger American Eagle with ROF 2(3). The Keeper allows shooters who have invested 10 or more skill points into Handgun to use the higher figure, so Robert could fire three shots per combat round, or six if he fired unaimed. If he had Handgun 75%, he could fire six shots normally, and up to 12 if unaimed – but note that the Luger has an 8-round magazine ...*



The ROF for full-automatic weapons is always 20 according to “Rate of Fire” (1920s *Investigator’s Companion*, p. 112) – although “Dexterity and the Order of the Attack” (*Call of Cthulhu*, p. 58) gives 30 as the maximum. Assuming a 3-second combat round, ROF 20 means less than 7 shots per second, but allows for target acquisition. In this book, ROF 20 is assigned to guns with a cyclic rate of 8-12 shots per second (typical for most machine guns), while slower- or faster-firing guns get a different ROF (doubled cyclic rate per second, rounded in steps of 5). Thus, the Browning M1917 machine gun with its cyclic rate of fire of 450-600 shots per minute has ROF 20, while the Auto-Ordnance Model 1921 Thompson with its cyclic rate of 800-1,000 shots per minute has ROF 30. The ROF of full-automatic weapons is a mechanical limit which cannot be increased by skill or by firing Unaimed Shots.

## CAPACITY

*Never advance cheerfully on your late opponent without reloading. You may have used your last round, and he may not be properly dead and still spiteful.*

– Hugh Pollard, “The Pistol in Practice” (1931)

*Capacity* gives the number of cartridges that a firearm can hold. For a revolver, this is the number of chambers in the cylinder, for a semiautomatic pistol the number of rounds that the magazine will take, etc. Many magazine firearms can be loaded with an additional round in the chamber. This is indicated by +1 under Capacity.

## HIT POINTS (HP)

*A revolver may easily be rendered useless by striking some one over the head with it ...*

– J. Henry FitzGerald, *Shooting* (1930)

*Hit Points (HP)* reflects the sturdiness of the weapon. Most guns are made of steel and hardwood and can take considerable punishment, but abuse can still destroy them.

## MALFUNCTION (MALF)

*Bits of shoe-leather and fragments of apparel were scattered about the room, and just inside the window an empty canvas sack lay where it had evidently been thrown. Near the central desk a revolver had fallen, a dented but undischarged cartridge later explaining why it had not been fired.*

– H.P. Lovecraft, “The Dunwich Horror” (1928)

*Malfunction (Malf)* gives the chance that something goes wrong during shooting. The more complicated the weapon, the more likely it is that something can go awry. There are several typical results. An Attack roll of 00 usually indicates a misfire or user error, while other results depend on the type of action. The lower the operator’s skill, the more likely that the malfunction is due to user error. The reliability of a firearm also depends on the gun’s actual condition. A dirty or neglected weapon malfunctions more often than a gun that has been taken proper care of. External influences such as pocket lint, saltwater spray, desert sand, or arctic cold can also impact Malf. See “Malfunction Table” (1920s *Investigator’s Companion*, p. 112). The Keeper decides which exact malfunction occurs. For more variation, see “Malfunctions” (*Keeper’s Companion 2*, pp. 99-101).

- **Failure to Eject (FTE):** This kind of “jam” means that a cartridge case will not properly eject from the chamber of the weapon *after* being fired, being stuck in the chamber or the ejection port (a “stovepipe”). It can occur in all firearms, but in a revolver or single- or double-barrelled rifle or shotgun is first noticed when the gun is to be unloaded. It is most common in semiautomatic or full-automatic weapons. To remedy a failure to eject, open up the action by racking the slide or bolt handle to the rear, pry or shake out the stuck case, and close the action again to chamber a new cartridge and cock the hammer. This requires a **firearm skill**, doubled **Craft (Gunsmith)**, or **Mechanical Repair** roll and 1D6 combat rounds.
- **Failure to Feed (FTF):** This kind of “jam” means that a cartridge is not properly fed into the chamber, jamming the feed way or chamber *before* being fired. It is most common in semiautomatic or full-automatic weapons with large magazines, especially drums, or machine gun belts. To remedy a failure to feed, remove the feed device, open the action and extract any jammed cartridges, check the feed device or retrieve a fresh one, reinsert, and rack the slide or bolt handle to chamber a new cartridge and cock the action. This requires a **firearm skill**, doubled **Craft (Gunsmith)**, or **Mechanical Repair** roll and 1D4+2 combat rounds.

- **Misfire (MIS):** This means that the cartridge does not go off. It is usually a problem with cheap or neglected ammunition (a “dud”), but can also be the result of a weak hammer spring or misaligned firing pin. A misfire is the most likely result when using rimfire cartridges like the .22 LR or .41 Short, which are less reliable than centrefire cartridges. To remedy a misfire, fire the next round. In a double-action revolver, simply squeeze the trigger again to rotate the cylinder and fire the next cartridge. In a double-barrelled shotgun with two triggers, squeeze the second trigger on your next DEX rank. In a single-action revolver or single-shot rifle or shotgun with hammer, cock the hammer again. This means that you lose this combat round’s attack(s), but can attack normally again next round. In a hammerless double-barrelled rifle or shotgun with one trigger, break open and eject the misfired cartridge, then close the action to re-cock the weapon and try to shoot the second cartridge. You lose this and the next combat round, but can attack normally the round after that. In a bolt-action or lever-action weapon, operate the action to eject the misfired cartridge. This usually means that you cannot shoot again until the next combat round or even the one after that (for ROF 1/2 weapons). In any semiautomatic or full-automatic weapon, rack the slide or bolt handle to eject the faulty cartridge. You lose all of this combat round’s attacks, but can attack normally next round.

- **User Error:** This kind of malfunction is the result of the user doing something wrong. It is typical for clumsy or unpractised users, but even highly skilled shooters sometimes make mistakes of this kind. Examples include:

*Bad Reload:* The magazine has not been properly inserted, if the weapon has one. Usually the magazine drops to the ground and no shot can be fired. Reload to fix.

*Limp-Wristing:* Some semiautomatic firearms require a certain resistance from the shooter to act against while cycling. If the shooter does not hold the weapon with a proper grip (usually with a twisted rather than a “limp” wrist) to provide that resistance, then a jam will result *after* firing a shot. See “Failure to Eject” for how to fix.

*Safety On:* The user has forgotten to take off the manual safety, if the weapon has one. No shot can be fired. Requires one combat round to note and fix.

*Short-Stroking (SS):* With a pump-action weapon, the handguard has not been moved far enough backwards to eject the empty case *after* firing a shot, resulting in a failure to eject. See “Failure to Eject” for how to fix.



# INVESTIGATOR WEAPONS

*To his readers he might be a source of fascinated speculation, for the intensity of his writings in unusual fields hinted at delvings into black magic, but to his correspondents his views were well-known – even the apparent contradictions in his nature, such as the military streak that made him love firearms and volunteer for a war his intellect assured him was senseless...*

– J. Vernon Shea, "The Necronomicon" (1937)

The descriptions of individual weapons mention typical users, but as an easy reference point, many of the occupations found in *Call of Cthulhu* and the *1920s Investigator's Companion* are listed below with their typical armaments.

**Agency Detective/Bounty Hunter/Private Eye:**

Private eyes and other non-governmental agents often carry brass knuckles or a blackjack (p. 102) in addition to a compact handgun such as the Colt Detective Special (p. 36), Colt Pocket Hammerless (p. 40), or S&W Safety Hammerless (p. 57). Some prefer bigger ordnance like the Colt Government (p. 37) or DWM-Luger Parabellum (p. 45).

**Attorney/Dentist/Dilettante/Lawyer/Physician:** If armed at all, members of these and similar white collar professions typically carry a concealable quality handgun like the Colt Detective Special, Colt Pocket Hammerless, Colt Vest Pocket (p. 43), Savage Model 1907 (p. 55), or Walther PPK (p. 57) for protection. They might have a Colt Woodsman (p. 44) or S&W Military & Police (p. 56) for target-shooting, and a Greener F35 Far-Killer (p. 77) or Ithaca Hammerless Field Gun (p. 79) for clay-shooting or fowl-hunting. Public-minded representatives active as part-time deputies or state agents sometimes even own an Auto-Ordnance Model 1921AC submachine gun (p. 87)!

**Aviator:** A US Army, Navy, or Marine Corps pilot is issued a Colt M1911 pistol (p. 37) and will have been trained on the Colt-Browning M1919 (p. 94) and Savage-Lewis M1918 (MK VI MOD 1) aircraft machine guns (p. 95). A commercial pilot carrying US air mail is issued a handgun by his carrier, such as the Colt Super .38 (p. 37). British RAF pilots are issued the Colt .455 SL pistol (p. 37) and will have been trained on the Lewis Mk III (p. 95) and Vickers Mk II aircraft machine guns (*1920s Investigator's Companion*, p. 114).

**Bank Robber/Gangster:** Bank robbers and gangsters are armed with powerful handguns like the Colt Government or Colt New Service (p. 39), sawn-off shotguns like the Remington Model 11A (p. 82) or Winchester Model 97 (p. 84), as well as Auto-Ordnance Model 1921 submachine guns or Colt M1918 BAR automatic rifles (p. 63). Backup guns like the Colt Detective Special, Colt Pocket Hammerless, Colt Vest Pocket, or Remington Double Derringer (p. 54) are also often carried.

**Big Game Hunter:** A professional hunter has a battery of guns in different calibres for different game, usually including bolt-action rifles like the BSA No.4 (p. 65), Mauser Modell 40B (p. 67), or Savage Model 1920 (p. 71), and elephant guns like the H&H Royal Double (p. 66). A hunting knife (p. 104) is also typical.

**Bootlegger/Smuggler/Thug:** This type of violent criminal is usually armed with a knife, blackjack or brass knuckles (p. 104) as well as a handgun like the Colt Police Positive Special (p. 41) or S&W Military & Police. A sawn-off shotgun like the Riverside Model 315 (p. 83) or Winchester Model 97 is also typical. They might even have some Auto-Ordnance Model 1921 submachine guns or a Savage-Lewis M1917 light machine gun (p. 95) to fend off the law or their competition!

**Clerk:** A clerk working in a bank or post office might be issued a small handgun like the Colt Detective Special, S&W Safety Hammerless, or Webley Mk III M&P (p. 58).

**Cowboy:** Typical weapons for ranch hands are the Colt SAA Civilian (p. 42) and Winchester Model 94 (p. 74).

**Explorer:** An explorer will likely carry a reliable handgun like the Colt Government, Colt Police Positive Special, or Mauser C96 (p. 48). He will also have one or several hunting weapons like the Ithaca Hammerless Field Gun (p. 79), Remington Model 29A (p. 80), Mauser Modell 40B, Savage Model 1920, Winchester Model 94, or Winchester Model 06 (p. 73). A hunting knife and/or machete (p. 104) is also likely.

**Farmer:** Has access to a wide variety of improvised weapons including axes, pitchforks, and scythes. Typically owns an affordable hunting weapon like the Winchester Model 06 (p. 73), Winchester Model 94, H&R Model 1908 (p. 78), or Riverside Model 315.

## INVESTIGATOR WEAPONS (CONTINUED)

**Federal Agent:** Typical issue guns are the Colt Police Positive Special and Winchester Model 97 riot gun. Many agents privately acquire a Colt Detective Special or Colt Government. Early in the 1930s, the Colt R80 Monitor (p. 63), Springfield M1903 (p. 72), and Auto-Ordnance Model 1928AC (p. 87) become popular.

**Flapper:** Independent-minded women of the time carry small handguns like the Colt Vest Pocket, FN-Browning Mle 1900 (p. 47), Remington Double Derringer, or S&W Safety Hammerless.

**Hit Man:** The preferred weapon of period hit men is a sawn-off shotgun such as the Riverside Model 315 or Winchester Model 97. A submachine gun like the Auto-Ordnance Model 1921 might also be used.

**Marine:** US Marines are issued the Colt M1911 pistol, Remington MK III flare gun (p. 54), Springfield M1903 rifle with M1905 bayonet, Colt M1918 BAR, Savage-Lewis MK VI light machine gun (p. 95), Browning M1917 medium machine gun (p. 94), and MK II hand grenade (p. 92). The Winchester Model 1897 trench gun with M1917 bayonet and Auto-Ordnance Model 1921AC or M1928 submachine gun are available for special duty. Japanese *Rikusentai* are issued the Nambu Taishō 4 Shiki Kenjū pistol (p. 53), Arisaka Meiji 35 Shiki Kaigunjū rifle (1920s *Investigator's Companion*, p. 108), SIG-Bergmann Be Shiki Kikantanjū submachine gun (p. 90), Lewis R Shiki Kikanjū light machine gun (p. 95), and Nambu Taishō 3 Shiki Kikanjū medium machine gun (1920s *Investigator's Companion*, p. 114).

**Military Officer:** US and Canadian military officers are issued the Colt M1911 pistol. British officers have to provide their own sidearm, most opting for the Webley Mk VI revolver (p. 58). German officers also have to furnish their own gun, usually selecting a .32-calibre pocket pistol like the Rheinmetall-Dreyse Mo7 (p. 55) or Walther PP (p. 57). Japanese officers typically carry a Nambu Shiki pistol (p. 53). Dress uniform of a military officer normally includes some type of sword or sabre, but these are not carried in combat except by the Japanese.

**Police Detective:** American police detectives prefer small revolvers like the Colt Detective Special. Some British detectives carry the Webley MP pistol (p. 58), as do other Empire detectives, including in Australia and Egypt. French *Surêté* detectives carry the FN-Browning Mle 1900; German *Kriminalpolizei* detectives the Rheinmetall-Dreyse Mo7 or Walther PPK; and Shanghai Municipal Police detectives the Colt Pocket Automatic.

**Radical:** Anarchists, Communists, Nazis, and similar troublemakers typically carry brass knuckles, clubs, or a knife of some sort, as well as an easily concealed handgun such as the Colt Pocket Hammerless, FN-Browning Mle 1900, or Iver Johnson Safety Automatic (p. 47). Large pistols like the DWM-Luger P.08 (p. 45) or Mauser C96 might also be carried. They might even use hand grenades (p. 92) or dynamite (p. 108).



**Sailor:** US Navy or Coast Guard sailors are issued the Colt M1911 pistol or Colt M1917 revolver (p. 39), Remington MK III flare gun, Springfield M1903 rifle with M1905 bayonet, Colt M1918 BAR, Savage-Lewis MK VI light machine gun, and MK II hand grenade.

**Shopkeeper:** Shopkeepers often have a cheap handgun like the Iver Johnson Safety Automatic handy, or possibly even an Ithaca Auto & Burglar gun (p. 79).

**Soldier:** US Army soldiers are issued the Colt M1911 pistol, Springfield M1903 rifle with M1905 bayonet, Colt M1918 BAR, Browning M1917 medium machine gun, and MK II hand grenade. The Winchester Model 1897 trench gun with M1917 bayonet is available for special duty. British Army soldiers are issued the Webley Mk VI revolver (p. 58), RSAF SMLE Mk III rifle with Pattern 1907 bayonet (p. 65), Lewis Mk I light machine gun (p. 95), Vickers Mk I medium machine gun (1920s *Investigator's Companion*, p. 114), and hand grenades. German *Reichswehr* soldiers are issued the DWM-Luger P.08 pistol, Mauser Kar.98a rifle with S.G.98/05 bayonet (p. 67), DWM-Maxim M.G.08/15 light machine gun (1920s *Investigator's Companion*, p. 114), and stick hand grenades. Chinese soldiers in one of the warlord armies are typically armed with a *tao* sword and a Mauser C96 pistol or machine pistol (p. 48), sometimes a SIG-Bergmann Modell 1920 submachine gun (p. 90) or Mauser Gew.98 rifle (p. 67) as well as stick hand grenades.

## INVESTIGATOR WEAPONS (CONTINUED)

**Uniformed Police Officer:** Most American and Canadian patrol officers are armed with a nightstick or police club (p. 104) in addition to a revolver like the Colt New Service, Colt Police Positive Special, or S&W Military & Police. Riot guns like the Remington Model 10R (p. 80) or Winchester Model 97 as well as tear gas grenades (p. 98) are often available for raids or other emergencies. British police officers, if armed at all, have a nightstick and a Webley Mk III M&P revolver (p. 58) or Webley MP pistol (p. 58). German *Schutzpolizei* officers carry a police club or spring cosh (p. 104), a S.G.98/05 bayonet (p. 67), and a DWM-Luger P.08 pistol. If required, the Mauser Kar.98a rifle or Bergmann M.P.18,I submachine gun (p. 90) is issued, as well as stick hand grenades. Constables in the Shanghai Municipal Police are issued a Colt Government pistol if belonging to the Foreign Branch or a Colt Pocket Automatic if belonging to the Chinese or Japanese Branch. The SMP riot squad also has Auto-Ordnance Model 1921 submachine guns, hand grenades, and tear gas grenades.



**Western Lawman:** Western lawmen prefer a big revolver like the Colt SAA or Colt New Service, but might also carry a Colt Government. They typically add a powerful long arm such as the Remington Model 8A (p. 70), Winchester Model 94, Remington Model 11R, or even a Colt M1918 BAR.

## GUNSHOT WOUND TREATMENT

If an investigator has been shot, it is imperative to treat him as soon as possible. Dressing the wound and stopping the bleeding can bring an injured investigator back into the game – a successful **First Aid** or **Medicine** roll restores 1D3 lost Hit Points. See “First Aid” (*Call of Cthulhu*, p. 54). If the Keeper is using more detailed rules like “Hit Locations” (*1990s Handbook*, pp. 53-54) or “Disabling Wounds” (*Delta Green: Targets of Opportunity*, p. 290), then a **First Aid** or doubled **Medicine** roll is required to stop a bleeding investigator from losing even more points.

Either skill requires suitable equipment – at least a basic first aid kit with bandages and tourniquet (*1920s Investigator's Companion*, p. 61). If no first aid kit is available, an investigator can try to improvise, using a belt, torn clothing, etc. However, this halves all **First Aid** or **Medicine** rolls.

After the first treatment, wounded investigators should receive proper medical treatment as soon as possible, in order to avoid long-term problems including death. In particular, many gunshot wounds



include foreign matter from penetrated clothing, fragmented projectiles, etc., which require a **Medicine** roll and a full surgery kit including scalpels (*Call of Cthulhu*, p. 290) to remove in order to prevent infection.



*You can't say him down with ye fformula, for that will Worke only upon such as ye other fformula hath call'd up from Saltes; but you still have strong Handes and Knife and Pistol, and Graves are not harde to digg, nor acids loth to burne.*

*- H.P. Lovecraft, *The Case of Charles Dexter Ward* (1927)*

**I**N THE 1920S AND 1930S, the most common civilian handgun is the revolver. Numerous makes, models, and calibres exist. The smaller calibres are carried by people who seldom need to resort to their weapon and therefore want a cheap, light, and controllable gun. Those shooters who expect to have to use their revolver in a life-and-death situation and who know what they are doing typically choose a heavier calibre. Most revolvers fire double-action, meaning that squeezing the trigger simultaneously cocks the hammer. A double-action revolver is always ready to fire and typically quicker to shoot than an old-fashioned single-action gun (see "Quick Draw," p. 10). Revolvers are usually more reliable than semiautomatic pistols, particularly with finicky hollow-point bullets (p. 102).

Inexpensive and lightweight self-loading pocket pistols are extremely popular, especially in Europe, but also in the USA and even in the Far East. Many people have a small semiautomatic in a desk drawer, purse, or coat pocket somewhere, even if they do not really know how to use it. Weapons of .32-calibre and even .25-calibre are still considered adequate against human opponents by many (*1920s Investigator's Companion*, p. 119), although most veterans of actual shootings disagree.

The heavy semiautomatic pistol is in many ways the mark of the gunfighter. It is issued by most militaries and a few forward-thinking police agencies. Many serious shooters acquire pistols of this type, especially veterans of the Great War.

Professional shootists carry their handgun in a holster, typically on the belt or in a pocket holster, sometimes under the arm in a shoulder rig. Holsters are either closed or open. Holsters closed with a flap protect the weapon against the elements, but are slower on the draw. Open holsters give quicker access, but the Keeper can penalize the investigator by worsening Malf. Compare "Malfunction Table" (*1920s Investigator's Companion*, p. 112).

More casual gun users will often just put their gun in a convenient pocket. This can become uncomfortable if carried for any length of time; most large-calibre handguns weigh more than a kilogram. Drawing a handgun from a pocket can also be problematic, as the gun's barrel, sights, or hammer can get caught in the lining of the pocket. Lint, keys, or other pocket contents can also negatively impact the weapon's Malf.

The same goes for spare ammunition. Professional shooters carry spare magazines in magazine pouches on the belt. Loose cartridges are best carried in a cartridge pouch or in cartridge loops on the belt or holster. Casual gun owners are likely to carry ammo loose in pocket, which doubles the reloading time. In the military, those issued a handgun generally carry one or two spare loads for it. Police officers may or may not carry any spare ammunition for their service weapon; most American cops carry just six additional cartridges for their revolver, if any at all.

## ASTRA MOD 400 (MOD 1921)

This semiautomatic weapon is made by Esperanza y Unceta de Guernica, Spain, a manufacturer that uses the trade name of *Astra* for its products. The *Modelo 400* is a single-action hammerless pistol with a distinctive protruding barrel, whence its nickname *Puro* (“cigar”). The Spanish army, *Guardia Civil*, and customs police adopt the Mod 400 as the *Pistola de 9mm Modelo 1921* or *Mod 1921*. More than 105,000 are made, with many of them being exported world-wide. One American importer sells it as the *Super-Power*. It is 23 cm long and weighs 1.1 kg loaded.

The Astra Mod 400 is an excellent choice for a Spanish investigator. It can also turn up virtually anywhere else, including in the rest of Europe or in North America. The USA import huge numbers of foreign-made handguns during the 1920s, and due to their low prices, these are common in the hands of ordinary citizens. The Astra Mod 400 fires a powerful cartridge, the 9×23mm Bergmann-Bayard (called the “9mm Largo” in Spain), which is difficult to find in many areas. Luckily, this design is capable of firing other cartridges in a pinch, including the 9×19mm Parabellum, 9×20mmSR Browning Long, 9×23mm Steyr, and .38 ACP (these all have Damage 1D10) or the .38 Super Auto (Damage 1D10+1). Using any of the substitutes increases wear of the extractor and other components, worsening Malf to 97!



**TO USE**, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the internal hammer. This takes one combat round. The pistol is now ready to fire. Click up the safety catch on the left side of the grip to put it on safe. The typical malfunction is a failure to eject the empty case. The Astra Mod 400 has a grip safety that prevents it from firing if it is dropped or not properly held.

The pistol has a ring for a lanyard (p. 103) at the base of the grip. A magazine costs \$1.25 and weighs 0.15 kg filled. The Spanish forces issue the Mod 1921 with a leather flap holster (p. 103) that has an integral pouch for a spare magazine.

**TO SEE** the Astra Mod 400 in action, watch *Miller's Crossing* (set in 1929), in which gangster Tom Reagan is given one to cap bookie Bernie Bernbaum.

**Astra Mod 400 (Mod 1921) 9×23mm calibre pistol (1921-1946) — \$21, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10</b>	<b>15</b>	<b>2(3)</b>	<b>8+1</b>	<b>8</b>	<b>98</b>

## COLT DETECTIVE SPECIAL

*I do not claim that a man who has never been taught how to shoot a revolver can make good scores with a revolver having a two-inch barrel, but I do claim that a fair shot will be agreeably surprised with its accuracy and it is a very comfortable revolver to carry in the pocket or holster.*

— J. Henry FitzGerald, *Shooting* (1930)

Made by Colt's Patent Fire Arms Manufacturing Company of Hartford, Connecticut, the Detective Special is a compact double-action revolver with swing-out cylinder based on the action of the Police Positive Special (p. 41). Its “snubnose” barrel is only 5 cm long, for an overall length of 17 cm and a loaded weight of less than 0.7 kg. Over 1.5 million are eventually made.

The Detective Special is a superb choice for an American investigator. Highly concealable, it nevertheless fires a powerful round. The gun is popular with Federal agents, who until the 1930s generally have to provide their own sidearm if they want to carry one – both Eliot Ness of the Bureau of Prohibition and Melvin Purvis of the



Bureau of Investigation favour it. Various police agencies issue it to their plainclothes detectives, and the gun is also popular with bankers and private eyes. Another famous owner is aviator Charles Lindbergh, who prefers to carry it at all times in a shoulder holster. Outside of the USA, the Detective Special is not yet common, but is available from all the larger retailers.

**TO USE**, swing out the cylinder to the left side and push the ejector rod to eject any remaining shells.

## Colt Detective Special .38 Special calibre revolver (1927-1995) — \$29, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10</b>	<b>5</b>	<b>2(3)</b>	<b>6</b>	<b>6</b>	<b>00</b>

Insert six cartridges, which takes three combat rounds. Snap the cylinder closed again. The revolver is now ready to fire. An internal safety prevents it from accidentally firing a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore “Loaded Revolvers” (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

It comes nickel-plated for the same price.

**TO SEE** the Colt Detective Special in action, watch *The Roaring Twenties* (set in 1924), in which it is employed by gangster Eddie Bartlett; *The Untouchables* (set in

1930-1931), in which it is carried as backup gun by Chicago police officer George Stone; *Mobsters* (set in 1931), in which it is used by gangster Meyer Lansky; *Road to Perdition* (set in 1931), in which it is carried as backup by gangster Michael Sullivan; *Once Upon a Time in America* (set in 1933), in which it is employed by gangster David “Noodles” Aaronson; *Public Enemies* (set in 1933-1934), in which it is carried by most of the Federal agents; and *The Big Sleep* (set in 1939), in which private eye Philip Marlowe keeps one in his car.

## COLT GOVERNMENT (M1911)

*Since 1911 the regulation sidearm of the U.S. Army, Navy, and Marine Corps, this arm is not only the choice of the Service, but of a host of civilian users as well. As the most powerful automatic pistol made, it has proven superiority in reliability and accuracy.*

*- Colt advertisement (1929)*

This famous single-action semiautomatic pistol was designed by John Browning and is primarily made by Colt's. Adopted as the *Model of 1911*, over 700,000 were acquired by the US military (including the Coast Guard) during the Great War. The slightly improved *M1911A1* is adopted in 1924, but does not differ substantially from the earlier version. It is a big gun, 22 cm long and weighing 1.3 kg loaded.

The commercial *Government* model is popular with private citizens, Colt's having sold more than 100,000 by the end of the 1920s. While virtually no US police department issues a semiautomatic, quite a few Federal agents carry it, especially in the Bureau of Prohibition and Bureau of Investigation. Special Agent Charles Winstead shoots John Dillinger with one in 1934. It is a favourite with “torpedoes” and “triggermen” of the criminal underworld. Rear Admiral Richard Byrd takes several on his South Pole expedition. The weapon is also employed by foreign armies, including those of Argentina (*Mod 1916*), Canada (primarily with the military police), Mexico (*Mod 1921*), Norway (Kongsberg-Colt *M/1914*), and the Soviet Union. The Shanghai Municipal Police adopted it in 1919 as the standard pistol for its Foreign constables. A minor variant in .455 Webley Auto is the standard sidearm of the British Royal Air Force, including with its armoured car squadrons operating in Iraq and Palestine.

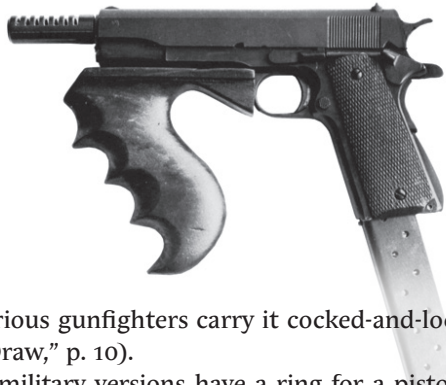
In 1929, the *Super .38 Automatic* appears, which is the same weapon firing a smaller but faster .38-calibre projectile. Advertised as “a real He-Man gun,” this has almost twice the penetration of the .45 ACP, and in an *American Rifleman* article that same year Major Julian Hatcher advises that “a man wearing one of the bullet-proof vests which are now



becoming popular in certain quarters would have much more reason to be afraid of the Super .38 than of the .45” (see “Armour Penetration,” p. 15). From 1929, the Super .38 is issued to pilots of the Transcontinental & Western Airline (T&WA) since all crews of airlines carrying mail for the US Postal Service have to be armed by law. During the 1930s, it is a favourite of gunfighters, including many of the Dillinger-Nelson gang, but also policemen like Captain Frank Hamer or Special Agent Herman Hollis.

For a serious gun-fighting investigator, one of the big Colt pistols is the perfect weapon. They are powerful, reliable, and quick to reload. Although relatively large and heavy, their flat outline makes them remarkably easy to conceal under clothing.

**TO USE**, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the external hammer. This takes one combat round. The pistol is now ready to fire. Click up the safety catch on the left side of the grip to put it on safe. The typical malfunction is a failure to eject. Commercial hollow-point bullets in .45 ACP are not available at the time; they can be handloaded but the weapon is not designed to shoot them, leading to failures to feed – worsen Malf by -1 percentile. A grip safety prevents the pistol from going off if dropped. In the US military, the M1911 is normally carried with an empty chamber; the issue holster has an internal nose that allows cocking the gun with one hand (instead of both hands) by pushing against it while it is still holstered. This is useful on horseback or motorcycle.



Some serious gunfighters carry it cocked-and-locked (see “Quick Draw,” p. 10).

The military versions have a ring for a pistol lanyard (p. 103) at the base of the grip. A spare magazine costs \$1.25 and weighs 0.2 kg filled. The US military issues the M1911 with a leather flap holster (p. 103) and a double belt pouch (p. 103) for two spare magazines, a practice copied by most other military users. Civilians often carry the pistol in a shoulder holster (p. 103). The gun cannot be effectively used with a sound suppressor (p. 75), as the suppressor designs available at the time do not allow the action to cycle. ROF becomes 1/2(1) and Malf becomes 98 with a suppressor. A longer barrel with a thread is required. This costs \$10. A suitable Maxim suppressor costs \$12, weighs 0.35 kg, and increases length by 16 cm (halve Listen rolls). The .45 ACP is subsonic, but has a high sound level due to the large calibre, which makes it more difficult to suppress.

In the early 1930s, gunsmith Hyman Lebman (p. 25) converts a number of Government and Super .38 pistols into full-automatic machine pistols. These feature a wooden foregrip adapted from the Thompson gun and a muzzle compensator to control the prodigious ROF. Add +5 percentiles to the modified Attack chance (see “Automatic Fire,” p. 12). A 14-round .38 magazine costs \$8

and weighs 0.3 kg, a 22-round .38 magazine costs \$12 and weighs 0.4 kg, and a Spanish 25-round .45 magazine costs \$10 and weighs 0.8 kg. The .38 machine pistol weighs 1.7 kg loaded with a 14-rounder – while the .45 machine pistol weighs 2.4 kg with a 25-rounder. The longer magazines make concealing the pistol more difficult (unmodified Conceal, see “Concealed Weapons,” p. 9). Lebman produces only a handful, but similar weapons could be made by any competent pistolsmith. This requires a halved Craft (Gunsmith) roll. Several are used by the Dillinger-Nelson gang in 1933-1934; questioned by the law, Lebman claims to have been unaware of the criminal activities of his customers ...

TO SEE the Colt M1911 in action, watch *The Wild Bunch* (set in 1916), in which it is used by outlaws; *The Professionals* (set in 1917), in which it is used by mercenary Henry “Rico” Fardan; *The Sand Pebbles* (set in 1926), in which it is employed by US Navy Captain Collins; and *Miller’s Crossing* (set in 1929), in which it is used by bookie Bernie Bernbaum. The commercial Colt Government can be seen in *Boardwalk Empire* (set in 1920), in which it is carried by Prohibition Agent Nelson Van Alden; *The Mummy* (set in 1923-1926), in which it is employed by treasure hunter Rick O’Connell; *The Lost World* (set in 1925), in which Professor Arthur Summerlee uses one; *Last Man Standing* (set in 1931), in which two are employed by gunslinger “John Smith”; *Road to Perdition* (set in 1931), in which it is used by gangster Michael Sullivan; *Carnivàle* (set in 1935), in which it is carried by hit man Varlyn “Bird Dog” Stroud; and *Shanghai Grand* (set in 1935-1936), in which it is used by gangster Hui Man-keung. A Lebman machine pistol with 14-rounder is used by bank robber Lester “Baby Face Nelson” Gillis in *Public Enemies* (set in 1934).

**Colt Government (M1911)** .45 ACP calibre pistol (1912-1923) — **\$37, common.**  
**Colt Government (M1911A1)** .45 ACP calibre pistol (1924-1970) — **\$37, common.**  
**Colt .455 SL Mk I** .455 Webley Auto calibre pistol (1915-1916) — **\$37, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10+2</b>	<b>15</b>	<b>1(2)</b>	<b>7+1</b>	<b>8</b>	<b>99</b>

**Colt Super .38 Automatic** .38 Super Auto calibre pistol (1929-1971) — **\$37, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10+1</b>	<b>15</b>	<b>2(3)</b>	<b>9+1</b>	<b>8</b>	<b>99</b>

**Lebman Machine Pistol** .38 Super Auto calibre machine pistol (1933-1934) — **\$80, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>10%†</b>	<b>1D10+1</b>	<b>15</b>	<b>40</b>	<b>9/14/22+1</b>	<b>8</b>	<b>97</b>

**Lebman Machine Pistol** .45 ACP calibre machine pistol (1933-1934) — **\$80, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>10%†</b>	<b>1D10+2</b>	<b>15</b>	<b>40</b>	<b>7/13/18/25+1</b>	<b>8</b>	<b>97</b>

† Compensator increases hit chances, see description.

## COLT NEW SERVICE (M1917)

Ever since the introduction of revolvers for defense purposes certain enthusiasts have demanded special arms to gain that fraction of a second so necessary in quick-draw work . . . I choose the .45 New Service because it is the most powerful hand gun, and with a two-inch barrel and cut-away [trigger guard] . . . it is the king of them all.

– J. Henry FitzGerald, *Shooting* (1930)



Colt's New Service revolver is a large double-action weapon with swing-out cylinder. It is available in a number of powerful calibres and is primarily intended for service with police and military organisations. The US military issued it briefly as the *Model of 1909* and again as the *Model of 1917* during the Great War. The M1917 continues to see military service throughout the 1920s, and surplus guns are acquired by the US Post Office and US Border Patrol. The M1917 is not available for commercial sale, but sold by the Army to members of the National Rifle Association (p. 19). The commercial New Service is issued by various US law enforcement agencies, including the New York State Police and Arkham Police Department (*Arkham Unveiled*, p. 36), which both use it in .45 LC. Other prominent users are the Canadian Army and the Royal Canadian Mounted Police (RCMP), both employing the gun in .455 Webley. Some 356,000 are eventually produced, almost half of them for the US military. The basic model with a barrel length of 14 cm is 28 cm long and weighs 1.3 kg loaded.

J. Henry FitzGerald, shooting instructor and premier showman of Colt's, favours and promotes the "Fitz Special." This is typically a New Service revolver heavily modified for concealed carry and quick-drawing. The barrel and ejector rod are cut-off to a "snubnose" length of 5 cm (reducing overall length to 18 cm and weight to about 1 kg), the grip is rounded and the hammer spur removed to prevent snagging when drawing from a pocket or from under a coat, and the front of the trigger guard

is cut away to allow quicker access for the trigger finger – including when wearing heavy gloves in cold weather. This version counts as hammerless (see "Quick Draw," p. 10). The "Fitzed" New Service revolver is a true gunfighter's weapon, but is only useful at close range. It is available from the factory at the listed price, but the modifications can be done by any gunsmith. Lacking **Craft (Gunsmith)** skill, an investigator can try his hand with a **Mechanical Repair** roll for the metal work and a **Chemistry** roll to re-blue the finish.

The New Service is a good weapon for the investigator capable of controlling it. Due to its size and weight, it is better suited for open wear in a belt holster than concealed carry, and thus is of premier use on expeditions and generally out of doors rather than in urban situations. Its powerful rounds give satisfactorily results. "Fitzed" guns can be carried concealed.

**TO USE**, swing out the cylinder to the left side and push the ejector rod to the rear, thereby ejecting any remaining shells. Insert six cartridges, which takes three combat rounds. Snap the cylinder closed again. The revolver is now ready to fire. An internal safety prevents it from accidentally firing a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore "Loaded Revolvers" (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

**Colt New Service (M1909)** .45 LC calibre revolver (1898-1944) — **\$34, common.**

**Colt New Service** .455 Webley calibre revolver (1899-1944) — **\$34, common.**

**Colt New Service** .44 Special calibre revolver (1907-1944) — **\$34, common.**

**Colt New Service (M1917)** .45 ACP calibre revolver (1917-1920) — **\$34, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10+2</b>	<b>15</b>	<b>1(2)</b>	<b>6</b>	<b>8</b>	<b>00</b>

**Colt New Service** .44-40 Winchester calibre revolver (1898-1944) — **\$34, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8+1D6</b>	<b>15</b>	<b>1(2)</b>	<b>6</b>	<b>8</b>	<b>00</b>

**Colt New Service** .38 Special calibre revolver (1909-1944) — **\$34, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10</b>	<b>15</b>	<b>2(3)</b>	<b>6</b>	<b>8</b>	<b>00</b>



**Colt New Service "Fitzed" .45 LC calibre revolver (1926-1944) — \$45, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10+2</b>	<b>5</b>	<b>1(2)</b>	<b>6</b>	<b>6</b>	<b>00</b>



Many New Service revolvers, especially all the military versions, feature a ring for a lanyard (p. 103) at the base of the grip. All variants of .44- to .455-calibre, except for the M1917, can be used with the British Prideaux speed loader, which allows loading six rounds in a single combat round. It costs \$2.50 (without ammo) and weighs 0.25 kg filled. Relatively popular in England, especially with veterans of the Boer War or Great War, the device is virtually unknown in the USA. The M1917 is chambered for the rimless .45 ACP

pistol cartridge, which *must* be loaded with a half-moon-shaped clip. Each clip holds three cartridges. This reduces the time it takes to reload the M1917 to just two combat rounds. The half-moon clips cost \$0.05 each. The US military issues the M1917 with a leather flap holster (p. 103) and a triple belt pouch for six clips.

**TO SEE** the Colt New Service in action, watch *The Professionals* (set in 1917), in which it is used by Mexican radical Jesús Raza; *Matewan* (set in 1920), in which two are used by Matewan police chief Sid Hatfield; *The Roaring Twenties* (set in 1924-1933), in which it is employed by gangsters George Hally and Eddie Bartlett; *The Mummy* (set in 1926), in which it is used by treasure hunters Béni Gábor and Mr Daniels; *Miller's Crossing* (set in 1929), in which gangster Leo O'Bannion uses one from his nightstand; *Death Hunt* (set in 1932), in which it is carried by RCMP officers; and *Death on the Nile* (set in 1936), in which it is carried by lawyer Andrew Pennington.

## COLT POCKET HAMMERLESS

*Perfectly balanced, compact, and safe for every day use at home, in the office desk, or traveling ... Because of its light weight and flat design, the Colt Pocket model automatic pistol may be easily and conveniently carried in the pocket of the coat or automobile.*

— Colt advertisement (1929)

The Colt Pocket Hammerless model is another design by John Browning. It is a single-action semiautomatic pistol with internal hammer for concealed carry. It is 17 cm long and weighs 0.8 kg loaded. More than 550,000 of the .32-calibre and some 138,000 of the .380-calibre weapon are eventually produced. Most are sold commercially. (Modern collectors also call these pistols the *Model 1903* and *Model 1908*, respectively.)

This pistol is available all over the world; a .32-calibre Colt is used by anarchist Nicola Sacco for his infamous robbery-homicide in 1920 in New York and by one of the



assassins of Sir Lee Stack Pasha, Egyptian army commander and governor of Sudan, in 1924 in Cairo. The Shanghai Municipal Police is an official user, adopting the .380-calibre version in 1925 for issue to its detectives and Chinese and Japanese constables. The latter is also the favourite backup gun of the Dillinger-Nelson gang in the 1930s.

**Colt Pocket Hammerless .32 ACP calibre pistol (1903-1945) — \$20, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>8+1</b>	<b>6</b>	<b>99</b>

**Colt Pocket Hammerless .380 ACP calibre pistol (1908-1945) — \$20, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8+1</b>	<b>15</b>	<b>2(3)</b>	<b>7+1</b>	<b>6</b>	<b>99</b>

The Pocket Hammerless is an excellent choice for an investigator, offering reasonable firepower in a convenient package. Due to its smooth outlines and various safeties, it can be safely carried in the pocket.

**TO USE**, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the internal hammer. This takes one combat round. The pistol is now ready to fire. Click up the safety catch on the left side of the grip to put it on safe. The typical malfunction is a failure to eject. It is not designed to shoot hollow-point bullets and use of these worsens Malf by -1 percentile (p. 102). A grip safety prevents it from going off if dropped.

A spare magazine costs \$1 and weighs 0.1 kg filled.

**TO SEE** the Colt Pocket Hammerless in action, watch *Boardwalk Empire* (set in 1920-1921), in which it is used by gangster Jimmy Darmody; *Miller's Crossing* (set in 1929), in which gangster Johnny "Caspar" Casparro has a nicked one; *The Black Camel* (set in 1931), in which Inspector Charlie Chan carries it; *Shanghai Express* (set in 1931), in which British Army doctor Captain Donald Harvey acquires one from a railway officer; *Public Enemies* (set in 1934), in which bank robber John Dillinger carries one in his pants; and *Billy Bathgate* (set in 1935), in which it is used by hit man Irving.

## COLT POLICE POSITIVE SPECIAL

*For those who value both power and handiness, Colt's .38 Police Positive Special is the best weapon. This gun commends itself for travels in those foreign parts where the revolver cannot be carried openly, but at the same time is required to be as powerful as possible.*

- Gerhard Bock, *Modern Handguns and their Use* (1923)

The Colt Police Positive Special is a medium-sized double-action revolver with swing-out cylinder. The basic model with a barrel length of 10 cm is 22 cm long and weighs 0.7 kg loaded. Some 750,000 are made.

The weapon is widely used by urban police agencies in the USA, such as in Chicago, Cincinnati, Kansas City, and St Louis, but also by the state police forces of Connecticut and New Jersey. It is issued to Bureau of Investigation field offices and assigned to the normally unarmed Federal agents as necessary. As well, the gun is exported in considerable numbers, including to all of Europe, and popular with law enforcement agencies in Canada and South America. While most cops use the .38 Special chambering, civilians often prefer the smaller .32-20 Winchester due to its reduced recoil and noise. The .32-calibre gun is especially liked by hunters, trappers, and farmers – and, judging from Robert Johnson's "32-20 Blues" (1936), also by jazz musicians.

**TO USE**, swing out the cylinder to the left side and push the ejector rod to eject any remaining shells. Insert six cartridges, which takes three combat rounds.



Snap the cylinder closed again. The revolver is now ready to fire. An internal safety prevents it from accidentally firing a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore "Loaded Revolvers" (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

It comes nickel-plated for the same price.

**TO SEE** the Colt Police Positive Special in action, watch *The Public Enemy* (set in 1915), in which it is used by gangster Tom Powers; *The Roaring Twenties* (set in 1924), in which it is used by gangster Nick Brown; *Hoodlum* (set in 1930-1935), in which a nicked one is carried by gangster Ellsworth "Bumpy" Johnson; Merian Cooper's *King Kong* (set in 1933), in which it is carried by smugglers Captain Englehorn and First Mate John Driscoll; *Billy Bathgate* (set in 1935), in which would-be gangster Billy Behan acquires one with the serial number scratched off; and *The Green Mile* (set in 1935), in which it arms the Cold Mountain prison guards.

### Colt Police Positive Special .32-30 Winchester calibre revolver (1908-1946) — \$29, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>6</b>	<b>7</b>	<b>00</b>

### Colt Police Positive Special .38 Special calibre revolver (1908-1995) — \$29, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10</b>	<b>15</b>	<b>2(3)</b>	<b>6</b>	<b>7</b>	<b>00</b>

# COLT SINGLE ACTION ARMY (M1873)

For over half a century this arm has seen more actual service, and more of them have been produced, than any revolver every manufactured. The Single Action Army is the choice of fire-arms users who require a combination of reliability, durability and simplicity in mechanism.

- Colt advertisement (1929)



The *Single Action Army* (SAA), the standard US Army sidearm as the *Model of 1873* during the Indian Wars of the 19th century, is the most famous, if not actually the most widespread, of the Colt revolvers. It is a single-action weapon with loading gate and is available in a number of versions. The most popular is the *Civilian* model with a 12-cm barrel. This is 26 cm long and weighs 1.2 kg loaded. The military *Cavalry* model has a 19-cm barrel, an overall length of 33 cm, and a loaded weight of 1.3 kg. The so-called *Sheriff's* model has a 9-cm barrel, a length of 20 cm, and a loaded weight of 1.1 kg. Instead of the original .45 Long Colt calibre, the revolver is also made for the short Winchester rifle cartridges, and is then called the *Frontier Six-Shooter*. The most popular calibre of the Frontier models is the .44-40 Winchester. Some 357,000 are made of all versions until 1940.

During the 1920s, these weapons, although technically obsolete, are still used by many individuals, even by professional law enforcement agents including many

sheriffs in the south and west of the USA. Texas Ranger Captain Frank Hamer carries a .45 SAA Civilian named "Old Lucky" during the 1920s, as does firearms expert Elmer Keith. The gun is also still popular in Mexico (where the army had adopted it as the *Mod 1879*) and in South America. An investigator might buy a new one or use an antique inherited from a relative or found at a pawn shop.

**TO USE**, open the loading gate on the right rear of the cylinder and push out spent cases one by one using the ejector rod mounted below the barrel, turning the cylinder manually after each one. Then insert five (or six) fresh cartridges, again one by one. Close the loading gate and cock the hammer. This takes five (or six) combat rounds. The revolver is now ready to fire. Note that the *Sheriff's* model lacks the ejector rod, requiring a separate rod, pocket knife, or similar item to push out the spent cases. This doubles reloading time! Like many 19th-century revolvers, the gun is unsafe to carry fully loaded. A sharp blow to the uncocked hammer resting

## Colt SAA Cavalry (M1873) .45 LC calibre revolver (1873-1940) — \$34, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	20	1(2)	6	8	00

## Colt SAA Civilian .45 LC calibre revolver (1876-1940) — \$34, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	15	1(2)	6	8	00

## Colt SAA Sheriff's .45 LC calibre revolver (1882-1927) — \$34, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10+2	5	1(2)	6	7	00

## Colt Frontier Six-Shooter .44-40 Winchester calibre revolver (1878-1940) — \$34, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D6	15	1(2)	6	8	00

## Colt Frontier Six-Shooter .38-40 Winchester calibre revolver (1884-1940) — \$34, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1D5	15	1(2)	6	8	00

## Colt Frontier Six-Shooter .32-20 Winchester calibre revolver (1884-1940) — \$34, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8	15	3/2(3)	6	8	00

on a loaded chamber can set it off. It is common practice to load only five cartridges and lower the hammer on an empty chamber. The Keeper should have an investigator ignoring this make a **Luck** roll in appropriate situations. See “Loaded Revolvers” (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

An “expert” gunslinger (**Handgun** 75% or better) can increase ROF from 1 to 2 by “slip-firing” – holding down the trigger and then cocking and releasing the hammer with the thumb as fast as possible. Another method is called “fanning” – holding down the trigger and then sweeping back the hammer with the off hand. Unlike slip-firing, fanning requires both hands and is much less accurate – treat as “Unaimed Shots” (*Call of Cthulhu*, p. 63) – but an expert revolver man can cap off four shots in one combat round this way!

Few people seem to use the weapon in the original factory condition. Especially popular are a bright nickel finish (same price) and/or grip handles made of pearl, ivory, or stag, at \$10 extra. A typical leather belt with cartridge loops (p. 103) holds 30-45 cartridges.

**TO SEE** the Colt SAA in action, watch *The Professionals* (set in 1917), in which it is used by mercenary Bill Dolworth; *The Mummy* (set in 1926), in which slip-firing and fanning is demonstrated by treasure hunter Mr Henderson, one of the “beastly Americans”; *Death Hunt* (set in 1931-1932), in which it is employed by trapper Albert Johnson; and *Carnivale* (set in 1934), in which it is used by talent agent Edgar “Samson” Leonhardt.

## COLT VEST POCKET

*This model Colt has been produced to meet the demand for an arm that would combine extra light weight and very small size with the essential features of a practical and efficient pistol.*

– Colt advertisement (1926)

This tiny single-action semiautomatic hammerless pistol was designed by John Browning. As its name suggests, it is small enough to be carried in a vest pocket or purse, being only 11 cm long and weighing 0.4 kg loaded. Well over 400,000 are produced eventually by Colt’s. (To modern collectors, it is also known as the *Model 1908*.) Fabrique Nationale d’Armes de Guerre (FN) of Herstal, Belgium, manufacture the same weapon as its *Browning Pistolet Automatique Modèle 1906*, this company adding another million to the overall total.

In Spain, thousands are churned out as cheap unlicensed copies by dozens of small producers, “trademarks” including the *Apache*, *Astra Mod 200*, *Cow Boy*, *Destroyer*, *KABA Spezial*, *Martian*, *Model 1915 El Cid*, *Model 1918 Bronco*, *Pinkerton*, *SEAM*, *Titan*, and *Victory*. These copies are available all over Europe and the USA, at ridiculous prices, some of these “coffee-and-doughnuts” guns retailing for as little as \$2.50. Connoisseurs hold these in low regard, as evidenced by Hugh Pollard, who writes that “there is no economy in buying a cheap Spanish pistol ... and then blowing your fingers off with it.”



For an investigator, the Vest Pocket or a variant is a likely weapon, seeing how many of them are in circulation. Pistols in .25-calibre are particularly popular in Europe. Colt’s claim that it has a “grip especially well-shaped for ladies’ hands,” but at the time, many ordinary people, both male and female, carry one of these around without putting much thought to it. This stands in stark contrast to the actual use of this pistol as a weapon of defence. The gun is so small that shooters with large hands (SIZ 17 or 18) cannot hold it properly, let alone squeeze the trigger. The .25 ACP cartridge it fires is even less powerful than the .22 LR! At Point-Blank Range, a full magazine of the tiny bullets might *eventually* kill a man, but that is way too close for comfort against a real opponent.

**Colt Vest Pocket** .25 ACP calibre pistol (1908-1947) — **\$17, very common.**

**FN-Browning Mle 1906** .25 ACP calibre pistol (1906-1949) — **\$15, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D6</b>	<b>5</b>	<b>3(4)</b>	<b>6+1</b>	<b>6</b>	<b>98</b>

**Astra Mod 200** .25 ACP calibre pistol (1920-1967) — **\$8, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D6</b>	<b>5</b>	<b>3(4)</b>	<b>6+1</b>	<b>6</b>	<b>97</b>

**TO USE**, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the internal striker. This takes one combat round. The pistol is now ready to fire. Click up the safety catch on the left side of the grip to put it on safe. A grip safety prevents it from going off if dropped. The typical malfunction is a failure to eject the empty case. Most of the Spanish copies have Malf 97 or worse (the listed Astra Mod 200 is one of the better-made)!

A spare magazine costs \$0.75 and weighs 0.05 kg filled. A bright nickel finish is optional at no extra cost;

the popular pearl grips cost \$5. Ladies often carry the pistol in a leather purse with clamp inside their handbag – this makes a “Quick Draw” (p. 10) impossible!

**TO SEE** the Colt Vest Pocket, watch *Little Caesar* (set in 1929), in which gangster/entertainer Joe Massara carries one; *Murder on the Orient Express* (set in 1932), in which traveller Samuel Ratchett keeps one for protection; *The 39 Steps* (set in 1934), in which it is used by spy Professor Jordan; *Chinatown* (set in 1937), in which it is used by widow Evelyn Mulwray; and *The Maltese Falcon* (set in 1941), in which it is carried by con man Joel Cairo.

## COLT WOODSMAN

*Balance, range, and accuracy there are for the target shooter; simplicity, convenience, and killing power for the hunter and trapper; while its adaptability to informal practice is a never failing source of enjoyment to the camper, the tourist and the firearms enthusiast.*

– Colt catalogue (1929)

The Colt Woodsman is a single-action .22-calibre semiautomatic hammerless pistol developed by John Browning. Primarily intended for target-shooting, it is also used to kill rats, prairie dogs, and similar vermin around the house and yard. With a 17-cm barrel, it is 27 cm long and weighs 0.9 kg loaded. Over 690,000 are eventually produced.

An investigator who practices shooting regularly might possess such a pistol due to its excellent accuracy and cheap ammunition. As a weapon of defence it is less useful, being fairly difficult to conceal and firing a woefully inadequate round for use on anything larger than a rabbit, unless you are an experienced marksman or get close enough for a headshot – see “Called Shots” (p. 11). Load it with hollow-points (p. 102) for slightly better performance.

**TO USE**, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the internal hammer. This takes one combat round. The pistol is now ready to fire. Click up the safety catch on the left side of the grip to put it on safe.



The typical malfunction is a misfire or failure to eject.

A spare magazine costs \$2 and weighs 0.15 kg filled. For target-shooting or killing vermin in the backyard without disturbing the neighbours, the Woodsman can be fitted with a Maxim sound suppressor (p. 75) that costs \$5 and weighs 0.15 kg, adding 16 cm to the pistol’s length (quarter Listen rolls). It is threaded onto a \$2.50 detachable coupling that is slotted over the muzzle and locked against the foresight. The Neel-Shaffer shoulder stock introduced in 1925 combines a leather holster with an internal metal frame (unmodified Conceal; see “Concealed Weapons,” p. 9). It slips over the butt of the grip and has to be removed to change the magazine; this increases the reloading time by one combat round. The stock/holster costs \$7.50 and weighs 0.35 kg. When attached, use Rifle skill.

**TO SEE** the Colt Woodsman in action, watch *The Mechanic* (set in 1972), in which it is used with a Maxim silencer by hit man Arthur Bishop.

**Colt Woodsman .22 LR calibre pistol (1915-1977) — \$32, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D6+1</b>	<b>20</b>	<b>3(4)</b>	<b>10+1</b>	<b>8</b>	<b>98</b>

**Colt Woodsman .22 LR calibre pistol-carbine (1925-1934) — \$39.50, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D6+1</b>	<b>40</b>	<b>3(4)</b>	<b>10+1</b>	<b>8</b>	<b>98</b>

## DWM-LUGER P.08 PARABELLUM

*The Luger is considered the world's best automatic pistol ... Many police departments and sheriff's offices in the United States are discarding all other makes of pistols and revolvers in favor of the Luger on account of its wonderful accuracy, reliability, tremendous shocking power and penetration ... it's a favorite with the motorcycle and other policemen in pursuing and rounding up bandits.*

- Pacific Arms advertisement (1924)



This famous single-action hammerless semiautomatic pistol was designed by Georg Luger and is made by Deutsche Waffen- und Munitionsfabriken (DWM) of Berlin, Germany, from 1900 onwards. Named the *Parabellum* ("for war") in Germany, it is better known as the *Luger* in the English-speaking world. Prior to and after the Great War, many thousands are sold in the USA under the trade name *American Eagle*, with the 7.65×21mm Parabellum cartridge being dubbed the ".30 Luger." Switzerland was the first country to adopt the Parabellum, in the original calibre, for its army (as the *P 00*), and later also makes it under licence (W+F-Luger *P 06*). Other users include the Brazilian army (*M906*) and Finnish army (*PIST/23*).

Since 1902, the weapon has been offered for an enlarged cartridge, the famous 9×19mm Parabellum. The German navy adopted a variant chambered for this with a 15-cm barrel as the *Pistole 04* or *P04*. During the war, every *U-Boot* carried 24 of these for boarding and raiding. The German army followed with the *P08*, which has a shorter 10-cm barrel. The P.08 has become the standard pattern. It is 22 cm long and weighs 1.1 kg loaded. In 1930, main production of the P.08 is taken over by Mauser. Several foreign militaries have adopted Lugers similar in configuration to the P.08, including the Bolivian army (*Mod 1912*), Bulgarian army (*obr. 1911g*), Dutch navy (*Pistol No.1*), and the army of the Dutch East Indies (Vickers-Luger *M.11*). In 1912, the German army added the *Lange Pistole 08* or *L.P.08*, which has a long 20-cm barrel and is normally issued with a shoulder stock for use as a pistol-carbine. With the stock, it weighs 1.7 kg

loaded and is 64 cm long. The L.P.08 is commonly known as the *Artillerie* model, as it was originally intended to arm artillery and machine gun crews. A 32-round drum magazine was added in 1917 for the L.P.08, to improve the weapon's use in assaulting trenches. Commercial guns patterned after the P.04, P.08, and L.P.08 are still made during the 1920s. Millions are produced.

For an American investigator, the Luger is perhaps not a typical, but certainly not an unlikely choice. The gun is imported in considerable numbers; however, despite the enthusiastic endorsement by its sellers, it is not actually used by American police. American and British veterans of the Great War brought back thousands of German military weapons as war trophies – especially Lugers. The pistol is accurate, easy to shoot, and fires powerful ammunition. Lugers can also easily turn up in other places. In Germany, the P.08 is the standard sidearm of the *Reichswehr* and the uniformed police. In the military, it is primarily carried by non-commissioned officers and specialists – ranking officers have to furnish their own sidearm and prefer lighter .32-calibre pistols. The P.04, P.08, and L.P.08 are illegal to own for German civilians (though short-barrelled Parabellums in 7.65×21mm are not); nevertheless, they are relatively common on the black market, and used by both radicals and criminals. The L.P.08 is particularly liked by poachers, since it has decent range and accuracy with

### DWM-Luger Parabellum 7.65×21mm calibre pistol (1900-1930) — \$30, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1	15	2(3)	8+1	8	97

### DWM-Luger P.04 9×19mm calibre pistol (1904-1930) — \$40, rare.

### DWM-Luger P.08 9×19mm calibre pistol (1908-1945) — \$35, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	15	2(3)	8+1	8	97

### DWM-Luger L.P.08 Artillerie 9×19mm calibre pistol (1912-1930) — \$45, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D10	20	2(3)	8/32+1	8	97/94

**DWM-Luger Parabellum** 7.65×21mm calibre pistol-carbine (1900-1930) — **\$35, common.**

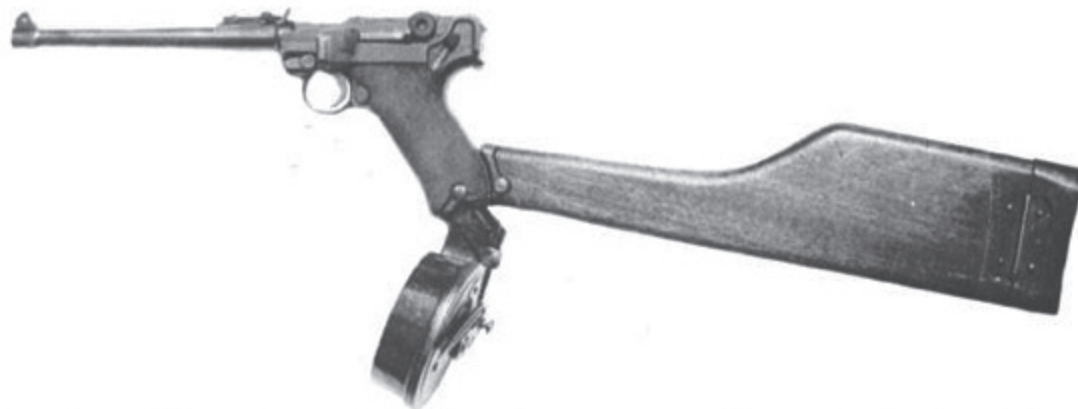
SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D8+1</b>	<b>30</b>	<b>2(3)</b>	<b>8+1</b>	<b>9</b>	<b>97</b>

**DWM-Luger P.04** 9×19mm calibre pistol-carbine (1904-1930) — **\$45, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D10</b>	<b>30</b>	<b>2(3)</b>	<b>8+1</b>	<b>9</b>	<b>97</b>

**DWM-Luger L.P.08 Artillerie** 9×19mm calibre pistol-carbine (1912-1930) — **\$50, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D10</b>	<b>40</b>	<b>2(3)</b>	<b>8/32+1</b>	<b>9</b>	<b>97/94</b>



the stock attached, but can be easily concealed when it is removed. In the US, the L.P.08 is marketed as a “baby machine gun” due to the stock and drum, even though it cannot fire full-automatic.

**TO USE**, remove an empty magazine and insert a full magazine. Draw the toggle joint upward and backward, then release sharply to chamber a round and simultaneously cock the internal striker. This takes one combat round. The pistol is now ready to fire. Click down the safety catch on the left side of the grip to put it on safe. The typical malfunction is a failure to eject; the Luger is also susceptible to “limp-wristing” (p. 31). It is not designed to shoot hollow-point bullets and use of these worsens Malf by -1 percentile (p. 102). The original Parabellum, the P.04, and several foreign-service versions feature a grip safety, which the P.08 and L.P.08 lack. If the unreliable 32-round drum is used, worsen Malf to 94 (96 if only 25 instead of 32 rounds are loaded).

There is a ring for a pistol lanyard (p. 103) at the rear of the grip. Spare magazines are \$3 each and weigh 0.2 kg filled. The 32-round drum costs \$18 and weighs 1.1 kg filled; production of these ceased in 1919, so most drums available during the 1920s are second-hand and cost only \$10. Many commercial Lugers as well as the military P.04 and L.P.08, but not the P.08, can be fitted with a shoulder stock to convert it into a pistol-carbine (unmodified **Conceal**; see “Concealed Weapons,” p. 9). The stock costs

\$5 and weighs 0.4 kg. When attached, use **Rifle** skill. Several companies offer \$2 luminous sights for the L.P.08 that clip over the standard sights. When these are used in twilight or moonlight, reduce **Handgun** skill to 3/4 instead of halving it (compare “Dimness, Darkness, Invisibility” in *Call of Cthulhu*, p. 60). The German army leather flap holster (p. 103) costs \$4 and has a compartment for a spare magazine. A leather belt pouch (p. 103) for two magazines costs \$1, another holding six magazines is \$5. The Luger can be fitted with a Maxim sound suppressor (p. 75) if a barrel with a thread is fitted. A new barrel costs \$8, or \$12 complete with interchangeable receiver. A suitable Maxim suppressor costs \$12, weighs 0.35 kg, and increases length by 16 cm (halve **Listen** rolls, or quarter them with subsonic ammunition). However, with the suppressor fitted, the action will not cycle, for ROF 1/2(1) and Malf 96.

**TO SEE** the Luger P.08 in action, watch *The Most Dangerous Game* (set in 1924), in which it is used by the Russian big game hunters; *The Lost World* (set in 1925), in which journalist Edward Malone employs one; *Freaks* (set in 1931), in which it is used by sideshow actor “Half-Boy”; and Lewis Milestone’s *Of Mice and Men* (set in 1937), in which it is used by farm hand George Milton. For the L.P.08, watch *The Land that Time Forgot* (set in 1916), in which it is used by German navy sailors; and Peter Jackson’s *King Kong* (set in 1933), in which it is carried by smuggler Captain Englehorn.

## FN-BROWNING MLE 1900

*I know, with certainty,  
that in that lacquered purse of yours  
– nestled against powder case and mirror –  
sleeps a black stone; seven deaths.*

– Vladimir Nabokov, poem for Véra Slonim (1923)

Designed by John Browning and made by Fabrique Nationale d'Armes de Guerre (FN) in Herstal, Belgium, the *Browning Pistolet Automatique Modèle 1900* is a single-action semiautomatic pistol with internal hammer for concealed carry. It is 17 cm long and weighs 0.7 kg loaded. More than 720,000 were made in little over a decade.

Although superseded in production by more modern designs, the Browning Mle 1900 is still a likely choice for an investigator owing to its availability – it is widespread not only in all of Europe, but also in Asia and the Middle East. It is not as common in the Americas because Colt and FN have divided up the markets. Prior to the 1920s, it was used by law enforcement agencies as diverse as the Berlin *Kriminalpolizei* and the Shanghai Municipal Police; it is still issued to the detectives of the French *Surêté* and Norwegian *Politi*, and widely used by the Belgian *Gendarmerie*. It is also popular with civilians. Harold Lowe, Fifth Officer on the RMS *Titanic*, packed a privately-owned Browning when the ocean liner sunk in 1912 – only the captain and his three highest-ranking officers were issued Webley revolvers by the ocean carrier. Russian émigré Véra Slonim always carries a Browning while living in Berlin during the 1920s. More ominous users are socialist radical Fanny Kaplan, who shot and



wounded Vladimir Lenin with one in Moscow in 1918, and Nazi radical Adolf Hitler, who carries one during his 1923 beer hall *putsch* in Munich.

**TO USE**, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the internal hammer. This takes one combat round. The pistol is now ready to fire. Click up the safety catch on the left side of the grip to put it on safe. The typical malfunction is a failure to eject. It is not designed to shoot hollow-point bullets and use of these worsens Malf by -1 percentile (p. 102).

A spare magazine costs \$1 and weighs 0.1 kg filled.

**TO SEE** the FN-Browning Mle 1900 in action, watch *Michael Collins* (set in 1916-1922), in which it is used by IRA radicals Vinnie Byrne and Joe O'Reilly; *Charlotte Gray* (set in 1943), in which it is used by SOE spy Charlotte Gray; and *Female Agents* (set in 1944), in which it is used with a suppressor by SOE spy Louise Desfontaines.

### FN-Browning Mle 1900 .32 ACP calibre pistol (1900-1911) — \$18, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>7+1</b>	<b>6</b>	<b>99</b>

## IVER JOHNSON SAFETY AUTOMATIC

Made by the Iver Johnson Arms & Cycle Works of Fitchburg, Massachusetts, this is a break-open double-action revolver available in several calibres. Such guns are popular with civilians for personal protection, being easily concealed in a coat or pants pocket. The revolver is nickel-plated against corrosion, especially if carried close to the body. The .32-calibre version is 16 cm long and weighs 0.5 kg loaded, while the slightly larger .38-calibre is 19 cm long and weighs 0.6 kg. More than 5 million are made.

For an investigator, this is a decent choice in case you want to be armed, but do not have much experience with shooting. The weapon is light, inexpensive, and easy to use. Its main disadvantage lies in the low-powered cartridges it fires and the long time required for reloading.



**TO USE**, break open, thereby automatically ejecting any remaining shells. Insert five cartridges (or seven, depending on chambering), which takes three (or four) combat rounds. Snap the gun closed again. The revolver is now ready to fire. An internal safety prevents it from accidentally firing a loaded chamber under the hammer



**Iver Johnson Safety Automatic .32 S&W calibre revolver (1909-1941) — \$12, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D6+1</b>	<b>10</b>	<b>3(4)</b>	<b>5</b>	<b>8</b>	<b>00</b>

**Iver Johnson Safety Automatic .38 S&W calibre revolver (1909-1941) — \$12, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8+1</b>	<b>10</b>	<b>2(3)</b>	<b>5</b>	<b>8</b>	<b>00</b>

**Iver Johnson Safety Automatic .22 LR calibre revolver (1910-1941) — \$12, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D6+1</b>	<b>10</b>	<b>3(4)</b>	<b>7</b>	<b>8</b>	<b>99</b>

(its famous “hammer the hammer” feature), allowing it to be carried fully loaded. Ignore “Loaded Revolvers” (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

**TO SEE** the Iver Johnson Safety Automatic in action, watch *The Big Sleep* (set in 1939), in which dilettante Carmen Sternwood has one.

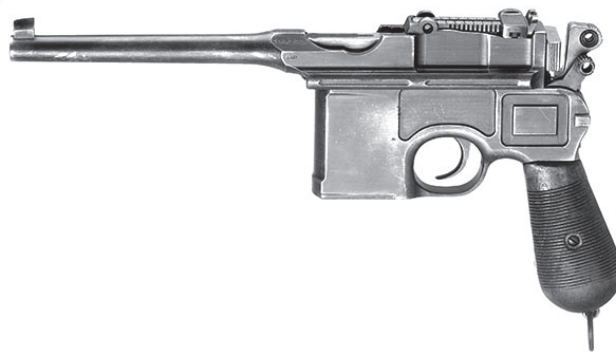
## MAUSER C96

[The Mauser C96 is] an ideal weapon to carry around for hunting, being slipped into the coat pocket. It is used by many sportsmen all over the world for hunting game, such as deer, wild boar, wolves, bear, moose, etc. In the Great War, the Mauser played a very conspicuous part, ... having been used by Germany and other nations for sniping and general warfare on account of its great accuracy, hitting power and long range.

– Alexander Stoeger Arms catalogue (1926)

The distinctive *Construction 96* (C96) was developed by the Feederle brothers and was first available from the Mauser-Werke of Oberndorf, Germany, in 1897. It is a semiautomatic single-action pistol with an internal magazine in front of the trigger, allowing a slim, round pistol grip that led to it being called the “broomhandle pistol” in the English-speaking world – in Germany, it is simply known as the *Mauser Selbstlade-Pistole* (“Mauser self-loading pistol”). The C96 is an eminently successful design, Mauser eventually making more than 1 million in many variants. The main pre-war model with 14-cm barrel is 28 cm long and weighs 1.2 kg loaded. It is usually sold with a hollow, wooden shoulder stock that doubles as a holster. Attached, overall length becomes 64 cm and weight 1.7 kg.

During the Great War, the German army adopted a variant chambered for the 9×19mm Parabellum service cartridge as a substitute standard sidearm, acquiring more than 137,000. This *C96 M1916* is marked with a red 9 burned into the grip handles to prevent confusion with the original 7.63×25mm weapons. Post-war, German manufacturers are no longer allowed to make handguns with barrels over 10 cm. Consequently, the *C96 M1921* has a short 9.8-cm barrel. This is so popular in the Soviet Union that it earns the nickname “Bolo” (from *Bolshevik*),



huge numbers being delivered there between 1922 and 1930. The Communists call it *tovarich Mauser* (“comrade Mauser”). The other major market lies in China, where the warring *Tu’chun* factions acquire hundreds of thousands – it is the most powerful weapon that does not fall under the international arms embargo against China. Its Chinese nickname is *hei tzu p’ao* (“boxed cannon”) due to the hollow wooden stock. Other users are Chinese criminals of all kinds. Assistant Commissioner William Fairbairn of the Shanghai Municipal Police states that in that service “nothing is so feared, rightly or wrongly, as the Mauser military automatic.” Its also common in Latin America, thousands being acquired by Bolivia (*Mod 1928*), Mexico (*Mod 1913*), and Paraguay (*Mod 1928*). Persia buys many between 1910 and 1929, and Siam adopted it in 1911.

The Mauser pistol is widely copied in China and Spain. One of the more extravagant copies is the *17 Shi* (“type 17” – adopted in the 17th year after the Chinese revolution) made by the arsenal of Taiyuan, Shansi province. This is chambered for the .45 ACP cartridge, some 8,000 being made to go with the Thompson guns (p. 87) acquired by a local warlord. Another variant is the *Royal*, made by Beistegui Hermanos of Eibar, Spain. This is the first machine pistol of this pattern, offering selective fire. Some 20,000 Royal guns are made and most are exported

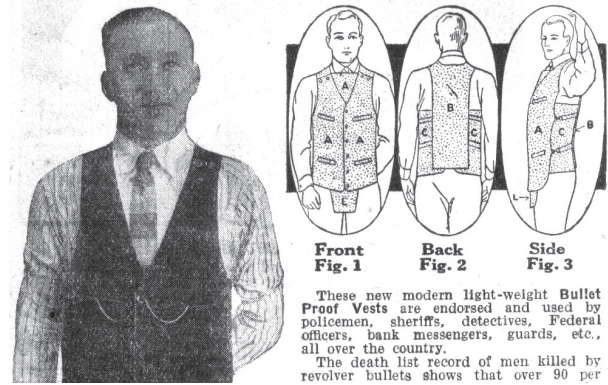
## BODY ARMOUR

*These new modern light-weight Bullet Proof Vests are endorsed and used by policemen, sheriffs, detectives, Federal officers, bank messengers, guards, etc., all over the country ... It covers and protects all vital parts of the body and fits and looks like an ordinary vest.*

*- Peter von Frantzius catalogue (1927)*

Probably the most interesting body armour available to investigators is the *Dunrite Bullet Proof Vest* distributed by the Detective Publishing Company of Chicago, Illinois. This resembles a dark blue waistcoat worn under a suit, but is lined with steel strips to protect against handgun projectiles and shotgun pellets, but not from "rifle bullets or German Luger and Mauser pistol bullets." It does work against knives, claws, and so on. A complete vest weighs between 3.2 and 3.6 kg depending on the wearer's clothing size and costs \$75 - "No price is too high to save a human life." Investigators with SIZ 8, 9, 17, or 18 need to have it specially made, at \$25 extra (larger vests are also heavier). It covers the front, back, and sides of the torso - chest and part of the abdomen per "Hit Locations" (1990s Handbook, p. 53). It protects with Armour Value 10 against low-velocity weapons (including melee attacks) and with Armour Value 5 against high-velocity weapons (see "Armour Penetration," p. 15). The Dunrite vest is relatively comfortable, but the extra weight encumbers the wearer enough to reduce **Climb, Dodge, Jump, Swim, and Throw** rolls, as well as all melee attacks and parries, by -10 percentiles. Compare "Bulletproof Vests" (1990s Handbook, p. 1). A **Spot Hidden** roll is required to identify that someone is wearing this vest.

### Bullet Proof Vests



These new modern light-weight Bullet Proof Vests are endorsed and used by policemen, sheriffs, detectives, Federal officers, bank messengers, guards, etc., all over the country. The death list record of men killed by revolver bullets shows that over 90 per

The Dunrite vest is not widely available, but some gun stores like that of Peter von Frantzius in Chicago carry it and also offer mail order. The vests are advertised in pulp magazines like *Startling Detective Adventures* and *True Detective*. Unscrupulous investigators might steal one from a police station, a popular technique with bank robbers.

The vests are used by the police and criminals from the mid-1920s, famous wearers including Shachna "Charlie" Birger, Fred "Killer" Burke, John Dillinger, Lester "Baby Face Nelson" Gillis, and Homer Van Meter. Similar vests from other manufacturers have been available since the Great War, but they have always been rare. The armoury of the Shanghai Municipal Police makes its own vests from 1927.

TO SEE the Dunrite vest, watch *Dillinger* and *Public Enemies* (both set in 1933-1934), in which it is worn by bank robbers.

to China. The *Astra Mod 900* and *Mod 902* are copies made by Unceta y Cia of Guernica, Spain, the latter featuring an extended magazine for 20 rounds, an 18-cm barrel, and selective-fire capability. Some 21,000 Mod 900 respectively 7,000 Mod 902 guns are made, most going to China and South America.

The success of the Spanish machine pistol variants prompts Mauser to come up with its own offering. The *C96 M1930* and *C96 M1932*, both generally called the *Schnellfeuer-Pistole* ("rapid-fire pistol") by Mauser, offer selective fire and detachable box magazines. They come with a 10-round magazine as standard. Loaded weight is 1.5 kg with 20-rounder. Some 98,000 are eventually made, most going to China, with only a few hundred being sold in the USA. Surprisingly, the *Schnellfeuer-Pistole* is legal for civilians in Germany, since technically neither a machine gun nor a submachine gun, and it also goes for just 50% the price there. In the USA, the importer sells it only to law enforcement officers. (In modern times, the

*Schnellfeuer-Pistole* is often incorrectly called the *Model 712*; that is just a distributor's catalogue number, not a Mauser designation.)

For an investigator, the Mauser C96 or any of its variants is an interesting choice. Although large and relatively clumsy, it is powerful and accurate. When used with the shoulder stock it can substitute for a carbine. After the Great War, veterans brought thousands of German military weapons as war trophies to the USA, and the Mauser is also imported commercially in considerable numbers. In 1925, freelance hit man/bank robber Fred "Killer" Burke is arrested in St Louis, Missouri, while in possession of a stocked C96. In Germany, the Mauser is no longer a standard service weapon except with the border guards, but many remain (illegally) in civilian hands. The weapon is popular with *mauserists* in Eastern Europe and Central Asia, including the Baltic area and the Balkans. A standard Turkish army weapon, it is also common in the Middle East. Most of the special versions

**Mauser C96** 7.63×25mm calibre pistol (1897-1918) — **\$40, common.**

**Mauser C96 M1921 "Bolo"** 7.63×25mm calibre pistol (1921-1930) — **\$39, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8+1</b>	<b>15</b>	<b>2(3)</b>	<b>10</b>	<b>8</b>	<b>98</b>

**Mauser C96 M1916** 9×19mm calibre pistol (1916-1918) — **\$40, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10</b>	<b>15</b>	<b>2(3)</b>	<b>10</b>	<b>8</b>	<b>98</b>

**Mauser C96 M1930** 7.63×25mm calibre machine pistol (1930-1931) — **\$71, scarce.**

**Mauser C96 M1932** 7.63×25mm calibre machine pistol (1932-1938) — **\$71, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>10%</b>	<b>1D8+1</b>	<b>15</b>	<b>2(3) or 30</b>	<b>10/20+1</b>	<b>8</b>	<b>98</b>

**Beistegui Hermanos Royal** 7.63×25mm calibre machine pistol (1927-1929) — **\$23, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>10%</b>	<b>1D8+1</b>	<b>15</b>	<b>2(3) or 30</b>	<b>10</b>	<b>8</b>	<b>98</b>

**Astra Mod 900** 7.63×25mm calibre pistol (1928-1936) — **\$33, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8+1</b>	<b>15</b>	<b>2(3)</b>	<b>10</b>	<b>8</b>	<b>98</b>

**Astra Mod 902** 7.63×25mm calibre machine pistol (1928-1933) — **\$38, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>10%</b>	<b>1D8+1</b>	<b>20</b>	<b>2(3) or 30</b>	<b>20</b>	<b>8</b>	<b>98</b>

**Taiyuan 17 Shi** .45 ACP calibre machine pistol (1929-1932) — **\$16, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10+2</b>	<b>15</b>	<b>1(2)</b>	<b>10</b>	<b>8</b>	<b>98</b>

**Mauser C96** 7.63×25mm calibre pistol-carbine (1897-1918) — **\$54, common.**

**Mauser C96 M1921 "Bolo"** 7.63×25mm calibre pistol-carbine (1921-1930) — **\$53, common.**

**Astra Mod 900** 7.63×25mm calibre pistol-carbine (1928-1936) — **\$37, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D8+1</b>	<b>30</b>	<b>2(3)</b>	<b>10</b>	<b>9</b>	<b>98</b>

**Mauser C96 M1916** 9×19mm calibre pistol-carbine (1916-1921) — **\$54, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D10</b>	<b>30</b>	<b>2(3)</b>	<b>10</b>	<b>9</b>	<b>98</b>

**Taiyuan 17 Shi** .45 ACP calibre pistol-carbine (1929-1932) — **\$24, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D10+2</b>	<b>30</b>	<b>1(2)</b>	<b>10</b>	<b>9</b>	<b>98</b>



end up in China, where an investigator might pick one up, or a Chinese cultist could bring one to the West (outside the US, *all* the guns cost only 50%). The machine pistol variants offer concealable automatic fire, but availability is spotty and the weapon is really too light for this kind of work, resulting in high ROF and poor controllability. Mauser suggest that they should “always be issued with butt, and rested on some solid object whenever possible, in order to obtain satisfactory fire effect.” In 1934, a stockless Schnellfeuer-Pistole is used by Bulgarian radical Vlado Chernozemski to assassinate the Yugoslavian King Aleksandar I in Marseilles, France.

**TO USE**, open up the action and cock the external cone hammer by retracting the bolt. Insert a charger clip from above, stripping the rounds into the internal magazine. Remove the empty clip, thereby closing the bolt and automatically chambering a round. This takes one combat round. (The Taiyuan 17 Shi requires two 5-round clips and the Astra Mod 902 two 10-round clips, which increases the reload time to two combat rounds for either.) The pistol is now ready to fire. Engage the safety catch on the left side of the grip to put it on safe. The typical malfunction is a failure to eject; the Mauser is also susceptible to “limp-wristing” (p. 31) and breaking magazine springs.

An empty charger clip costs \$0.25. A full clip weighs 0.1 kg. A leather belt pouch holding four 10-round clips costs \$5. Detachable magazines for the Schnellfeuer-Pistole cost \$4 and weigh 0.2 kg loaded, or \$7.50 and 0.35 kg for the 20-rounder. All C96 pistols can be fitted with a shoulder stock (unmodified **Conceal**; see “Concealed Weapons,” p. 9). The hollow stock doubles as a closed holster, costs \$14 (foreign copies only \$4), and weighs 0.5 kg. When attached, use **Rifle** skill, or **Submachine Gun** for selective-fire models.

**TO SEE** the Mauser C96 in action, watch *Michael Collins* (set in 1916), in which it is used with and without stock by IRA radical Collins himself; *White Sun of the Desert* (set in 1921), in which it is used by *Basmachi* radicals; *Shaolin* (set in 1924), in which it is used by *Tu’chun* officers; *The Mummy* (set in 1926), in which it is employed by *Medjai* zealots; *Lucky Lady* (set in 1930), in which it is used by smuggler Walker Ellis; *The Mummy Returns* (set in 1933), in which it is used by Imhotep’s cultists; and *Indiana Jones and the Last Crusade* (set in 1938), in which it is employed by zealots of the Brotherhood of the Cruciform Sword. The Schnellfeuer-Pistole can be best seen in *The Fifth Element* (set in 1914), in which it is used by student Billy; and *Brannigan* (set in 1975), in which it is used by hit man John Gorman.

**Mauser C96 M1930** 7.63×25mm calibre machine pistol (1930-1931) — **\$85, rare.**

**Mauser C96 M1932** 7.63×25mm calibre machine pistol (1932-1938) — **\$85, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D8+1</b>	<b>30</b>	<b>2(3) or 30</b>	<b>10/20+1</b>	<b>9</b>	<b>98</b>

**Beistegui Hermanos Royal** 7.63×25mm calibre machine pistol (1927-1929) — **\$27, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D8+1</b>	<b>30</b>	<b>2(3) or 30</b>	<b>10</b>	<b>9</b>	<b>98</b>

**Astra Mod 902** 7.63×25mm calibre machine pistol (1928-1933) — **\$42, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D8+1</b>	<b>40</b>	<b>2(3) or 30</b>	<b>20</b>	<b>9</b>	<b>98</b>

## NAGANT R-1895

The *Revol'ver Sistemy Nagant obrazets 1895 goda* ("revolver system Nagant, model of the year 1895) was designed by the Nagant brothers. After its adoption by the Russian Imperial army in 1895, it was initially made by the Fabrique d'Armes Nagant in Liège, Belgium, but soon licence-produced by the Russian arsenal in Tula. At least 2.6 million are eventually made. The majority are double-action, although a considerable number are made in single-action until 1922. The Nagant is 24 cm long with a 12-cm barrel and weighs 0.9 kg loaded. Most Russians simply call it the *Nagan* (without the t). In a pinch, the Nagant can fire the .32 S&W cartridge (Damage 1D8).

The *Ukorochnyj Revol'ver* ("shortened revolver") is a pocket version with a shorter grip and 9-cm barrel, for a length of 20 cm and a loaded weight of 0.8 kg. This was originally acquired for police detectives, customs police, and postal inspectors, but is also used by various Soviet secret police agencies such as the *Cheka*, the OGPU, and the NKVD. Some 30,000 of the shortened revolvers are made.

The Nagant R-1895 has one technical speciality – when the hammer is cocked, the cylinder is pushed forward, the mouth of the cartridge case and the back of the barrel forming a tight seal that prevents firing gases escaping from the cylinder gap. This complicated mechanism was intended to improve accuracy and power, but is actually not much more efficient than conventional designs. However, it does allow effective use with a sound suppressor. While not specifically made for it, a Maxim sound suppressor (p. 75) can be fitted after the muzzle has been threaded; this requires a **Craft (Gunsmith)** or **Mechanical Repair** roll. Having it threaded by a professional costs \$3. The suppressor costs \$11 and weighs 0.3 kg, adding 17 cm to the pistol's length (quarter Listen rolls). (The famous Soviet BRAMIT sound suppressor is not available until the 1940s.)

Nagant revolvers are widely copied in Belgium and Spain. These dispense with the gas-seal cylinder and are much cheaper. They are exported worldwide and common in Africa, Europe, the Middle East, and South America. The *Veritable Americain* made by Francisco Arizmendi (FA) in Eibar, Spain, is typical.



For an American investigator, the Nagant would be an unlikely weapon, as neither gun nor ammunition are sold commercially in the USA and would have to be imported by the user himself. In Europe and Asia, numbers float around after the Great War and the Russian Revolution. Of course, Russian investigators will find it a common design. Prior to the Revolution, Russian officers were encouraged to buy their own sidearm, so a veteran might own one (either an original or a copy). It will also be possible to encounter it in China and especially in Shanghai, to which many non-Communist White Russians fled.

**TO USE**, open the loading gate on the right rear of the cylinder, unscrew the ejector rod mounted below the barrel, push out spent cases one by one using the rod, turning the cylinder manually after each round, and screw the ejector rod back in place. Then insert seven fresh cartridges, again one by one. Close the loading gate. This takes eight combat rounds. The revolver is now ready to fire. An internal safety prevents it from accidentally firing a loaded chamber under the hammer, allowing it to be



### **Nagant R-1895** 7.62×39mmR calibre revolver (1898-1945) — **\$25, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>7</b>	<b>8</b>	<b>00</b>

### **Nagant UR** 7.62×39mmR calibre revolver (1911-1930) — **\$25, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>10</b>	<b>3(4)</b>	<b>7</b>	<b>6</b>	<b>00</b>

### **FA Veritable Americain** 7.62×39mmR calibre revolver (1910-1940) — **\$5, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>7</b>	<b>8</b>	<b>99</b>

carried fully loaded. Ignore “Loaded Revolvers” (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

All Nagants have a lanyard ring (p. 103). The Soviet military issues it with a leather flap holster (p. 103) which has a small pouch holding 14 spare rounds.

**TO SEE** the Nagant R-1895 in use, watch *White Sun of the Desert* (set in 1921), in which it is carried by Red Army soldier Fyodor Sukhov; *The Seventh Bullet* (set in 1923), in which it is used by police officer Maksumov; and *Burnt by the Sun* (set in 1936), in which it is used by NKVD agents.

## NAMBU SHIKI

Designed by Kijirō Nambu, the *Nambu Shiki* (“Nambu type”) is a hammerless, single-action semiautomatic pistol in a unique calibre. It is made by both the Koishikawa arsenal of Tokyo, Japan, and the Tōkyō Gasu Denki (“Tokyo Gas and Electric”) company. In 1915, the weapon was adopted as the official sidearm of the Imperial Japanese navy as the *Taishō 4 Shiki Kenjū* (“pistol type of the 4th year of the Taishō reign”), and continues in that capacity throughout the 1920s. Some 13,000 are made, and most are delivered to the Japanese navy. The Nambu is 23 cm long and weighs 1 kg loaded.

The Nambu pistol is an excellent choice for a Japanese investigator, although the 8×22mm cartridge it fires is underpowered for a military pistol. Aside from being the Japanese navy sidearm until well into the 1930s, including with the *Rikusentai* naval infantry, it is popular as a privately-owned pistol with army officers, who are required to furnish their own handgun. A few are sold in China, Siam, and other parts of East Asia. In the West, the weapon is practically unknown.

In 1925, the Japanese army adopts the *Taishō 14 Shiki Kenjū* (“pistol type of the 14th year of the Taishō reign”), a simplified version without the grip safety. Production starts in 1926 and picks up slowly, but the pistol becomes the standard Japanese sidearm in the 1930s, with some 279,000 being made.

**TO USE**, remove an empty magazine and insert a full magazine. Rack slide to chamber a round and simultaneously cock the internal striker. This takes one combat round. The pistol is now ready to fire. On the original Nambu Shiki, a grip safety prevents it from



going off if dropped. The typical malfunction is a failure to eject the empty case; the Nambu is susceptible to “limp-wristing” (p. 31). The pistol has an exceptionally small trigger guard and shooters with large hands (SIZ 17 or 18) or those wearing thick gloves will not be able to manipulate the trigger!

There is a ring for a pistol lanyard (p. 103) at the rear of the frame. Spare magazines are \$3 each and weigh 0.2 kg filled. The Japanese navy leather flap holster (p. 103) costs \$4 and has a compartment for a spare magazine and internal loops for 16 loose cartridges. The earliest Nambus can be fitted with a shoulder stock (unmodified **Conceal**; see “Concealed Weapons,” p. 9), but few of these were made. The hollow stock doubles as a holster, costs \$10, and weighs 0.5 kg. It has room for a spare magazine, as well. When attached, use **Rifle** skill.

**TO SEE** the Nambu Taishō 14 Shiki, watch *Ip Man* (set in 1938), in which it is used by Japanese army officer Satō.

**Nambu Shiki** 8×22mm calibre pistol (1906-1925) — **\$36, very rare.**

**Nambu Taishō 14 Shiki** 8×22mm calibre pistol (1926-1945) — **\$30, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>8+1</b>	<b>8</b>	<b>98</b>

**Nambu Shiki** 8×22mm calibre pistol-carbine (1906-1912) — **\$46, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D8</b>	<b>30</b>	<b>3(4)</b>	<b>8+1</b>	<b>9</b>	<b>98</b>

## REMINGTON DOUBLE DERRINGER

*It was no uncommon thing, not so long ago, to see a man reach into his pants-pocket and pull out a handful of silver, some matches, a keyring, and a derringer.*

- Eugene Cunningham, *Triggernometry* (1934)

The *Double Derringer* made by the Remington Arms Company of Ilion, New York, is a tiny double-barrelled derringer. Already in use since shortly after the American Civil War, it is still made and is still popular. Total production exceeds 150,000. Also called the *Model 95* from 1923, it is only 13 cm long and weighs 0.4 kg loaded.

This is a good choice for an American investigator who does not want to appear armed or who does not want to bother with a heavier weapon, especially a lady. Alternatively, it is carried as backup to other guns – bank robber John Dillinger wears one of these in a sock when he is arrested in 1934. The derringer offers at least some distraction and may do serious damage at Point-Blank Range. However, despite the large calibre, the slow bullet's performance is often disappointing, and the two-shot limitation can be embarrassing.



**TO USE**, break open and pry out any spent cases. This takes one combat round. Insert two cartridges and close again. Cock the hammer using the thumb or the off hand. This takes another combat round. The pistol is now ready to fire. It has to be cocked again after the first shot. The typical malfunction is a misfire. To remedy, re-cock the hammer and squeeze the trigger again. If still nothing happens, reload.

It can be carried concealed in a \$2 wrist band on the inside of the forearm, drawn by reaching into the jacket sleeve.

**TO SEE** the Remington Double Derringer in action, watch *The Mummy* (set in 1926), in which it is used by dilettante Jonathan Carnahan.

### Remington Double Derringer .41 Short RF calibre pistol (1866-1935) — \$12, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D6+1</b>	<b>3</b>	<b>2(2)</b>	<b>2</b>	<b>6</b>	<b>99</b>

## REMINGTON MK III

*The Very pistol is a device used to project signal lights into the air by means of a cartridge especially designed for the purpose. It throws the light to a height of approximately [180 metres].*

- War Department, *Description and Instruction for the Use of Very Pistol, Mark III, and Signal Light, Mark II* (1918)

The Remington *Mark III* is a top-break single-shot flare pistol. It is perhaps better known as a “Very pistol” in reference to the invention of the modern flare gun by Edward Very in 1877. It was adopted by the US Navy and Marine Corps during the Great War, and was also used by the US Army. Some 24,500 were made and many are still in service. The MK III has a 23-cm barrel, is 31 cm long, and weighs 1.4 kg loaded.



For an investigator, the MK III is not a likely weapon. As a military piece, few are available to civilians, and even in the military its general availability is restricted to the US Navy, Marines, and Coast Guard. However, it is representative of the flare guns used during the 1920s the world over, even though most other patterns are of larger calibre.

### Remington MK III 10G 2.875" calibre pistol (1915-1918) — \$15, very rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10+1D3 +burn</b>	<b>10</b>	<b>1(1)</b>	<b>1</b>	<b>8</b>	<b>99</b>

*Firing buckshot*

	<b>25%</b>	<b>4D6+2/ 2D6+1/1D8</b>	<b>5/10/25</b>				<b>00</b>
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**TO USE**, break open the action, pry out the empty case, and insert a new cartridge. Snap the pistol closed again and cock the external hammer. This takes two combat rounds. The flare pistol is now ready to fire. Its unguarded sheath trigger can be squeezed even if wearing heavy mittens. The typical malfunction is a misfire.

There are white flares for illumination and red flares for signalling. Both burn for about 30 seconds (10 combat rounds), illuminating a 180-metre radius. The MK III can

also be loaded with an ordinary 10-gauge shotgun shell. This makes it a “sawn-off shotgun” in many jurisdictions!

In the military, the Remington MK III is issued with a canvas flap holster (p. 103) and a canvas cartridge belt (p. 103) with loops for 32 shells.

**TO SEE** the Remington MK III flare gun in action, watch *Mobsters* (set in 1925), in which it is used by gangster Benjamin “Bugsy” Siegel.

## RHEINMETALL-DREYSE M07

Designed by Louis Schmeisser and produced by the Rheinische Metallwaren- und Maschinenfabrik (Rheinmetall) of Sömmerda, Germany, this is a hammerless semiautomatic single-action pocket pistol popular in central Europe, with more than 250,000 made. It is named after the 19th-century gunsmith Nicholas von Dreyse. A substitute standard sidearm of the Austrian and German armies during the Great War, which used some 100,000, it is now mainly a police weapon. It is the issued pistol of the Berlin police’s detective force (the *Kriminalpolizei*), the German customs police, and various other German police agencies. It is also the sidearm of the Vatican’s Swiss guard in Rome, protecting the Holy See’s secret archives. A compact weapon, it is 16 cm long and weighs 0.7 kg loaded.

For an American investigator, this is an unlikely choice, although it is possible to be encountered as a war trophy brought home by a Doughboy. The Dreyse is an excellent weapon for a German investigator – or forces opposing an investigator in Germany. The pistol is light but fires only a mediocre round.



**TO USE**, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the internal striker. This takes one combat round. The pistol is now ready to fire. Click up the safety catch on the left side of the grip to put it on safe. The typical malfunction is a failure to eject. It is not designed to shoot hollow-point bullets and use of these worsens Malf by -1 percentile (p. 102).

There’s a lanyard ring to attach a pistol lanyard (p. 103). A spare magazine costs \$1 and weighs 0.15 kg filled. It is typically worn in a leather flap holster (p. 103) with a compartment for a spare magazine.

**TO SEE** the Dreyse in action, watch *The Testament of Dr Mabuse* (set in 1932), in which *Kripo* detectives use it.

**Rheinmetall-Dreyse M07 .32 ACP calibre pistol (1910-1919) — \$16, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>7+1</b>	<b>8</b>	<b>99</b>

## SAVAGE MODEL 1907

*It banishes fear!*

– *Savage Arms manual (1909)*

Designed by Elbert Searle and made by the Savage Arms Company of Utica, New York, the *Model 1907* and its almost identical replacement, the *Model 1917*, are single-action semiautomatic pocket pistols with an internal striker. The pistol is 17 cm long and weighs 0.7 kg loaded. Almost 210,000 of the *Model 1907* and 43,000 of the *Model 1917* are made, most in .32-calibre.

The Savage pistols are a nice choice for an American investigator, in particular due to their large magazine



capacity matched with their compact size. These guns sell well on the civilian market in the USA, but less so abroad. However, the *Model 1907* was used in considerable



numbers as a secondary weapon by the French army during the Great War, and it is the standard sidearm of the Portuguese navy as the *M/914*.

**TO USE**, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the internal striker. This takes one combat round. The pistol is now ready to fire. Engage the safety catch on the left side of the grip to put it on safe.

The typical malfunction is a failure to eject the empty case. It is not designed to shoot hollow-point bullets and use of these worsens Malf by -1 percentile (p. 102).

A spare magazine costs \$1 and weighs 0.2 kg filled.

**TO SEE** the Savage Model 1907 in action, watch *Road to Perdition* (set in 1931), in which it is used by photographer/hit man Harlan Maguire.

**Savage Model 1907** .32 ACP calibre pistol (1908-1920) — **\$25, common.**

**Savage Model 1917** .32 ACP calibre pistol (1920-1928) — **\$25, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>10+1</b>	<b>6</b>	<b>99</b>

**Savage Model 1907** .380 ACP calibre pistol (1913-1920) — **\$26, rare.**

**Savage Model 1917** .380 ACP calibre pistol (1920-1928) — **\$26, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8+1</b>	<b>15</b>	<b>2(3)</b>	<b>9+1</b>	<b>6</b>	<b>99</b>

## SMITH & WESSON MILITARY & POLICE

[This model] is especially recommended for shooters with smaller hands, to whom the larger and heavier Colt revolvers do not appeal.

- Gerhard Bock, *Modern Handguns and their Use* (1923)

The *Military & Police* revolver made by Smith and Wesson of Springfield, Massachusetts, is a double-action weapon with swing-out cylinder. Originally introduced in 1899, more than half a million have been made by the late 1920s, and many millions are eventually produced. With its standard 10-cm barrel, the *Military & Police* is 23 cm long and weighs 0.9 kg loaded.

The US Army and Navy acquired numbers as the *Model of 1899*, but these are obsolete by the 1920s. However, this pattern is a popular weapon for police service in the USA, among the agencies that issue it being the Massachusetts State Police and the Chicago Police Department. It is also widely sold to civilians both domestically and abroad, and common with target shooters. The *Military & Police* is a good choice for an American investigator. It is accurate, reliable, fires a powerful cartridge, and is easy to use and maintain. It is also widely exported and can turn up virtually anywhere.



**TO USE**, swing out the cylinder to the left side and push the ejector rod to the rear, thereby ejecting any remaining shells. Insert six cartridges, which takes three combat rounds. Snap the cylinder closed again. The revolver is now ready to fire. An internal safety prevents it from accidentally firing a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore "Loaded Revolvers" (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

It can be ordered with a bright nickel finish for the same price. Pearl grip stocks cost \$3.50.

**S&W Military & Police** .32-20 Winchester calibre revolver (1899-1939) — **\$33, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>6</b>	<b>8</b>	<b>00</b>

**S&W Military & Police** .38 Special calibre revolver (1899-) — **\$33, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10</b>	<b>15</b>	<b>2(3)</b>	<b>6</b>	<b>8</b>	<b>00</b>

TO SEE the S&W Military & Police in action, watch *The Changeling* (set in 1928), in which it is carried by Los Angeles police detectives; *The Untouchables* (set in 1930-1931), in

which it is used by Chicago police officers Jim Malone and George Stone; and *Bonnie & Clyde* (set in 1933-1934), in which it is used by bank robber Bonnie Parker.

## SMITH & WESSON SAFETY HAMMERLESS

*The Safety Hammerless is world known and very popular with travelers. It is also ideal for protection of the home or office.*

– S&W advertisement (1928)

Smith and Wesson’s Safety Hammerless model is a double-action-only break-open revolver. It lacks an external hammer spur that could snag in a pocket, making it a popular choice for civilians who want a weapon they can carry concealed. Many are nickel-plated at no extra cost for protection against corrosion caused by carrying it close to the body. The .38-calibre version with 8-cm barrel is 20 cm long and weighs 0.6 kg loaded. More than half a million of these guns are made.

For an investigator, the Safety Hammerless is a good choice. It is particularly well-suited to being carried out of sight, but can be quickly brought into action (see “Quick-Draw,” p. 10). The gun is available in reasonably effective calibres and can be found worldwide.

TO USE, break open, automatically ejecting any remaining shells. Insert five cartridges, which takes three combat rounds. Snap the gun closed again. The revolver is now ready to fire. An internal safety prevents it from



accidentally firing a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore “Loaded Revolvers” (*Call of Cthulhu*, p. 63). It has a grip safety that prevents it from going off if dropped. The typical malfunction is a misfire.

TO SEE the Safety Hammerless in action, watch *There Will Be Blood* (set in 1911), in which it is used by prospector Daniel Plainview; *Miller’s Crossing* (set in 1929), in which it is carried by flapper Verna Bernbaum; *Indiana Jones and the Temple of Doom* (set in 1935), in which it is used by gangster Kao Kan; and *Appointment with Death* (set in 1937), in which it is used by elected official Lady Westholme.

### S&W Safety Hammerless .38 S&W calibre revolver (1887-1940) — \$29, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8+1	10	2(3)	5	8	00

### S&W Safety Hammerless .32 S&W calibre revolver (1888-1937) — \$27, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D6+1	10	3(4)	5	8	00

## WALTHER PP

*The Walther pistol calibre .32 automatic has the special double action revolver feature. Each time the trigger is pulled, it cocks the hammer, which in turn strikes the firing pin. The workmanship and finish of this pistol are perfect and unexcelled.*

– Alexander Stoeger Arms catalogue (1932)

The *Polizei-Pistole* (“police pistol”) was designed by Fritz Walther, and is made by Carl Walther Waffenfabrik of Zella-Mehlis, Germany. It is a radical design for a semiautomatic pistol, the first that offers double-action functioning like



a revolver (see “Quick-Draw,” p. 10). This allows it to be safely carried ready to fire with a round in the chamber. It is 17 cm long and weighs 0.8 kg loaded. More than 1 million

### Walther PP .32 ACP calibre pistol (1929-1999) — \$32, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>15</b>	<b>3(4)</b>	<b>8+1</b>	<b>6</b>	<b>99</b>

### Walther PPK .32 ACP calibre pistol (1931-1999) — \$32, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8</b>	<b>10</b>	<b>3(4)</b>	<b>7+1</b>	<b>6</b>	<b>99</b>

are made. The smaller *Polizei-Pistole, Kriminal* (“police pistol, criminal”), intended for plainclothes detectives (*Kriminalpolizei*), is 16 cm long and weighs 0.7 kg loaded.

This modern weapon is an excellent choice for a German investigator. It is completely safe to carry in the pocket, quick to bring into action, and fires a reasonable cartridge. An American or other foreigner will be less likely to use it, although the weapon is exported from 1929 onwards and available from many of the larger retailers – even in Africa! The German police, for whom the Walther pistol was developed, does not adopt either model until 1933. In Germany, the pistols are 50% of the price.

**TO USE** the Walther PP or PPK, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the external cone hammer. This takes one combat round. The pistol

is now ready to fire. Click up the safety catch on the left side of the grip to put it on safe. The typical malfunction is a failure to eject. The pistols are not designed to shoot hollow-point bullets and use of these worsens Malf by -1 percentile (p. 102).

An optional luminous foresight can be quickly installed over the standard one, costing \$2. In twilight or moonlight, reduce **Handgun** skill to 3/4 instead of halving it (compare “Dimness, Darkness, Invisibility” in *Call of Cthulhu*, p. 60). A spare magazine costs \$3.50 and weighs 0.1 kg filled.

**TO SEE** the Walther PPK in action, watch *The Cotton Club* (set in 1930), in which it is used by gangster Sol Weinstein; and *Indiana Jones and the Last Crusade* (set in 1938), in which it is used by industrialist Walter Donovan.

## WEBLEY MK VI

*This revolver is the simplest, strongest, and certainly the best made of all military weapons ... it is the only suitable weapon for officers on active Service.*

– Webley advertisement (1918)

Made by Webley and Scott of Birmingham, England, the *Mark VI* was adopted by the British Army in 1915 as its standard sidearm. It is a break-open double-action revolver chambered for the .455 Webley cartridge. The British military acquired more than 300,000 during the Great War, and large numbers are delivered to other forces, including the Australian, Canadian, Indian, and South African armies. The British re-designate it the *No.1 Mk VI* in 1926. It is also used by some police forces, including the *Garda Síochána* of the Irish Republic and the Sikh constables of the Shanghai Municipal Police. The Webley Mk VI is a big weapon with a 15-cm barrel, for an overall length of 29 cm and a loaded weight of 1.2 kg.

The manufacturer also offers the *Webley Government (WG) Army* model, similar to the Webley Mk VI but more expensively made and fitted with a distinctive bird’s head-shaped grip. The WG is popular with veteran officers who had to furnish their own sidearm. The smaller and lighter *Mark III Military and Police* model is chambered for the .38 S&W cartridge and standard with police forces, postal clerks, and bank officials throughout the British Empire, including



in Australia, Canada, India, and South Africa. With a 10-cm barrel, the Mk III M&P is 24 cm long and weighs 0.7 kg loaded.

For an American investigator, any of the Webley revolvers is an uncommon but far from impossible weapon; all are exported commercially worldwide. The guns are an eminently suitable choice for a Briton or other Empire subject. Veterans will have used the Mk VI during the Great War, while policemen or target shooters will have found them the predominant type in use in the United Kingdom, where they only cost 50% of the price. The Webleys are sturdy, reliable, relatively quick to reload (and even quicker with a speed loader), and fire efficient ammunition.

**TO USE** any of the Webleys, break it open, thereby automatically ejecting any remaining shells, spent or unspent. Insert six cartridges, which takes three combat rounds. Snap the gun closed. The revolver is now ready to fire. An internal safety prevents it from accidentally firing

**Webley Mk VI** .455 Webley calibre revolver (1915-1939) — **\$45, scarce.**

**Webley WG Army** .455 Webley calibre revolver (1886-1912) — **\$52, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10+2</b>	<b>15</b>	<b>1(2)</b>	<b>6</b>	<b>8</b>	<b>00</b>

**Webley Mk III M&P** .38 S&W calibre revolver (1896-1939) — **\$45, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D8+1</b>	<b>15</b>	<b>2(3)</b>	<b>6</b>	<b>8</b>	<b>00</b>

a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore “Loaded Revolvers” (*Call of Cthulhu*, p. 63). The typical malfunction is a misfire.

Military versions are fitted with a ring for a lanyard (p. 103). The British Army issues the revolver in an open leather belt holster (p. 103) together with a leather belt pouch holding 12 spare cartridges. The Webley Mk VI and WG can be used with the Prideaux speed loader, which allows loading six rounds in a single combat round. It costs \$2.50 (without ammo) and weighs 0.25 kg filled. The device was nominally adopted by the British Army in 1918, but is not in common use. It is relatively popular with veterans, though.

**TO SEE** the Webley Mk VI in action, watch *Michael Collins* (set in 1916-1922), in which it is used by the British and Irish; *Reilly: Ace of Spies* (set in 1918), in which it is used by MI6 spy Sidney Reilly; *The Godfather II* (set in 1920), in which gangster Vito Corleone uses it; *Miller’s Crossing* (set in 1929), in which it arms gangster Eddie Dane; and *Tales of the Gold Monkey* (set in 1938), in which it is carried by aviator Jake Cutter. The Webley WG Army can be seen in *Indiana Jones and the Last Crusade* (set in 1938), used by archaeology teacher/treasure hunter Dr Henry “Indiana” Jones.

## WEBLEY-FOSBERY AUTOMATIC

*This unique automatic revolver is by far the fastest firing revolver made. Combined with its rapid fire, there is the accuracy of the Webley revolver and these two outstanding features go to make a weapon that has no superior where quick shooting and accuracy are required.*

– Webley advertisement (1930)

Developed by George Fosbery and made by Webley and Scott, this unique weapon is a break-open single-action design. The cylinder is not rotated by cocking the hammer, like on a revolver, but by the recoil movement of the upper part of the gun. The weapon is available chambered for the .455 Webley, or much rarer, for the .38 ACP cartridge. Only some 4,750 were made in all and production ceased during the Great War. Owing to its commercial failure, Webley still have brand-new guns on stock during the 1920s and 1930s. The Webley-Fosbery Automatic typically



comes with a 15-cm barrel, for an overall length of 28 cm and a loaded weight of 1.4 kg.

For an American investigator, this gun is an exceedingly unlikely weapon. Few were made and fewer are sold in North America. However, it is available from some importers, at steep cost. It sells for 50% the price

**Webley-Fosbery Automatic** .455 Webley calibre automatic revolver (1901-1915) — **\$60, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10+2</b>	<b>15</b>	<b>1(2)</b>	<b>6</b>	<b>8</b>	<b>99</b>

**Webley-Fosbery Automatic** .38 ACP calibre automatic revolver (1901-1915) — **\$60, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Handgun*</b>	<b>20%</b>	<b>1D10</b>	<b>15</b>	<b>2(3)</b>	<b>8</b>	<b>8</b>	<b>99</b>

in Britain, but the Webley-Fosbery is not even common in the UK, despite its virtues as an accurate target gun having been widely published since before the War. A few British officers bought it for war service and might still have one.

**TO USE** the Webley-Fosbery Automatic, break it open, thereby automatically ejecting any remaining shells. Insert six cartridges, which takes three combat rounds. Snap the gun closed. Rack the upper part of the gun back to cock the action. The gun is now ready to fire. Click down the safety catch on the left side of the grip to put it on safe. An internal safety prevents it from accidentally firing a loaded chamber under the hammer, allowing it to be carried fully loaded. Ignore “Loaded Revolvers” (*Call of Cthulhu*, p. 63). The typical malfunction is a jam of the

recoiling mechanism; the Webley-Fosbery is susceptible to “limp-wristing” (p. 31).

It features a ring for a lanyard (p. 103). The .455-calibre version can be used with the Prideaux speed loader, which allows loading six rounds in a single combat round. It costs \$2.50 (without ammo) and weighs 0.25 kg filled. The .38-calibre version *must* be used with a so-called full-moon clip, which holds the rimless cartridges in place and allows loading all eight rounds in a single combat round. A clip costs \$0.10 (without ammo) and weighs 0.11 kg filled.

**TO SEE** the Webley-Fosbery Automatic in action, watch *The Maltese Falcon* (set in 1941), in which it is used by the murderer of private eye Miles Archer.

## WEBLEY & SCOTT .32 AUTOMATIC

*The Webley and Scott M.P. pocket auto of .32 auto calibre is the official arm of the Metropolitan Police of London ... [It is] easy to manipulate, quick firing, and accurate.*

– Hugh Pollard, *Automatic Pistols* (1920)

This semiautomatic single-action pocket pistol was designed by William Whiting of Webley and Scott. It is a popular weapon in the British Empire, with more than half a million made. The London Metropolitan Police (MP) adopted it in 1911 and issues it to the Royal bodyguards of “A” Division. Every MP bobby in the 12 exterior divisions (including “J” Division covering Bethnal Green and Essex, “K” Division covering West Ham and the Limehouse Docks, and “R” Division covering Greenwich) can request one of these pistols plus a spare magazine from the station armoury if he wishes to go armed on night duty, a policy that extends until 1936. Scotland Yard detectives assigned to the Flying Squad can carry it if going after dangerous criminals. Consequently often know as the *MP* model, this compact weapon is also acquired by other police forces in the United Kingdom, such as the Royal Irish Constabulary and those of Abergavenny, City of London, Durham, Grimsby, Manchester, Norwich, Surrey, Wiltshire, and the Isle of Man. It is likewise used by police in other parts of the Empire, including in Adelaide and Melbourne in Australia, and Cairo in Egypt. The pistol is 16 cm long and weighs 0.6 kg loaded.



Harrington and Richardson of Worcester, Massachusetts, produce a licenced copy as the *.32 Self-Loading Pistol*. Some 40,000 are made of these. The H&R model features a grip safety and replaces the external hammer with an internal striker.

For a British investigator, the little Webley pistol would be an excellent choice, be he civilian or copper. As handguns go, it is not especially powerful, but it is light and easily concealed. The weapon can also appear virtually anywhere else, being used officially in many countries, and being sold commercially in all of Europe and the USA. For an American investigator, the H&R version would be more likely, however.

**TO USE**, remove an empty magazine and insert a full magazine. Rack the slide to chamber a round and simultaneously cock the external hammer. This takes one

### W&S .32 Automatic .32 ACP calibre pistol (1906-1939) — \$18, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8	15	3(4)	8+1	6	99

### H&R .32 Self-Loading .32 ACP calibre pistol (1916-1924) — \$18, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Handgun*	20%	1D8	15	3(4)	8+1	6	99

combat round. The pistol is now ready to fire. Click down the safety catch on the left side of the grip to put it on safe. The typical malfunction is a failure to eject the empty case. It is not designed to shoot hollow-point bullets and use of these worsens MalF by -1 percentile (p. 102).

A spare magazine costs \$1 and weighs 0.12 kg filled. While not specifically made for it, a Maxim or Parker

sound suppressor (p. 75) could be fitted after the muzzle has been threaded; this requires a **Mechanical Repair** or **Craft (Gunsmith)** roll. The suppressor costs \$11 and weighs 0.3 kg, adding 17 cm to the pistol's length (halve **Listen** rolls). Having the pistol threaded costs \$3. This permanently removes the front sight, halving Base Range to 8.

## WEAPON LIGHTS

*The tension on my brain now became frightful. My disordered fancy conjured up hideous and fearsome shapes from the sinister darkness that surrounded me, and that actually seemed to press upon my body.*

- H.P. Lovecraft, "The Beast in the Cave" (1905)

The problems of shooting in the dark are severe. An investigator cannot hit what he cannot see. Fumbling with a gun in one hand and a flashlight in the other can be problematic and makes opening doors or similar activities difficult. For this reason, several manufacturers offer weapon-mounted lights.

Probably the most modern design of the era is the *Lichtzielrohr* ("light aiming scope") offered by WESPI of Berlin, Germany, from 1911. This is a focused flashlight that mounts like a scope over the barrel of a handgun - or in the case of the Mauser C96, under the barrel (like a modern tactical light). Attachments for most pistols and revolvers are offered by the maker. To use, tip the light up to switch it on, and tip it down to switch it off. The light beam has a useful range of 30 m. Ignore the penalties under "Dimness, Darkness, Invisibility" (*Call of Cthulhu*, p. 60) up to that distance. The WESPI costs \$20 and weighs 0.2 kg. It uses three dry-cell batteries (\$0.20 each) that are advertised to last for 3 hours - but less than 1 hour is more realistic. A special holster (at doubled price) is required for a pistol mounting this device.

A similar design is the *Gewehrscheinwerfer* ("rifle spotlight") offered by Rudolf Fuess of Berlin from 1920. This mounts on top of a rifle scope. It costs \$15 and weighs 0.3 kg. The device is powered by a set of dry-cells carried in a separate case on the belt (\$2, 0.7 kg), the batteries being connected to the light via a 1.5-m cable. The spotlight is activated via a button on the rifle's handguard. The light beam has a useful range of 50 m. The battery pack is claimed to last for 10 hours, but actual continuous use reduces runtime to 3 hours at best.

The *Night Sight Light* offered by Alfred Parker of Birmingham, England, from the mid-1920s is a much simpler affair. It is merely a \$3 bracket attached to the side of a rifle or shotgun barrel, to which an Eveready flashlight (p. 103) can be clipped.

In 1935, the Scott Nite-Site Company of Hollywood, California, introduces the *Automatic Nite-Site*, which mounts on the right side of the barrel of a revolver, shotgun, or Thompson submachine gun. It costs \$125 (\$150 for the Tommy) and weighs 0.5 kg. It has a useful range of 50 m and uses an integral rechargeable battery that lasts for 1 hour.

In Germany, weapon lights are illegal from 1928 since they are seen as poaching accessories. Elsewhere they are perfectly legal, but rare.

Neue patentierte Erfindung. Beste Zeugnisse.

# Lichtzielrohr „WESPI“

trifft sicher im Dunkeln, leuchtet besser als Taschenlampe oder Leuchstab. Besonders geeignet für

## Automobilisten und Flieger



Illustrierter Katalog „D.“ wird frei zugesandt von  
**Waffen-Technische Gesellschaft „Wespi“ m. b. H.**  
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Passendes Weihnachtsgeschenk

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*But he was about to start home with four fine new dogs, and several cases of ammunition for his big-game repeating rifle.*

*– H.P. Lovecraft, “The Whisperer in Darkness” (1931)*

**R**IFLES AND CARBINES (SHORT RIFLES) are the primary weapons of most hunters and soldiers. Rifles are easier to use for the average shooter than handguns due to their longer sightlines and the use of a shoulder stock. This is reflected in their higher Base Chance. Their powerful cartridges, long barrels, and long sightlines result in considerable effective range, which is reflected in their high Base Range. This can be further increased by bracing the rifle or shooting from the prone (see “Shooting Stances,” p. 11). Additionally, rifles are often used with telescopic sights (see “Base Range,” p. 29). All this means that rifles can be used with confidence at targets several hundreds of metres away. Sniping, meaning the deliberate shooting of individual opponents at great distance, typically from a hidden position, was introduced as a military tactic on a considerable scale during the Great War.

However, rifles are pretty long and cumbersome, making them too conspicuous for an urban investigator, as well as unsuitable for close-quarters combat in houses or underground. Some rifles are take-down patterns that are quickly disassembled in two halves, which facilitates travelling and storage.





## COLT M1918 BAR

*The Browning automatic rifle, Model of 1918, has the appearance of and has been designed as a shoulder weapon. However, it may be supported by a sling and belt and fired from the hip, under which condition a spray of bullets will be fired but little accuracy will be obtained.*

- War Department, *Naval Ordnance* (1919)

The famous *Browning Automatic Rifle* or BAR (pronounced “bee-a-ar”) was developed by John Browning during the Great War. Primarily made by Colt’s Patent Fire Arms Manufacturing Company of Hartford, Connecticut, this is a magazine-fed selective-fire weapon that allows support fire on the assault. With its 61-cm barrel, it has a length of 119 cm and a loaded weight of 8 kg.

The main user of the BAR is the US military, with the Army, Navy, and Marine Corps adopting it as the *Model of 1918*. The three services acquire a total of 106,000. The US Coast Guard uses it from 1928, buying guns from Army stocks to replace the Savage-Lewis M1917 machine gun (p. 95) as a beach patrol weapon. The BAR is available for commercial sale to anybody throughout the 1920s, but sales are slow; the famous Von Lengerke & Antoine Sporting Goods store in Chicago (p. 25) sells only *one* in 1920 and another in 1929. Dozens are acquired by American mining companies, for security and use during strikes. Some are adopted by US police forces and penitentiaries – two BARs are acquired by Frank Hamer’s posse to ambush outlaw punks Bonnie & Clyde in 1934. Only few are exported; a single rifle is bought by Prince Dedjamatch of Madras, India, in 1919, and another is sold in England via the London Armoury store (p. 25) in 1923.

In Europe, the BAR is licenced in modified form by Fabrique Nationale d’Armes de Guerre (FN) of Herstal, Belgium. It is produced for foreign armies including those of Poland (*Rkm wz.28*) and Sweden (*Kg m/21*). These models feature a bipod to use them as light machine guns. Deploying the bipod takes one combat round.

In 1925, Colt’s introduces the commercial *R75*, which adds a pistol grip and bipod. This is primarily exported; Chile adopts it as the *Modelo 1925*. The *R80 Monitor* (see illustration on p. 62) is a specialized police version, with a shortened 46-cm barrel and a Cutts compensator. When firing bursts, add +5 percentiles to the modified Attack chance (see “Automatic Fire,” p. 12). Only 129 Monitors are made, with seven being adopted by the *Policía Federal Argentina* in 1933, 90 going to the US Bureau of Investigation in 1933-1934, and the rest being sold commercially. One is acquired by Texas Ranger Frank

Hamer, while another is obtained by bank robber John Chase. Both R75 and R80 are made in other calibres to order; in 1927, 11 R75s in .303 British (Damage 2D6+3) are shipped to England; in 1932 two R75s in 7.92×57mm Mauser (Damage 2D6+4) are sold in Hong Kong; and in 1933-1935, 12 R80s in 7.65×53mm Mauser (Damage 2D6+3) are commercially distributed in Argentina.

For an investigator, the BAR is an unlikely weapon – mainly because of its size and limited availability. It is not easy to carry around, inconspicuous transport requiring an automobile. However, if serious portable firepower is needed, there is nothing better. The rifle is lighter than a real machine gun, can be quickly reloaded, and fires a powerful round. Its effect can be further improved by firing armour-piercing (AP) and tracer rounds (see “Special Ammunition,” p. 102). Although one could buy a BAR, ordering it will likely take weeks for the gun to arrive at the local gun store. Less scrupulous investigators could try to steal a couple of BARs and their AP ammo from a National Guard armoury – a stunt which Clyde Barrow routinely pulls in 1932-1934. In the mountains of Utah or West Virginia, the gun cabinet of a local mining company might also yield one. In the 1930s, the Monitor is the most powerful weapon available to agents of the Bureau of Investigation.

Since the biggest issue of the BAR is its size and weight, an innovative user might saw off the barrel to about 38 cm to reduce the overall bulk. This is experimented with by the US Marines in 1932 – but the first user to actually put it into action is Clyde Barrow, who saws off at least two stolen BARs in 1933. The modification requires a doubled **Craft (Gunsmith)** or **Mechanical Repair** roll. Overall length becomes 88 cm and loaded weight 6.9 kg (unmodified **Conceal**, see “Concealed Weapons,” p. 9). Base Range becomes 40 due to the lack of a foresight. The short barrel results in excessive muzzle blast which “is comparable to that of the 37mm” cannon, according to one USMC report.

**TO USE**, eject an empty magazine, retract the bolt handle on the left side to cock the action, and insert a full magazine. Move the selector above the trigger on the left side from *S* for safe to either *A* for automatic or *F* for semiautomatic fire. This takes one combat round. The rifle is now ready to fire. In the US military, gunners are trained to fire semiautomatic from the hip or shoulder. If set on automatic, which the manual points out as being “exceptional,” short bursts of 3-5 rounds are fired. The typical malfunction is a failure to eject the spent case.



**Colt M1918 BAR** .30-06 calibre rifle (1918-1925) — **\$250, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+4</b>	<b>130</b>	<b>1(2) or 20</b>	<b>20/40+1</b>	<b>12</b>	<b>98</b>

**Colt R75** .30-06 calibre rifle (1925-1942) — **\$250, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+4</b>	<b>130‡</b>	<b>1(2) or 20</b>	<b>20+1</b>	<b>12</b>	<b>98</b>

**Colt R80 Monitor** .30-06 calibre rifle (1931-1940) — **\$300, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%†</b>	<b>2D6+4</b>	<b>100</b>	<b>1(2) or 20</b>	<b>20+1</b>	<b>12</b>	<b>98</b>

**Colt Mod 1925 Chileno** 7×57mm calibre rifle (1925-1926) — **\$250, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+3</b>	<b>130‡</b>	<b>1(2) or 20</b>	<b>20+1</b>	<b>12</b>	<b>98</b>

**FN-Browning Kg m/21** 6.5×55mm calibre rifle (1921-1935) — **\$250, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+2</b>	<b>130‡</b>	<b>1(2) or 20</b>	<b>20+1</b>	<b>12</b>	<b>98</b>

**FN-Browning Rkm wz.28** 7.92×57mm calibre rifle (1929-1939) — **\$250, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+4</b>	<b>130‡</b>	<b>1(2) or 20</b>	<b>20+1</b>	<b>12</b>	<b>98</b>

‡ Double **Base Range** if fired from bipod.

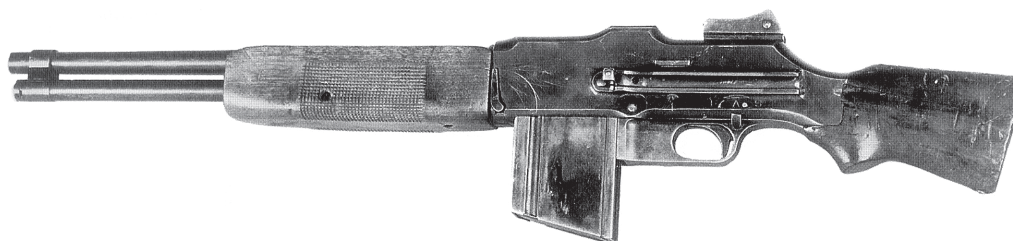
† Compensator increases hit chances, see description.

The BAR is a heavy gun; users with STR 9 or lower are at -10 percentiles to **Rifle** skill. Those models with a bipod require just STR 7, but only when the weapon is actually braced on it.

Sling swivels allow use with a canvas rifle sling (p. 103). The military issues luminous sights that clip over the standard sights. When these are used in twilight or moonlight, reduce **Rifle** skill to 3/4 instead of halving it (compare “Dimness, Darkness, Invisibility” in *Call of Cthulhu*, p. 60). Extra magazines cost \$5 and weigh 0.7 kg filled. A rare 40-round magazine is issued for static anti-aircraft defence, but removed from service in 1927. It costs \$10 and weighs 1.5 kg. In the US military, each gunner wears a canvas belt with five pouches for 10 BAR magazines and two pouches for two Colt M1911 pistol (p. 37) magazines, this rig alone weighing 8.5 kg. Normally the gunner carries a leather case in one of the pouches

instead of two rifle magazines. This contains the luminous sights, an oil tube, a cleaning kit (p. 103), a few spare parts, and the necessary tools to remove a ruptured case in a failure to eject. The gunner’s assistant carries eight additional magazines in his belt. The R80 Monitor is sold with six magazines and a belt with six pouches.

**TO SEE** the Colt M1918 BAR in action, watch *The Sand Pebbles* (set in 1926), in which it is used by US Navy sailors in China; *Bonnie & Clyde: The True Story* (set in 1932-1934), in which it is used by Clyde, Bonnie, and the posse that kills them; *Dillinger* (set in 1933-1934), in which it is used by bank robbers Harry Pierpont and Homer Van Meter; *Public Enemies* (set in 1933-1934), in which several Federal agents including former western lawman Clarence Hurt use it and Homer Van Meter employs a sawn-off version; and *The FBI Story* (set in 1934), in which it is used by bank robber Lester “Baby Face Nelson” Gillis.





## ENFIELD SMLE MK III

*[This rifle] is that with which the British armies in the field were equipped, and it should be well known how quickly it proved its superiority over all others for the trench and short range system of warfare. At the first battle of Ypres, when our line was held so thinly, the rapid firing was so marvellously effective that the Germans imagined they were opposed by large numbers of machine guns.*

— BSA advertisement (1919)

The *Short Magazine Lee-Enfield Mark III* is the standard infantry weapon of the British military, including the Royal Marines, from 1907 onwards. A shortened and improved version of the magazine-fed bolt-action rifle designed by James Lee in 1888, it is produced by the Royal Small Arms Factory (RSAF) at Enfield, England. It is also made in Australia and India, the entire production eventually reaching 7 million. The weapon is used by all Empire troops, including in Canada, Egypt, Iraq, Kenya, South Africa, and with the Shanghai Volunteer Corps. The British military re-designates it the *No.1 Mk III* in 1926. The SMLE Mk III is 113 cm long and weighs 4.2 kg loaded. It can be fitted with the 0.5-kg Pattern 1907 Mk I bayonet with its 43-cm blade (**Spear** 20%, 1D8+1+db plus Impale).

For an American investigator, the SMLE Mk III would be an unlikely weapon, but a British veteran will be thoroughly familiar with it. While the RSAF does not sell to civilians, several British manufacturers, including BSA and W.W. Greener of Birmingham, produce exact copies for the commercial market. They also make sporting rifles using the same action, but with a smaller magazine and a more pleasing stock. The sporters lack the bayonet

lug. Both types are popular with British shooters. Rifles in .303-calibre as well as their ammunition are illegal in most British colonies, including in India and Kenya. For these markets, manufacturers offer variants of the sporting rifle in 8×50mmR Mannlicher, dubbed the .315-calibre by the British.

**TO USE**, turn the bolt up and draw it back to open up the action and eject the last spent case. Insert a 5-round charger clip and strip the cartridges into the internal magazine. Withdraw the empty clip and insert another one. Withdraw the second empty clip, close the action, and thereby cock the internal striker. This takes three combat rounds (two if only one clip is loaded). The rifle is now ready to fire. If an 11th round is to be loaded into the chamber, insert it before the action is fully closed. This increases reloading time to four combat rounds. After loading, the safety at the rear of the bolt can be applied. The typical malfunction is a failure to feed when the action will not close. The Lee-Enfield has an especially smooth action, leading to a faster ROF than usual for a bolt-action rifle.

A resourceful investigator might try to scrounge up “Special Ammunition” (p. 102) for special effects. The British military has armour-piercing rounds in its arsenal, but these are intended for machine gun use and should be difficult to get hold off. The Keeper should require a **Contact** in the military and at least a **Fast Talk** or **Persuade** roll. Hollow-point bullets for hunting are readily available on the commercial market. Tracer rounds are sold over the counter, as being ideal for the sportsman “who would like to see where his bullet strikes.”

**RSAF SMLE Mk III** .303 British calibre rifle\* (1907-1943) — **\$50, very rare.**

**BSA SMLE Mk III** .303 British calibre rifle (1907-1939) — **\$60, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+3</b>	<b>130</b>	<b>1(3/2)</b>	<b>10+1</b>	<b>10</b>	<b>00</b>

**BSA No.4 Sporting Rifle** .303 British calibre rifle (1907-1939) — **\$75, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+3</b>	<b>130</b>	<b>1(3/2)</b>	<b>5+1</b>	<b>10</b>	<b>00</b>

**BSA No.4 Sporting Rifle** 8×50mmR calibre rifle (1907-1939) — **\$65, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+3</b>	<b>130</b>	<b>1(3/2)</b>	<b>4+1</b>	<b>10</b>	<b>00</b>

The SMLE Mk III has swivels for a canvas rifle sling (p. 103). Empty charger clips cost \$0.25 each. Infantry troops wear a 10-pouch canvas belt holding 30 clips. The British Army issues some SMLE Mk III rifles with a Periscope Prism 2× telescopic sight for sniping. This adds \$35 and 0.5 kg (including mounting). It doubles Base Range.

**TO SEE** the SMLE Mk III in action, watch *Legends of the Fall* (set in 1915), in which it is used by Canadian soldiers; *Michael Collins* (set in 1916-1922), in which it is used by British soldiers; *The Wind that Shakes the Barley* (set in

1920-1923), in which it is employed by British soldiers and Irish radicals; *The Mummy Returns* (set in 1933), in which it is used by Imhotep's cultists; and *Indiana Jones and the Temple of Doom* (set in 1935), in which it is used by British soldiers. Sporting patterns can be seen in Merian Cooper's *King Kong* (set in 1933), in which one is carried by film director/explorer Carl Denham; and in *The Mummy Returns*, in which one is fired with a scope by librarian/field researcher Evy O'Connell.



## HOLLAND & HOLLAND ROYAL DOUBLE

... I do not believe there exists a better weapon for heavy game ...

– Theodore Roosevelt, *African Game Trails* (1910)

This “elephant rifle” is a double-barrelled hammerless weapon made by Holland and Holland of London, England. Designed for big-game hunting, it is available in numerous chamberings, up to the famous .600 Nitro Express, the largest rifle calibre of the day. Most *Royal Double* rifles are made to the specifications of the buyer, with precision barrels, hand-fitted action, the finest wood available, and extensive engraving. The most popular calibre is the .375 H&H Magnum, followed by the .465 H&H Nitro Express and .470 Nitro Express – in .600-calibre, only *three* are actually made until the mid-1930s. A typical example is 113 cm long and weighs 4 kg loaded in .300 H&H Magnum; 4.5 kg in .375 H&H Magnum; 5 kg in .465 H&H Nitro Express; and 7 kg or more in .600 Nitro Express.

For an investigator, an H&H Double Rifle or similar weapon from one of the other English or German high-end makers such as Gibbs, Greener, Rigby, or Merkel would be an unusual weapon unless he is a passionate big-game hunter intending to travel to Africa or the subcontinent. Its price equals the average *annual* American income in the 1920s, putting it well out of reach for mere hobbyists.

The ammunition is expensive and scarce, as well. Furthermore, both rifle and ammo are heavy – which is an issue if the investigator's hired bearers are too frightened to accompany him. On the other hand, these bespoke weapons are exported worldwide and individual rifles are available in exclusive gun stores in the USA, Germany, and many other countries. A gentleman of means might want to own one or even several in different calibres.

Most of the big-game calibres have surprisingly short effective ranges due to firing large projectiles with poor ballistics at relatively low velocities. This is one reason why big game hunter is such a dangerous occupation ... In the right hands, the rifles are deadly, and not just to elephant, lion, and buffalo. In 1917, Major Dick Cooper reportedly shot down a German plane with such a weapon.

**TO USE**, break open, thereby automatically ejecting any spent cases. Insert two cartridges and snap closed, automatically cocking the internal hammers. Disengage the safety at top of the grip. This takes one combat round. The rifle is now ready to fire. Due to the heavy recoil, only an “expert” rifleman (**Rifle** 75% or better) can fire the rifle more than once per combat round, despite its two triggers. Malfunctions are typically misfires. Squeeze the second trigger to fire the second cartridge. This takes no extra time. Alternatively, reload. Due to the weight

### H&H Royal Double .300 H&H Magnum calibre rifle (1925-) — \$1,200, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>20%</b>	<b>1D8+1D6+3</b>	<b>130</b>	<b>1(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

### H&H Royal Double .375 H&H Magnum calibre rifle (1912-) — \$1,200, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>20%</b>	<b>2D8+3</b>	<b>130</b>	<b>1(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

**H&H Royal Double .450/400 Nitro Express calibre rifle (1910-) — \$1,200, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	15%	2D8+4	70	1(2)	2	10	00

**H&H Royal Double .465 H&H Nitro Express calibre rifle (1907-) — \$1,200, rare.****H&H Royal Double .470 Nitro Express calibre rifle (1907-) — \$1,200, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	15%	3D6+2	70	1(2)	2	10	00

**H&H Royal Double .577 Nitro Express calibre rifle (1903-) — \$1,200, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	15%	3D6+3	70	1(2)	2	10	00

**H&H Royal Double .600 Nitro Express calibre rifle (1909-) — \$1,200, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	15%	3D6+4	70	1(2)	2	10	00

and heavy recoil, shooters with STR 9 or lower are at -10 percentiles to Rifle skill – weapons of .577-calibre or more require STR 11!

The weapon has swivels for a leather rifle sling (p. 103).

TO SEE the H&H Royal Double in action, watch *White Hunter Black Heart* (set in 1950), in which it is used by film director John Wilson.



## MAUSER GEW.98

*By virtue of the outstanding strength of the genuine Mauser action, it has been adapted or closely followed by almost every army in the world ... the great majority of big game hunters use the Mauser action because it allows a great number of shots, very seldom gets out of order, is easily repaired, and costs but a fraction of the price of the double rifle.*

– Alexander Stoeger Arms catalogue (1932)

The *Gewehr 98* (“rifle model 1898”) is the perfected bolt-action design offered by Mauser-Werke of Oberndorf, Germany. This sturdy and accurate design is considered by many to be the best of its type – and indeed it is copied widely. The German military issued the *Gew.98* as standard during the Great War, with more than 5 million having been made. The similar *Karabiner 98a* is a short rifle/carbine originally intended for cavalry, cyclists, machine gun troops, etc. Some 1.5 million were made. From 1920, the *Kar.98a* is the standard long arm of the *Reichswehr* and also with the German police. (The famous *Kar.98k* short rifle does not appear until 1935.) The *Gew.98* is 125 cm long and weighs 4.2 kg loaded. The

*Kar.98a* is 109 cm long and weighs 3.9 kg loaded. Both can be fitted with the 0.5-kg S.G.98/05 bayonet with its 40-cm blade (Spear 20%, 1D8+1+db plus Impale). Either weapon fires the 7.92×57mm cartridge, commonly called the “8mm Mauser” at the time.

Mauser military rifles similar to the *Gew.98* include the Argentine *Mod 1909*, the Brazilian *M908*, the Mexican *Mod 1910*, the Peruvian *Mod 1909*, the Polish *wz.98*, and the Turkish *M1903*. Short rifles similar to the *Kar.98a* include the Czechoslovakian *vz.24* and the Yugoslavian *M24*. Some of these are made by Mauser, others under licence by other manufacturers.

The *Modell 40B* is one of several hunting versions using the ‘98 action but with more refined wooden stocks. Called a *Püirschbüchse* (“hunting rifle”), these sporters are exported worldwide and popular with hunters everywhere. The most common calibre with German sportsmen is the 8×60mm, followed by the 9.3×62mm and 10.75×68mm for big game up to elephants – poachers usually use the original military calibre in their illegal rifles. American shooters often prefer the .30-06 Springfield, while British sportsmen like the 6.5×55mm (.256-calibre) and 7×57mm

**Mauser Gew.98** 7.92×57mm calibre rifle (1900-1918) — **\$50, scarce.**

**PFK-Mauser wz.98** 7.92×57mm calibre rifle (1923-1929) — **\$50, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+4</b>	<b>150</b>	<b>1/2(1)</b>	<b>5+1</b>	<b>10</b>	<b>00</b>

**Mauser Kar.98a** 7.92×57mm calibre rifle (1908-1918) — **\$45, scarce.**

**FN-Mauser M24** 7.92×57mm calibre rifle (1924-1930) — **\$45, very rare.**

**CZ-Mauser vz.24** 7.92×57mm calibre rifle (1924-1940) — **\$45, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+4</b>	<b>120</b>	<b>1/2(1)</b>	<b>5+1</b>	<b>10</b>	<b>00</b>

**DWM-Mauser M908** 7×57mm calibre rifle (1908-1914) — **\$50, very rare.**

**DWM-Mauser Mod 1909** 7.65×53mm calibre rifle (1909-1914) — **\$50, very rare.**

**FNA-Mauser Mod 1910** 7×57mm calibre rifle (1913-1930) — **\$50, very rare.**

**Mauser M1903** 7.65×53mm calibre rifle (1903-1906) — **\$50, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+3</b>	<b>150</b>	<b>1/2(1)</b>	<b>5+1</b>	<b>10</b>	<b>00</b>

**Mauser Modell 40B** 6.5×55mm calibre rifle (1922-1941) — **\$55, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+2</b>	<b>130</b>	<b>1/2(1)</b>	<b>5+1</b>	<b>10</b>	<b>00</b>

**Mauser Modell 40B** 7×57mm calibre rifle (1922-1941) — **\$55, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+3</b>	<b>130</b>	<b>1/2(1)</b>	<b>5+1</b>	<b>10</b>	<b>00</b>

**Mauser Modell 40B** 8×60mm calibre rifle (1922-1941) — **\$55, rare.**

**Mauser Modell 40B** .30-06 calibre rifle (1922-1939) — **\$70, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+4</b>	<b>130</b>	<b>1/2(1)</b>	<b>5+1</b>	<b>10</b>	<b>00</b>

**Mauser Modell 40B** 9.3×62mm calibre rifle (1922-1941) — **\$125, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>20%</b>	<b>2D8+1</b>	<b>130</b>	<b>1/2(1)</b>	<b>4+1</b>	<b>10</b>	<b>00</b>

**Mauser Modell 40B** 10.75×68mm calibre rifle (1922-1941) — **\$125, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>15%</b>	<b>2D8+3</b>	<b>130</b>	<b>1/2(1)</b>	<b>3+1</b>	<b>10</b>	<b>00</b>

**Mauser Modell 40B** .404 Jeffries calibre rifle (1922-1939) — **\$125, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>15%</b>	<b>2D8+4</b>	<b>130</b>	<b>1/2(1)</b>	<b>3+1</b>	<b>10</b>	<b>00</b>

**H&H Royal Deluxe** .375 H&H Magnum calibre rifle (1912-) — **\$275, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>20%</b>	<b>2D8+3</b>	<b>130</b>	<b>1/2(1)</b>	<b>4+1</b>	<b>10</b>	<b>00</b>



(.275-calibre) for medium game and the .404 Jeffries for big game. Famous American explorer/photo journalist Osa Johnson buys one in 9.3×62mm in Nairobi, which she uses heavily. The Modell 40B is 110 cm long and weighs 3.5 kg loaded. It is available with a double-set “hair” trigger at no extra cost. This gives +5 percentiles to **Rifle** skill at ranges greater than double Base Range. See “Double-Set Triggers” (*Cthulhu Now*, p. 14).

Mausers also supply bare actions to other gun makers, especially in England, but also in the USA, who then add barrel and stock and sell the guns under their own name. Typically for such rifles is the *Royal Deluxe* built by Holland and Holland. It is available in a number of calibres, the .375 H&H Magnum being considered the best all-around choice for hunting in Africa, and more than adequate for any North American game. The Royal Deluxe in .375-calibre is 115 cm long and weighs 4.4 kg loaded.

For an investigator, any of the various Mauser rifles is an excellent choice. These weapons are of high quality, easy to use, and chambered for powerful cartridges capable of dealing with men and all known animals. The guns are in widespread use, having been exported prior and after the Great War in great numbers. Veterans brought back thousands of German military weapons as war trophies. Retailers offer both cheap surplus rifles and expensive, purpose-made hunting weapons.

**TO USE** the Mauser, turn the bolt handle up and draw it back to open the action, cock the internal striker, and eject the last empty case. Insert a 5-round charger clip and strip the cartridges into the internal magazine. Withdraw the empty clip and close the action. This takes two combat rounds. The rifle is now ready to fire. If a sixth round is to be loaded into the chamber, insert it before the action is fully closed. This increases reloading time to three combat rounds. After loading, the safety at the rear of the bolt can be applied. The typical malfunction is a failure to feed when the action will not close.

For the military 7.92×57mm weapons, there are AP and tracer rounds (p. 102) available, although these are restricted in Germany and next to impossible to find elsewhere. Hollow-point rounds (p. 102) in the various hunting calibres are in widespread use.

Both military and hunting models are usually fitted with swivels for a leather rifle sling (p. 103). An empty charger clip costs \$0.25. German infantry troops wear a leather belt with six pouches holding 18 clips, while policemen typically carry only three pouches with nine clips. Hunters often mount a 2.75× telescopic sight by Goerz, Hensoldt, or Zeiss. These add \$35 and 0.4 kg (including mounting). They double Base Range. Police carbines sometimes receive a 4× telescopic sight, which adds \$45 and 0.5 kg. This triples Base Range. The most powerful scopes available at the time have 10× magnification, quadrupling Base Range. These cost \$100 and weigh 1 kg. The price of scopes is only 50% in Germany. Several companies offer \$2 luminous sights for the military rifles that clip over the standard iron sights. When these are used in twilight or moonlight, reduce **Rifle** skill to 3/4 instead of halving it (compare “Dimness, Darkness, Invisibility” in *Call of Cthulhu*, p. 60).

**TO SEE** the Mauser Gew.98 in use, watch *All Quiet on the Western Front* (set in 1914-1918) and *The Lost Battalion* (set in 1918), in which it is used by German soldiers; *The Land that Time Forgot* (set in 1916), in which it is part of U 33’s armoury; *Legionnaire* (set in 1925), where it is used by Berber rebels; and Peter Jackson’s *King Kong* (set in 1933), in which it is part of the armoury of the *SS Ventura*. The Kar.98a can be seen in *The Wind that Shakes the Barley* (set in 1920-1923), in which it is used by IRA radical Damien O’Donovan. A Mauser sporter with double-set trigger is used by Federal agent Melvin Purvis in *Public Enemies* (set in 1933); and by film director John Wilson in *White Hunter Black Heart* (set in 1950).



## REMINGTON MODEL 8

*Loaded in ½ second – 5 shots discharged in one second. That’s American action ... Its striking force is that of a mighty hammer nearly a ton in weight.*

*– Remington advertisement (1907)*

The Remington *Model 8* is a semiautomatic rifle designed by John Browning. Made by Remington Arms Company of Ilion, New York, it is first offered for sale in 1906. It is available chambered for several medium-powered sporting cartridges which are somewhat optimistically claimed to be perfect for game as large as grizzly bears. At 105 cm long and 3.6 kg loaded in the heaviest calibre, it is handy to carry and use out of doors.

The Remington Model 8 is primarily sold in the USA, with some 69,000 being made. A few are also exported. During the 1920s, it slowly finds employment for the hunt of more dangerous game – in .30-calibre, it is an official service weapon of the Texas Rangers from the early 1920s, and is also used by other police agencies.

From 1928, the Peace Officer Equipment Company of St Joseph, Missouri, offers a variant of the Model 8 for law enforcement use. This has the fixed magazine replaced by a curved, detachable 15-round magazine (giving it the distinctive look of a modern assault rifle). It is available in

.30- and .35-calibre, and is only sold to police agencies and certified law enforcement officers. Some individuals, like Texas Ranger Manuel “Lone Wolf” Gonzauillas, even add a Tommy gun foregrip for better handling.

In Europe, the rifle is made by Fabrique Nationale d’Armes de Guerre (FN) of Herstal, Belgium, as the *Carabine Automatique Modèle 1900*. This is more expensively made and decorated, and is consequently much scarcer. Less than 5,000 are made.

For an investigator, the Model 8 has several advantages: it is medium-priced, quick-firing, and powerful. As a civilian sporting weapon, it does not run afoul of legislations that do not allow the ownership of full-automatic or military arms. Hollow-point ammo (p. 102) is available. The Model 8 is a take-down weapon that can be disassembled into two parts (this takes two combat rounds and a *Rifle* roll) for concealment under a coat or in a bag, the larger part being 58 cm long. See “Concealed Weapons” (p. 9).

**TO USE**, insert five cartridges into the internal magazine, which takes three combat rounds. Employing a 5-round charger clip reduces the reloading time to two combat rounds, while using an extended detachable magazine takes only one combat round. Retract the bolt

### Remington Model 8 .25 Remington calibre rifle (1906-1936) — \$58, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D6+3</b>	<b>110</b>	<b>2(3)</b>	<b>5+1</b>	<b>10</b>	<b>99</b>

### Remington Model 8 .30 Remington calibre rifle (1906-1936) — \$58, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+2</b>	<b>110</b>	<b>1(2)</b>	<b>5+1</b>	<b>10</b>	<b>99</b>

### Remington Model 8 .35 Remington calibre rifle (1906-1936) — \$58, common.

### FN-Browning Mle 1900 .35 Remington calibre rifle (1910-1929) — \$110, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+4</b>	<b>110</b>	<b>1(2)</b>	<b>5+1</b>	<b>10</b>	<b>99</b>

### Remington Model 8 POE .30 Remington calibre rifle (1928-1936) — \$88, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+2</b>	<b>110</b>	<b>1(2)</b>	<b>15+1</b>	<b>10</b>	<b>99</b>

### Remington Model 8 POE .35 Remington calibre rifle (1928-1936) — \$88, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+4</b>	<b>110</b>	<b>1(2)</b>	<b>15+1</b>	<b>10</b>	<b>99</b>



handle on the right side and let it snap forward. The rifle is now ready to fire. Click up the safety catch on the right side to make it safe. The typical malfunction is a failure to eject the empty case.

The Model 8 has swivels for a leather rifle sling (p. 103). An empty charger clip costs \$0.25. Spare magazines for the Police Officer version cost \$27 and weigh 0.6 kg loaded. Due to its top ejection, the rifle cannot mount a

telescopic sight, and the recoiling barrel and barrel jacket prevent mounting a sound suppressor.

**TO SEE** the Remington Model 8 in action, watch *Ride the High Country* (set in 1908), in which outlaw Henry Hammond fires it; or *Public Enemies* (set in 1934), in which bank robber John Dillinger acquires one during his prison breakout.



## SAVAGE MODEL 1920

*I am taking your Model 1920 bolt-action .250-3000 on the Third Asiatic Expedition. It is just the gun for my purpose, as I consider it the best all-around rifle obtainable, and an ideal saddle companion.*

— Roy Chapman Andrews, letter to Savage (1920)

Made by the Savage Arms Company of Utica, New York, the *Model 1920* is a sleek sporting rifle copying the Mauser bolt-action (p. 67). It is 105 cm long and weighs 2.8 kg loaded.

The Model 1920 would be an excellent choice for a modern-thinking American investigator. It combines light weight and handiness with accurate and effective ammunition. Many American hunters of the 1920s prefer this rifle, including the famous explorer Roy Chapman Andrews. He acquires several to outfit his expeditions to

China, and employs it effectively against both beasts and bandits.

**TO USE**, turn the bolt up and draw it back to open up the action and eject the last empty case. Insert a 5-round-charger clip and strip the cartridges into the internal magazine. Withdraw the empty clip, close the action and thereby cock in the internal striker. This takes two combat rounds. The rifle is now ready to fire. If a sixth round is to be loaded into the chamber, insert it before the action is fully closed. This increases reloading time to three combat rounds. After loading, the safety at the rear of the bolt can be applied. The typical malfunction is a failure to feed when the action will not close.

The Model 1920 has swivels for a leather rifle sling (p. 103). Charger clips cost \$0.25 each.

### Savage Model 1920 .250-3000 Savage calibre rifle (1920-1929) — \$45, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+1	120	1/2(3/2)	5+1	10	00

### Savage Model 1920 .300 Savage calibre rifle (1920-1929) — \$45, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+2	130	1/2(3/2)	5+1	10	00





## SPRINGFIELD M1903

*The Springfield, officially known as the United States Rifle, Calibre .30, Model 1903, is the Service arm of our Army, Navy and Marine Corps ... It is acknowledged to be the best military rifle in the world, for it far exceeds all others in utility as a soldier's weapon, and in killing power its '06 exceeds all the earlier cartridges.*

– Warren Miller, *Rifles and Shotguns* (1917)

The *Model of 1903* is a bolt-action rifle designed at the Springfield Armory in Massachusetts, but is actually little more than a licenced copy of the Mauser Gew.98 (p. 67) in a different calibre. It was adopted by the US Army in 1903, but the standard configuration dates to 1906, when it was reworked to use improved ammunition. Over 1 million had been made for the Army, Navy, Marines, and Coast Guard by 1918, and production continues throughout the 1920s. Some 1.7 million are eventually made. From the early 1930s, it arms the Federal agents of the Bureau of Investigations. The M1903 is 110 cm long and weighs 4.1 kg loaded. It can be fitted with a 0.5-kg M1905 bayonet with its 40-cm blade (**Spear 20%**, 1D8+1+db plus Impale).

For an investigator, the M1903 is an excellent weapon, accurate and powerful. Most American veterans of the Great War will be thoroughly familiar with it. It is not sold commercially, but M1903 rifles can be bought by members of the National Rifle Association (p. 19) since 1915, through an Army-sponsored programme that continues throughout the 1920s and 1930s. Members of the US military including the National Guard have easy access to the genuine M1903 (*Arkham Unveiled*, p. 39). The weapon is generally unobtainable outside the USA, but stolen rifles might turn up sporadically on the black market where US troops are stationed – for example, in China, Nicaragua, or the Philippines (*The Complete Masks of Nyarlathotep*, p. 193). Surplus rifles are available for \$20 from Francis Bannerman Military Goods (p. 25). These are of dubious quality (Malf 97), having been assembled from parts.

**TO USE**, turn the bolt handle up and draw it back to open up the action and eject the last empty case. Insert a 5-round charger clip and strip the cartridges into the internal magazine. Withdraw the empty clip, close the action and thereby cock the internal striker. This takes two combat rounds. The rifle is now ready to fire. If a sixth round is to be loaded into the chamber, insert it before the action is fully closed. This increases reloading time to three combat rounds. After loading, the safety at the rear of the bolt can be applied. The typical malfunction is a failure to feed when the action will not close.

The M1903 has swivels for a leather rifle sling (p. 103). Charger clips cost \$0.25. Infantry troops including Marines wear a canvas belt with 10 pouches holding 20 clips. Also used are disposable canvas bandoleers that hold 12 clips each – each weighs 1.5 kg filled. The US Army issues some M1903 rifles with a Warner and Swasey 5.2× telescopic sight for sniping; the US Marines use a Winchester 5× scope instead. The former adds \$65 and 1 kg (including mounting), the latter adds \$45 and 0.5 kg. Both scopes triple Base Range. The M1903 can be fitted with a Maxim sound suppressor (p. 75) that costs \$8.50 and weighs 0.35 kg, adding 16 cm to the rifle's length (halve Listen rolls). It requires no changes to the weapon and is simply slotted over the foresight blade. The US Army had acquired some 9,000 suppressors by 1919, but all are being sold off as surplus from 1920.

**TO SEE** the Springfield M1903 in action, watch *The Wild Bunch* (set in 1916), in which it is used by US Army soldiers as well as disguised bank robber Tector Gorch; *The Roaring Twenties* (set in 1918), in which US Army soldiers George Hally and Lloyd Hart are armed with a sniper model with the Winchester 5× scope; *The Sand Pebbles* (set in 1926), in which it is used by US Navy sailors; and *Shutter Island* (set in 1954), in which it is used by madhouse attendants.

### Springfield M1903 .30-06 calibre rifle (1906-1939) — \$45, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>2D6+4</b>	<b>130</b>	<b>1/2(1)</b>	<b>5+1</b>	<b>10</b>	<b>00</b>



## WINCHESTER MODEL 06

*After 1904 I had a long succession of .22-calibre rifles, & became a fair shot till my eyes played hell with my accuracy.*

*— H.P. Lovecraft, letter to J. Vernon Shea (1933)*

The *Model 06* (originally called the *Model 1906*) is a pump-action rifle fed from an underbarrel tube magazine, designed by John Browning to supersede the earlier *Model 1890*. It is chambered for the .22 LR, but can also fire shorter .22-calibre cartridges interchangeably. The weapon is 91 cm long and weighs 2.3 kg loaded. It can be easily taken down into two halves (unmodified **Conceal**; see “Concealed Weapons,” p. 9). Disassembly takes one combat round and a **Rifle** roll. Almost 850,000 are eventually made. This and similar pump-action rifles like the FN-Browning *Mle 1922 Trombone*, Marlin *Model 20*, Remington *Model 12*, Savage *Model 25*, Stevens *Model 1907*, Winchester *Model 62*, etc., are widely used for target practice in both the USA and Europe. They are also employed for hunting squirrels, woodchucks, rooks, rabbits, and similar small animals.

Many shooters hone their **Rifle** skill with this kind of weapon, even if they prefer other guns for serious work. John Dillinger is said to be an excellent marksman with a .22. Olympic Gold medallist Walter Winans remarks that “The tyro who has never been used to handle any kind of firearm, cannot do better than procure a .22 cal. rim-fire rifle ... The reason I recommend this small-charge rifle for the beginner is that he should not feel any recoil, and therefore escape the impulse to flinch; the short .22 calibre rim-fire cartridge is the cheapest, and makes least noise and recoil.”

For an investigator, a .22-calibre rifle is a less than perfect weapon. The rounds it fires are practically useless for quick incapacitation of men or dangerous animals, even with hollow-point ammunition (p. 102). While the weapon is pleasant to shoot and fairly light, it is not appreciably more compact than a rifle in a more powerful calibre. The most redeeming quality of a .22 rifle is the ready availability of both gun and ammunition. A less commonly-used feature is that it can be effectively silenced. The *Model 06* and similar rifles must be rated as a last-ditch weapon for an investigator, as something that he might find in a farm house or the apartment of a target shooter, and employ *in lieu* of a more suitable gun. Many of these weapons are owned by youths. A .22 pump-action is also the most popular weapon found at shooting galleries on carnivals.

**TO USE**, open up the action by moving the handguard backward, which also cocks the external hammer, and insert a shell into the chamber. Close the action by moving the handguard forward again. This takes one combat round. The gun is now ready to fire. Extract the inside tube from the tube magazine under the barrel, fill the outside tube with 11 (or 15, if the .22 Short is loaded) more cartridges, and push the inside tube in again. This takes seven (or nine) combat rounds. The typical malfunction is a misfire, followed by “short-stroking” (p. 31).

Sling swivels allow the use with a leather rifle sling (p. 103). The Winchester *Model 06* can be fitted with a Maxim sound suppressor (p. 75) that costs \$5 and weighs 0.15 kg, adding 16 cm to the rifle’s length (quarter **Listen** rolls). It is threaded onto a \$2.50 detachable coupling that is slotted over the muzzle and locked against the foresight.

### Winchester Model 06 .22 LR calibre rifle (1908-1932) — \$20, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Rifle*</b>	<b>25%</b>	<b>1D6+1</b>	<b>40</b>	<b>2(3)</b>	<b>11+1</b>	<b>9</b>	<b>98</b>
<i>Firing .22 Short</i>		<b>1D4+1</b>	<b>30</b>		<b>15+1</b>		



## WINCHESTER MODEL 94

*The Model 94 repeating rifle system appeals to the eye and understanding of riflemen as no other system ever did. Its large and increasing sales are proof of its popularity.*

– Winchester advertisement (1926)

Developed by John Browning and made by Winchester Repeating Arms Company of New Haven, Connecticut, the *Model 94* (originally introduced as the *Model 1894*) is the most popular lever-action rifle ever designed. It was intended to replace the low-powered *Model 1892*. Winchester produce 1 million of these sleek and effective weapons by 1927; the total production eventually reaches a staggering 7.5 million. The most desirable version is a handy carbine with a 51-cm barrel, for an overall length of 96 cm and a loaded weight of 3 kg. The more common hunting rifle version has a 66-cm barrel, is 112 cm long, and weighs 3.7 kg. The rifle is also available as a take-down version weighing 3.8 kg loaded (unmodified **Conceal**; see “Concealed Weapons,” p. 9). Disassembly takes one combat round and a **Rifle** roll.

For an American investigator, the Winchester Model 94 is an excellent choice. It is simple to use, convenient to carry, and fires an effective round. The weapon is not only popular as a deer rifle, it is also widely used by police departments, sheriffs, prison guards, and the security details of many companies. Typical users during the 1920s include the state police forces of Massachusetts, New Jersey, New York, and Virginia, as well as the New York Police Department and Sing Sing prison. It is the standard long arm of the Mexican *Rurales*. The weapon and its ammunition can be found in every hardware store in the USA and Canada. It can also be located virtually everywhere else. The gun is popular in Latin America (it was a favourite with Mexican revolutionaries), but is also found in Australia and South Africa. While its success in Europe is limited, the *Model 94* is offered by all the

larger European gun sellers. Rear Admiral Richard Byrd’s expedition takes several Winchesters with it to Antarctica, loaded with hollow-point hunting rounds.

**TO USE** the *Model 94* carbine, open up the action by moving the lever down and forward, which also cocks the external hammer, and insert a cartridge into the chamber. Close the action by moving the lever back again. This takes one combat round. The gun is now ready to fire. Load six more cartridges into the tube magazine under the barrel through the loading port on the right side, which takes three combat rounds. Most users leave the chamber empty, which requires the shooter to operate the lever before being able to fire. This is a useful safety measure, but leaves the shooter with only six shots in an emergency and means he cannot shoot immediately. Alternatively, load seven and decock the hammer. Once you want to start shooting, cock the hammer with the thumb. Malfunctions include both failure to eject and failure to feed. The latter requires the weapon to be completely disassembled, which takes 2D6+6 combat rounds and a doubled **Craft (Gunsmith)** or a **Rifle** roll.

The *Model 94* has swivels for a leather rifle sling (p. 103). Due to its top ejection, it cannot mount any of the telescopic sights of the era. It can be fitted with a Maxim sound suppressor (p. 75) that costs \$7 and weighs 0.35 kg, adding 16 cm to the rifle’s length (halve **Listen** rolls). The suppressor is threaded onto a \$2.50 detachable coupling that is slotted over the muzzle and locked against the foresight.

**TO SEE** the Winchester *Model 94* carbine in action, watch *The Roaring Twenties* (set in 1924), in which it is carried by bootlegger Danny Green; *The Green Mile* (set in 1935), in which it arms the Cold Mountain prison guards; and *Creature from the Black Lagoon* (set in 1954), in which it is used by the explorers.

### Winchester Model 94 Carbine .30-30 calibre rifle (1895-2006) — \$33, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+2	110	1(3/2)	6+1	9	99

### Winchester Model 94 Rifle .30-30 calibre rifle (1895-1936) — \$35, very common.

### Winchester Model 94 TD .30-30 calibre rifle (1898-1936) — \$40, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	25%	2D6+2	130	1(3/2)	8+1	10	99

## SOUND SUPPRESSORS

*The question of whether the silencer would make assassination safer was raised by one of the spectators. Mr. Maxim did not think so - in the first place because the silencer cannot be readily applied to revolvers, and in the second place because the report made by the cleavage of the air tells that a shot has been fired, even if the muffling of the actual explosion makes it difficult to tell the direction.*

- *The New York Times*, "Maxim's Gun Proves that it's Noiseless" (1909)

Sound suppressors are available between 1909 and 1925 from the Maxim Silencer Company of Hartford, Connecticut. Most other manufacturers of the time, including Alfred Parker & Company of Birmingham, England, only copy Hiram Maxim's original design. The devices are sold worldwide, Maxim alone exporting them as far away as China, Japan, Russia, and South America. Sound suppressors are legal during the 1920s and 1930s in most jurisdictions (see "Weapon Permits," p. 18). In the USA, advertisements are found in *Popular Science* and other widespread magazines. Intended as the gentleman's way of target-shooting, there occurs little criminal misuse of suppressors, despite some sensational newspaper brouhaha. As Hugh Pollard writes in 1926: "Fiction writers are fond of 'silenced' pistols. In practice they are cumbrous and not particularly silent."

Like an automobile's exhaust muffler, the sound suppressors of the time use rows of baffles in a tube to disrupt the firing gases as they exit the barrel, reducing the muzzle blast considerably. This benefits novice shooters, who often flinch in anticipation of the bang, spoiling their aim. Since the bullet never touches the baffles, such suppressors have no effect on the projectile at all, and thus reduce neither Damage nor Base Range, nor lose effect with use. Ignore "Suppressors (Silencers)" (*Call of Cthulhu*, p. 62).

Contrary to popular belief and Maxim's clever brand-naming, they do not actually *silence* the shot - the crack of a supersonic bullet travelling through air and the thud of its impact in the target can still be clearly heard, as can the mechanical action of the weapon itself. That said, sound suppressors are much easier on the shooter's ears (avoiding the **Listen** penalty under "Combat Consequences," p. 7) and prevent the detection of any shots fired to a high degree. The Maxim suppressor masks all or most of the muzzle flash, making it more difficult to spot the shooter in the dark (halve **Spot Hidden** rolls). Screwing a suppressor onto a threaded muzzle (or removing it) takes two combat rounds.

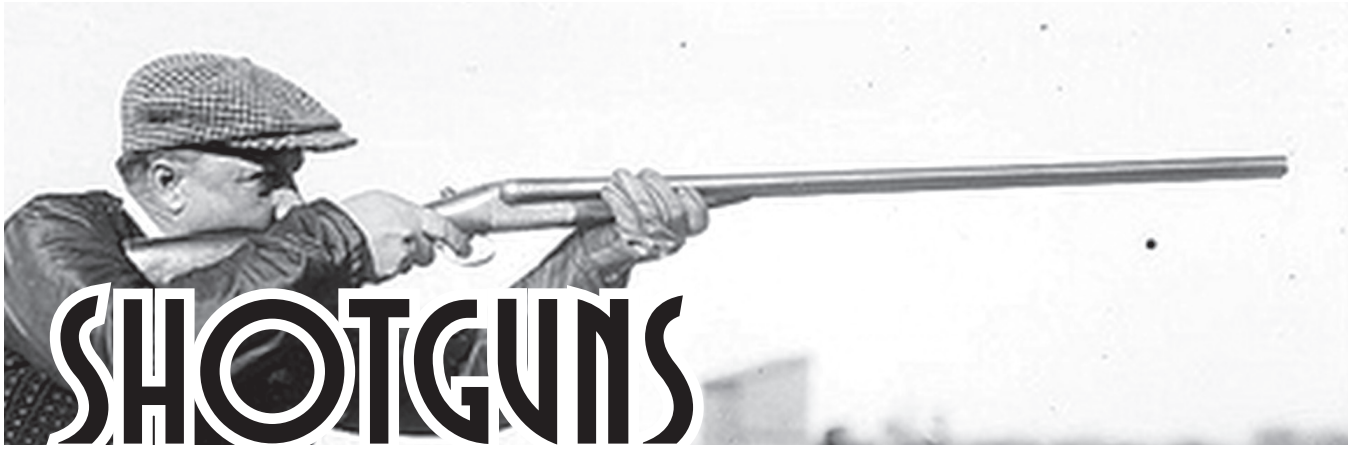


Suppressors work best on weapons of .22-calibre, where they generally reduce the overall sound level to that of an air gun - the mechanical click of the hammer and action is louder than the muzzle blast. Quarter **Listen** rolls. They are less effective on more powerful weapons, whose sound typically cannot be reduced below that of a .22-calibre gun. This makes it more comfortable to shoot and can mask the sound as something else than a gunshot, but is still clearly audible at a considerable distance. Halve **Listen** rolls. Sound suppressors do not work at all on *most* revolvers or shotguns of the time. They also cannot be used effectively with many of the contemporary semiautomatic pistols, especially the more desirable large-calibre guns. The barrels of pistols like the Colt .45

Government or Luger P.08 recoil when the pistol is fired. Adding a weight to the muzzle of such guns hampers the necessary movement - at best, the shooter has to manually cycle the action after every shot, reducing ROF to 1/2(1). At worst, constant jams ensue. Suppressors can be used with full-automatic weapons (one of the first designs by Maxim was for a machine gun), but the amplified back pressure typically raises ROF by +5. This increases wear and tear and can unbalance the action, leading to jams. Worsen Malf by at least -1 percentile.

The sound of guns firing high-velocity ammunition can be reduced by using underloaded subsonic ammunition. This is available from the Maxim Silencer Company and a few other sellers at normal price. It can also be handloaded using a **Craft (Gunsmith)** roll. Subsonic ammunition reduces Damage by -2 and halves Base Range. When combined with the use of a sound suppressor, firing subsonic ammunition can reduce the sound of some powerful guns to that of an air rifle. Quarter **Listen** rolls.

Sound-suppressed firearms are less useful in suppressing a target with automatic fire, since the target is less aware of the shots. Use only half the number of shots fired as the active characteristic in the **Resistance Table** roll (see "Automatic Fire," p. 12).



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*A double-barrelled shotgun will offer better service to the owners of villa estates or remote houses than a revolver. Such a gun allows a surer shot in darkness and increases the hit chance due to the shot pattern. The latter can be further improved by cutting down the barrels of the shotgun by about half; this will not only increase the spread, but also the muzzle blast of the shot.*

*- Sigmund Nelken, **Public and Crime - Practical Hints for Self-Protection** (1928)*

**S**HOTGUNS ARE THE MOST COMMON FIREARMS WORLDWIDE. They are easy to acquire everywhere, can be effective depending on the ammunition employed, and are available in all price classes. They are uncomplicated to use and maintain, and when loaded with shot, easier to hit with than any other gun.

Contrary to popular myth, shotguns do not spread deadly projectiles over a large area. The so-called “pattern” of an unchoked combat shotgun increases by 2-3 cm per metre from the muzzle, meaning the circle of buckshot pellet hits is about fist-sized at 3 m, 20 cm wide at 7 m, 40 cm at 15 m, and 75 cm at 30 m. Ignore the rules for attacking multiple targets under “Shotgun” (*Call of Cthulhu*, p. 74). Only in the third Base Range band and beyond is it possible to hit several close-together targets. The Keeper should limit their number to two or three at most. Shotguns are of little use against armoured targets (see “Armour Penetration,” p. 15).

Hunting shotguns have long barrels, usually 71-76 cm long, which makes them cumbersome to carry and difficult to use in close quarters. Shotguns intended for combat are therefore often sawn off, resulting in “ugly-looking dwarf guns” according to Thomas McKee. This makes the gun handier and removes the choke in the barrel’s muzzle. Almost all hunting guns have a choke, a muzzle constriction that prevents the shotload from scattering too quickly. A gun *without* choke therefore has less effective range. As the shot pattern widens, it also increases the probability of a hit. Reducing the barrel length of a sporting gun to about two-thirds (so-called “riot length” of 45-55 cm) reduces Base Range to 2/3 and adds +5 percentiles to **Shotgun** skill. Reducing the barrel length to one-third (15-30 cm) halves Base Range and adds +10 percentiles to **Shotgun** skill. See “Shotgun Damage and Base Range” (*1920s Investigator’s Companion*, p. 111). Sometimes the shoulder stock is removed, as well. This makes the weapon more compact, but also more difficult to aim and control, reducing the Attack roll by -5 percentiles and halving the Base Range. Sawing off the barrel and/or shoulder stock requires a doubled **Craft (Gunsmith)** or **Mechanical Repair** roll.

Many double-barrelled shotguns have two triggers that allow both barrels to be fired in the same combat round. As the triggers are arranged in a row, the shots are not *actually* simultaneous, but are treated as one for practical purposes. Firing both barrels in this way is uncomfortable for the shooter, especially in 12-gauge or heavier calibre, but this has no game effect. Alternatively, a double-barrelled shotgun can discharge one barrel at the shooter’s DEX and the other at half his DEX in the same round. See “Choosing a Shotgun” (*Call of Cthulhu*, p. 63).

During the 1920s, shotgun shells are normally made of paper with a brass base to hold the primer. This works fine in temperate climate, especially if the ammunition is carried in a waterproof ammo case until use. However, in steaming jungles or wet trenches, or after immersion in a stream or the sea, the paper swells up, leading to jams, both failures to feed and failures to extract (see “Malfunction,” p. 31). Worsen the Malf of *any* shotgun by -3 percentiles in such conditions! Shotgun shells can instead be acquired with all-brass cases. These are heavier, increasing weight from 51 g per 12-gauge 2.75” paper cartridge to 60 g for the all-metal round issued by the US military, and triple price. All-brass cases are standard for 8-gauge shells.



## GREENER F35 FAR-KILLER

*As its name implies, the gun has been specially designed to fire heavy charges of both powder and shot with the maximum killing effect at long ranges.*

*— Greener advertisement (1926)*

Made by W.W. Greener of Birmingham, England, the *F35 Far-Killer* is an expensive double-barrelled hammerless shotgun without ejector. It has better range than many shotguns because it can take heavier shotloads and has chokes in the barrels that keep the shot pattern tight, hence its name. With its 76-cm barrels, the gun is 120 cm long and weighs 3.7 kg. It is a take-down weapon that easily breaks into two parts for storage. Disassembly takes one combat round and a **Shotgun** roll.

The *F35 Far-Killer* is an excellent choice for a British investigator. Shotguns are not considered firearms in Britain, and therefore freely available to everyone (see “Weapon Permits,” p. 18). Considering this particular weapon’s high cost, it will not be found in a gamekeeper’s or farmer’s house, but it certainly befits a gentleman. Greener guns are also exported to the USA, Germany, India, and many other countries, and are available from large retailers such as Abercrombie & Fitch (p. 25). In the USA and Canada, the *Migratory Bird Treaty* of 1918 made waterfowl-hunting using any shotgun larger than 10-gauge illegal, and effectively killed the market for the 8-gauge in North America. By 1925, 8-gauge ammunition

is practically not available in America any longer. Used brass shells can be reloaded using **Craft (Gunsmith)**. See “Heavy Shotgun Ammunition” (*Fatal Experiments*, p. 11).

**TO USE**, break open and pry out any spent shells, which takes one combat round. Insert two new shells and snap closed, automatically cocking the internal hammers. This takes a second combat round. The gun is now ready to fire. Its two triggers allow either one barrel or both barrels to be fired in the same combat round. Engage the safety at top of the grip to make it safe. The typical malfunction is a misfire. Squeeze the other trigger to fire the second cartridge. This takes no extra time. Alternatively, reload.



### **Greener F35 Far-Killer 8G 3.25" calibre shotgun (1876-1939) — \$375, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>5D6/2D6+2/ 1D10</b>	<b>15/30/75</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

### **Greener F35 Far-Killer 10G 2.875" calibre shotgun (1876-1967) — \$345, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>4D6+2/ 2D6+1/1D8</b>	<b>15/30/75</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

### **Greener F35 Far-Killer 12G 3" calibre shotgun (1876-1967) — \$330, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>4D6/2D6/ 1D6</b>	<b>15/30/75</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>



## HARRINGTON & RICHARDSON MODEL 1908

Made by the Harrington and Richardson Arms Company of Worcester, Massachusetts, the *Model 1908* is a single-barrel, break-open shotgun with external hammer. It has a 76-cm choked barrel, for an overall length of 116 cm and a loaded weight of 2.9 kg in the heavier gauges and 2.6 kg in the lighter gauges. More than 10 million are eventually made and widely exported. In 1931, the gun is renamed the *Model 8 Standard*.

Single-barrel shotguns like this are probably the most common firearms worldwide. Cheap and reliable, the *Model 1908* is a typical American farm gun, used by youths to add meat to the pot or to kill pests. In other countries, it may well be the only gun available to a hunter. If the investigators search a home for a firearm, this type is the most likely to be found. Of course, a single-shot weapon is less than perfect, but the reloading process is relatively smooth. The gun is also easily sawn off. The *Model 1908* is widely sold via mail order companies such as Sears, Roebuck. Other guns comparable in performance and price include the American Iver Johnson *Champion* and Stevens *Featherweight*, the British Greener *GP*, and the German Hindu *Hahnflinte*.

**TO USE**, break open, thereby automatically ejecting any spent case. Insert a new shell and snap closed. Cock the external hammer. This takes one combat round. The gun is now ready to fire. Engage the safety at top of the grip to make it safe. The most common malfunction is a misfire. This can only be solved by reloading.

**TO SEE** the H&R *Model 1908* in action, watch *Death Hunt* (set in 1931-1932), in which trapper Albert Johnson uses a sawn-off gun.



### H&R Model 1908 12G 2.5" calibre shotgun (1909-1942) — \$10, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	D6/2D6/ 1D6	10/20/50	1(1)	1	10	00

### H&R Model 1908 16G 2.5" calibre shotgun (1909-1942) — \$10, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	2D6+2/ 2D6+1/1D4	10/20/50	1(1)	1	10	00

### H&R Model 1908 20G 2.5" calibre shotgun (1909-1942) — \$10, very common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	2D6/1D6/ 1D3	10/20/50	1(1)	1	10	00

### H&R Model 1908 .410 2.5" calibre shotgun (1925-1942) — \$10, scarce.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Shotgun*	30%	2D5/1D4/ 1D2	10/20/50	1(1)	1	10	00

## ITHACA AUTO & BURGLAR GUN

Here's the Ithaca Auto and Burglar gun ... which hold-up men fear because its load of sixteen buckshot spread over such a wide circle that a poor gun pointer, who would miss with a revolver or pistol shooting one ball, is very sure to hit with this shotgun. Loaded with fine shot it's a game getter handy to carry in the pocket of an auto or in a holster strapped to the belt. Detective Harry Loose ... first introduced the banks in and around Chicago to use it, then its use spread to sheriffs, police departments, paymasters, watchmen, express messengers, and it's a wonderful home protector.

- Ithaca advertisement (1926)

Produced by the Ithaca Gun Company of Ithaca, New York, this is essentially a double-barrelled break-open hammerless shotgun sawn-off at the factory. It features unchoked 26-cm barrels and a unique pistol grip. The weapon is only 42 cm long overall and weighs 2.3 kg loaded. Only 4,500 are produced, and none are exported.

The Auto & Burglar Gun is a neat weapon for an American investigator. Lightweight and concealable, it offers shotgun performance in a package barely larger than a handgun (doubled **Conceal**; see "Concealed Weapons," p. 9). Note that some jurisdictions require



a licence for this gun due to the short barrels. This is countered by Ithaca in 1926 by increasing the barrel length to 31 cm, barely exceeding the required minimum length. The *National Firearm Act* of 1934 effectively makes it a "gangster weapon" (see "Weapon Permits," p. 18).

**TO USE**, break open and pry out any spent cases, which takes one combat round. Insert two new shells and snap closed, automatically cocking the internal hammers. This takes a second combat round. The gun is now ready to fire. Its two triggers allow either one barrel to be fired or both barrels in the same combat round. Engage the safety at top of the grip to make it safe. The typical malfunction is a misfire. Squeeze the other trigger to fire the second cartridge. This takes no extra time. Alternatively, reload.

Ithaca offers a \$4 closed leather belt holster (p. 103) for this gun, which allows it to be carried on the belt or hung ready on the inside of a car.

### Ithaca Auto & Burglar 20G 2.5" calibre shotgun (1922-1934) — \$38, rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>35%#</b>	<b>2D6/1D6/ 1D3</b>	<b>5/10/25</b>	<b>2(2)</b>	<b>2</b>	<b>8</b>	<b>00</b>

# Includes penalty of -5 percentiles for lacking a stock.



The New Ithaca Field Gun is the least expensive gun that can be guaranteed. It will last a lifetime.

- Ithaca advertisement (1926)

The Ithaca Gun Company has been producing high-quality double-barrelled hammerless shotguns with automatic ejectors for a long time. These come in several popular patterns, the action designed by Emil Flues being made in 1908-1926 and the *New Ithaca Double (NID)* being produced in 1925-1948. For practical purposes, these are identical. More than 400,000 are made in all. With its choked 76-cm barrels, the Ithaca Field Gun is 123 cm long

## ITHACA HAMMERLESS FIELD GUN

and weighs 4.1 kg loaded. It is a take-down weapon that can be easily taken apart. Disassembly takes one combat round and a **Shotgun** roll.

For an American investigator, the Ithaca Hammerless Field Gun would be a likely weapon. The gun is reliable and available in several popular and effective gauges. It is commonly found and not too expensive. Shotguns comparable to it in performance and price include the American Parker *Trojan*, L.C. Smith *Ideal*, and Winchester *Model 21*, the English BSA *Ejector Gun*, the German Simson *Special*, and the Japanese Kawaguchi-ya *Ryojū*. Despite the popularity of the pump-action, double-barrelled guns



with riot-length barrels are sometimes still used as guard and police weapons; Ithaca made their last guard guns in 1917 for the Wells, Fargo Co.

**TO USE**, break open, thereby automatically ejecting any spent cases. Insert two new shells and snap closed, automatically cocking the internal hammers. This takes one combat round. The gun is now ready to fire. Its two triggers allow either one barrel to be fired or both barrels

in the same combat round. Engage the safety at top of the grip to make it safe. The typical malfunction is a misfire. Squeeze the other trigger to fire the second cartridge. This takes no extra time. Alternatively, reload.

The same weapon is available without automatic ejectors. This increases the reloading time to two combat rounds, but reduces the price to \$38.

**Ithaca Hammerless Field 10G 2.875" calibre shotgun (1908-1948) — \$55, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>4D6+2/ 2D6+1/1D8</b>	<b>15/30/75</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

**Ithaca Hammerless Field 12G 2.75" calibre shotgun (1908-1948) — \$55, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>4D6/2D6/ 1D6</b>	<b>10/20/50</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

**Ithaca Hammerless Field 16G 2.56" calibre shotgun (1908-1948) — \$55, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>2D6+2/ 2D6+1/1D4</b>	<b>10/20/50</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

**Ithaca Hammerless Field 20G 2.75" calibre shotgun (1908-1948) — \$55, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>2D6/1D6/ 1D3</b>	<b>10/20/50</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>



## REMINGTON MODEL 10

This is an advanced bottom-ejecting pump-action shotgun designed by John Pedersen and made by the Remington Arms Company of Ilion, New York. The *Model 10A* is a hammerless takedown design with a closed action, using only one opening for loading and ejection. As a hunting gun, it has a choked 71-cm barrel, is 119 cm long, and weighs 3.7 kg loaded. The *Model 10R* riot gun has a much shorter unchoked 51-cm barrel for an overall length of 99 cm and a loaded weight of 3.5 kg. All Model 10 guns can be taken down into two parts (unmodified **Conceal**; see “Concealed Weapons,” p. 9). The Model 10A is popular with fowl hunters, while the Model 10R is in use with a fair number of American law enforcement agencies, including the trend-setting New York Police Department (NYPD), but also smaller departments. More than 275,000 are made.

The Model 10 is replaced by the simpler and cheaper *Model 29*, which differs only in minor details. Some 38,000 are made. A number of pre-production Model 29A guns are taken along by Rear Admiral Richard Byrd’s expedition to Antarctica.

The *Model 17* is similar to the Model 10 but in a lighter gauge. The Model 17R with its unchoked 51-cm riot barrel is 99 cm long and weighs 2.5 kg loaded. There is also the *Model 17PS* police special, a factory sawn-off gun with unchoked 38-cm barrel and only a pistol grip in place of the stock. This is 64 cm long and weighs 2.2 kg loaded (unmodified **Conceal**; see “Concealed Weapons,” p. 9). The Model 17PS is used by several police agencies, including the NYPD. The Model 17 is less successful than the Model 10, with only 48,000 eventually made.

These Remington shotguns are a useful choice for an American investigator. The guns have the firepower of a pump-action shotgun, but are of a more modern and more reliable design than earlier pump-action weapons. Since they eject downwards instead of to the right side like most other guns, they are especially suited for left-handed shooters. Few are exported and they are rare outside of the USA.

**TO USE** any of these Remington guns, open up the action by moving the hand guard backward, which also cocks the internal striker, and insert a shell into the chamber. Close the action by moving the hand guard forward again. This takes one combat round. The gun is now ready to fire. Load five (or four in case of the Model 17) more shells into the tube magazine under the barrel, which takes three (or two) combat rounds. Note that most users leave the chamber empty, requiring the shooter to operate the pump before being able to fire the gun, meaning he can only fire in the second DEX cycle. This is a useful safety measure but leaves the shooter with only five (or four) shots in an emergency. Alternatively, load six (or five) shells including one in the chamber and apply the safety located in the trigger guard. Unlike earlier pump-actions, all these guns have a trigger disconnect, requiring the trigger to be squeezed for each shot. Their fast lock time nevertheless allows quick follow-up shots for the faster ROF noted below. The typical malfunction is to short-stroke (p. 31).



All Model 10, Model 17, and Model 29 guns lack swivels for a rifle sling.

**TO SEE** the Remington Model 10R in action, watch *Dillinger* (set in 1934), in which it is used by bank robber Doc Madison.

**Remington Model 10A** 12G 2.75" calibre shotgun (1908-1929) — **\$49, very common.**

**Remington Model 29A** 12G 2.75" calibre shotgun (1929-1933) — **\$37, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>4D6/2D6/ 1D6</b>	<b>10/20/50</b>	<b>1(3/2)</b>	<b>5+1</b>	<b>10</b>	<b>99</b>

**Remington Model 10R** 12G 2.75" calibre shotgun (1908-1929) — **\$49, scarce.**

**Remington Model 29R** 12G 2.75" calibre shotgun (1929-1933) — **\$37, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>35%</b>	<b>4D6/2D6/ 1D6</b>	<b>7/15/35</b>	<b>1(3/2)</b>	<b>5+1</b>	<b>10</b>	<b>99</b>

**Remington Model 17A** 20G 2.75" calibre shotgun (1921-1933) — **\$49, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>2D6/1D6/ 1D3</b>	<b>10/20/50</b>	<b>2(3)</b>	<b>4+1</b>	<b>10</b>	<b>99</b>

**Remington Model 17PS** 20G 2.75" calibre shotgun (1926-1933) — **\$49, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>35%#</b>	<b>2D6/1D6/ 1D3</b>	<b>5/10/25</b>	<b>2(3)</b>	<b>4+1</b>	<b>9</b>	<b>99</b>

**Remington Model 17R** 20G 2.75" calibre shotgun (1922-1933) — **\$49, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>35%</b>	<b>2D6/1D6/ 1D3</b>	<b>7/15/35</b>	<b>2(3)</b>	<b>4+1</b>	<b>10</b>	<b>99</b>

# Includes penalty of -5 percentiles for lacking a stock.



## REMINGTON MODEL 11

The trigger operated automatic is in another class; this in the hands of a good shot is a very perfect slaughtering machine and fires five shots as fast as trigger pressure can function. As the object of shooting with a shotgun is sport, the automatic shotgun cannot be classed as any improvement, and its continued manufacture is to be strongly deprecated.

– Hugh Pollard, *A History of Firearms* (1926)

This is a semiautomatic shotgun designed by John Browning and made by Remington Arms. The *Model 11A* is an effective hunting weapon for use on game birds, and popular with hunters. With its choked 71-cm barrel, it is 120 cm long and weighs 4.1 kg loaded. The *Model 11R* riot gun has a unchoked 51-cm barrel for an overall length of 100 cm and a loaded weight of 3.9 kg. This is a relatively popular weapon with law enforcement agencies in the USA. The *Model 11PS* police special has an unchoked 47-cm barrel and a total length of 96 cm. The barrel can be cut down even further, to a minimum of about 33 cm. Part of the shoulder stock can also be sawn off, for an absolute minimum overall length of 68 cm. Such a weapon can be slung concealed under a coat, supported by a rubber tube or belt tacked to the stub of the stock (unmodified

Conceal; see “Concealed Weapons,” p. 9). Some 800,000 are eventually made of all patterns.

The *Savage Model 720* and *Model 723* are licenced copies. In Europe, the same weapon is made by Fabrique Nationale d’Armes de Guerre (FN) of Herstal, Belgium, as the *Browning No.1 Fusil Automatique de Chasse*. This is a popular gun and also exported worldwide. Rheinmetall of Sömmerda, Germany, make an unlicensed copy as their *Selbstladeflinte Nr.4*.

For an investigator, the Remington Model 11 or one of the other versions is an eminently useful weapon. It combines the effectiveness of the shotgun shell with the fast follow-up shots of an auto-loading weapon. Either a sawn-off hunting weapon or one of the police models are handy to employ; it is no coincidence that this weapon is the favourite arm of many of the motor bandits like Bonnie & Clyde (Bonnie Parker dies with a sawn-off 20-gauge in reach) or the Dillinger-Nelson gang – as well as the police. The design is also readily available abroad.

**TO USE**, retract the bolt handle on the right side, opening the action. Insert a shell into the magazine opening on the underside. The bolt will automatically close, chambering the round. This takes one combat round. Push the safety button behind the trigger from

**Remington Model 11A** 12G 2.75" calibre shotgun (1905-1948) — **\$57, very common.**

**Savage Model 720** 12G 2.75" calibre shotgun (1930-1949) — **\$49, common.**

**FN-Browning No.1** 12G 2.75" calibre shotgun (1903-1998) — **\$61, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>4D6/2D6/ 1D6</b>	<b>10/20/50</b>	<b>1(2)</b>	<b>4+1</b>	<b>10</b>	<b>98</b>

**Remington Model 11A** 20G 2.75" calibre shotgun (1930-1948) — **\$57, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>2D6/1D6/ 1D3</b>	<b>10/20/50</b>	<b>2(3)</b>	<b>4+1</b>	<b>10</b>	<b>98</b>

**Remington Model 11R** 12G 2.75" calibre shotgun (1921-1948) — **\$57, scarce.**

**Remington Model 11PS** 12G 2.75" calibre shotgun (1921-1948) — **\$57, scarce.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>35%</b>	<b>4D6/2D6/ 1D6</b>	<b>7/15/35</b>	<b>1(2)</b>	<b>4+1</b>	<b>10</b>	<b>98</b>

**Savage Model 723** 16G 2.56" calibre shotgun (1930-1949) — **\$49, scarce.**

**FN-Browning No.1** 16G 2.56" calibre shotgun (1903-1998) — **\$74, scarce.**

**Rheinmetall Nr.4** 16G 2.5" calibre shotgun (1922-1929) — **\$48, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>2D6+2/ 1D6+1/1D4</b>	<b>10/20/50</b>	<b>1(2)</b>	<b>4+1</b>	<b>10</b>	<b>98</b>

right to left. The shotgun is now ready to fire. Optionally, before disengaging the safety, insert four shells into the tube magazine below the barrel, which takes two combat rounds. The typical malfunction is a failure to eject.

All Model 11 guns lack swivels for a sling.

**TO SEE** the Remington Model 11A in action, watch *Boardwalk Empire* (set in 1920), in which it is used by gangster Al Capone; and *Public Enemies* (set in 1933-1934), in which bank robber John "Red" Hamilton uses one with sawn-off barrel and stock.



## RIVERSIDE ARMS MODEL 315

*Riverside Arms Co. shotguns supply a demand for a serviceable gun at a very low price ... Beyond any comparison with low grade foreign guns.*

- Riverside advertisement (1926)

The Riverside Arms Company is a bargain-basement brand owned and made by Savage-Stevens Arms Inc of Chicopee Falls, Massachusetts. Its *Model 215* is a double-barrelled shotgun with external hammers, choked 76-cm barrels, and no ejectors. It is available in either 12- or 16-gauge, has an overall length of 120 cm, and weighs 3.6 kg loaded. The similar *Model 315* differs in having internal hammers and is also available in smaller bores. The .410-calibre version weighs only 2.7 kg. Many thousands are made.

For an investigator, either model is a good choice. These guns are readily available and so cheap that they can be light-heartedly sawn off and even dumped after use without undue financial loss. Guns in this price range can be acquired virtually everywhere, from a hardware store or mail order catalogue, at a farm or hunting cabin, or in the closet of an apartment. While Riverside Arms do

not export its guns to any degree, similar weapons can be found worldwide, often made by local producers. Weapons comparable to the Model 315 in performance and price include the *Crescent No.6 Peerless*, *Hunter Fulton*, *Iver Johnson Knox-All*, *LeFever Nitro Special*, and *Stevens No.335*.

**TO USE**, break open and pry out the spent shells, which takes one combat round. Insert two shells and snap closed. On the Model 215, the external hammers need to be cocked manually; on the Model 315, opening and closing the gun automatically cocks the internal hammers. This takes a second combat round. The gun is now ready to fire. Its two triggers allow either one barrel or both barrels to be fired in the same combat round. Engage the safety at top of the grip to make it safe. The typical malfunction is a misfire. Squeeze the other trigger to fire the second cartridge. This takes no extra time. Alternatively, reload.

**TO SEE** a sawn-off shotgun similar to the Model 215, watch *The Untouchables* (set in 1930-1931), in which it is owned by Chicago police officer Jim Malone. A sawn-off like the Model 315 is used by treasure hunter Rick O'Connell in *The Mummy Returns* (set in 1933).

**Riverside Model 215** 12G 2.75" calibre shotgun (1915-1940) — **\$20, very common.**

**Riverside Model 315** 12G 2.75" calibre shotgun (1915-1940) — **\$24, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>4D6/2D6/ 1D6</b>	<b>10/20/50</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

**Riverside Model 215** 16G 2.56" calibre shotgun (1915-1940) — **\$20, common.**

**Riverside Model 315** 16G 2.56" calibre shotgun (1915-1940) — **\$24, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>2D6+2/ 2D6+1/1D4</b>	<b>10/20/50</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

**Riverside Model 315** 20G 2.75" calibre shotgun (1915-1940) — **\$24, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>2D6/1D6/ 1D3</b>	<b>10/20/50</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>

**Riverside Model 315** .410 2.5" calibre shotgun (1915-1940) — **\$24, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>2D5/1D4/ 1D2</b>	<b>10/20/50</b>	<b>2(2)</b>	<b>2</b>	<b>10</b>	<b>00</b>



## WINCHESTER MODEL 97

*For police use, protection of factories, mills, mines and other property. Every police department or town should be equipped with at least one riot gun for emergencies.*

*- Winchester advertisement (1926)*

This pump-action shotgun was designed by John Browning and originally known as the *Model 1897*, but was renamed in 1919. Produced by the Winchester Repeating Arms Company of New Haven, Connecticut, it is a popular weapon for both hunting and combat use. More than 1 million are eventually produced. Those intended for hunting game birds typically have choked 76-cm barrels, for an overall length of 124 cm and a loaded weight of 3.8 kg. Riot guns have unchoked 51-cm barrels, reducing length to 99 cm and weight to 3.4 kg. Trench guns are riot guns with a heat shield to protect the off hand from the hot barrel that results from firing even a dozen shots in quick succession. The trench gun has a bayonet lug to mount the 0.5-kg M1917 bayonet with its 42-cm blade (**Spear** 20%, 1D8+1+db plus Impale). It weighs 3.7 kg loaded but without bayonet.

During the 1920s, all variants except the trench gun are available as a takedown weapon at an additional \$10 and a weight increase of 0.2 kg – in fact the takedown feature is standard for all 16-gauge guns. This allows the gun to be disassembled into two parts, the longer being about as long as the barrel, for ease of transportation in a gun case (p. 103) – or concealed under a long coat (unmodified **Conceal**; see “Concealed Weapons,” p. 9). Assembly takes one combat round and a **Shotgun** roll.

The Model 97 is a common hunting weapon in both North and South America, and is also exported to Europe, where it is not as popular though. The riot gun is widely issued by American law enforcement agencies, including the agents of the US Treasury Department and the US Post Office, but also by the Massachusetts and New Jersey state police and many local police departments and sheriff’s offices. The trench gun was adopted by the US military, which acquired some 18,000 during the Great War. From 1921, many service weapons are sold as surplus for 10% of the list price complete with bayonet! Obsolete trench guns are popular as “alley sweepers” with police departments, as well, and issued to the US Border Patrol from 1924. Many National Guard units use the trench gun during the labour unrests. When the US Marines are called

in to protect the mail trains in 1921, and again in 1926, the mail guards are typically armed with trench guns. The Marines also take this weapon to their various small wars, including to China and Nicaragua.

**TO USE**, open up the action by moving the handguard backward, which also cocks the external hammer, and insert a shell into the chamber. Close the action by moving the handguard forward again. This takes one combat round. The gun is now ready to fire. Load five more shells into the tube magazine under the barrel, which takes three combat rounds. Most military and police users leave the chamber empty, requiring the shooter to operate the pump before being able to fire. This is a useful safety measure but leaves the shooter with only five shots in an emergency. Alternatively, load six and decock the hammer. Once you want to start shooting, quickly cock the hammer with the thumb, allowing you to fire in the first DEX cycle (see “Quick Draw,” p. 10). The Model 97 lacks a trigger disconnect, meaning that with practice the user can simply keep the trigger depressed after the first shot and then slamfire the next shot(s) by pumping the handguard back and forth. This allows the faster ROF noted below. The typical malfunction is a failure to eject due to “short-stroking” (p. 31), but the gun is also known for breaking its ejector, rendering it useless until repaired.



**Winchester Model 97 12G 2.75" calibre shotgun (1897-1957) — \$40, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>4D6/2D6/ 1D6</b>	<b>10/20/50</b>	<b>1(3/2)</b>	<b>5+1</b>	<b>10</b>	<b>98</b>

**Winchester Model 97 Riot 12G 2.75" calibre shotgun (1898-1945) — \$40, scarce.**

**Winchester Model 97 Trench 12G 2.75" calibre shotgun (1917-1945) — \$50, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>35%</b>	<b>4D6/2D6/ 1D6</b>	<b>7/15/35</b>	<b>1(3/2)</b>	<b>5+1</b>	<b>10</b>	<b>98</b>

**Winchester Model 97 16G 2.56" calibre shotgun (1900-1950) — \$40, common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Shotgun*</b>	<b>30%</b>	<b>2D6+2/ 1D6+1/1D4</b>	<b>10/20/50</b>	<b>1(3/2)</b>	<b>5+1</b>	<b>10</b>	<b>98</b>

Trench guns have swivels for a leather rifle sling (p. 103), which the field and riot guns usually lack. The US military initially issues a shell bag holding 32 cartridges with the trench gun, which weighs 2.2 kg filled. From 1921, one or two small belt pouches are often used instead, each holding 12 rounds and weighing 0.9 kg filled. Police agencies typically do not issue any means to carry ammo.

**TO SEE** the Winchester Model 97 riot gun in action, watch *The Wild Bunch* (set in 1916), in which it is used by several of the outlaws; *The Professionals* (set in 1917), in

which it is employed by mercenaries Henry "Rico" Fardan and Bill Dolworth; *The Mummy* (set in 1926), in which the take-down version is expertly assembled and used by treasure hunter Rick O'Connell; *Road to Perdition* (set in 1931), in which it is used by photographer/hit man Harlan Maguire; and *Death Hunt* (set in 1932), in which trapper Albert Johnson demonstrates slamfiring it. The Model 97 trench gun can be seen in the hands of US Marines in *The Wind and the Lion* (set in 1904).





*This Thompson sub-machine gun is nothing less than a diabolical engine of death ... With it one bandit can stand off a whole platoon of policemen.*

*- William Shepherd, "Machine Gun Madness" (1926)*

THE SUBMACHINE GUN (SMG) IS THE MOST RECENT small arms innovation in the 1920s. Unlike real machine guns, these weapons are compact and easily employed by a single man. The use of pistol ammunition makes them controllable. While the absolute number of SMGs used worldwide remains small throughout the 1920s, they do seem to appear in most of the trouble spots of the era – their staccato sound is heard in Chicago and New York, in Berlin and Dublin, in the jungles of Nicaragua and the green hell of the Chaco, and even in Shanghai and the Chinese *hinterland*. The investigator with money to spare and the time to find one might well want to acquire a SMG in order to gain an edge against the Unknown. SMGs are legal in most countries at the time (see "Weapon Permits," p. 18), but they are rare and expensive.

SMGs burn through ammunition. An investigator will need to bring spare magazines, and plenty of them. A couple of box magazines are handy enough to be carried in a pants or coat pocket, but drum magazines are much too bulky and heavy for that. Gunners need belt pouches or preferably military load-bearing equipment. Carrying feed devices in a backpack or slung bag works, but at least doubles reloading time.





## AUTO-ORDNANCE MODEL 1921 THOMPSON

*It's the safest gun for policeman, sheriff or guard to handle ... When you shoot, you can get your man with a single shot! The tremendous shock of the .45 calibre bullet knocks him down - and he stays down! ... There's no getaway against a Thompson!*

- Auto-Ordnance advertisement (1927)

The *Model 1921* is the brainchild of John Thompson, who saw the need for a portable automatic weapon or "trench broom" during the fierce fighting of the Great War. This first American submachine gun is marketed by the Auto-Ordnance Corporation of New York City. The *Model 1921* is 81 cm long and weighs 5.1 kg loaded with a 20-round box magazine, 6.7 kg with a 50-round drum, and 8.4 kg with a 100-rounder.

Sales are slow in peacetime - by 1928, Auto-Ordnance have sold barely 6,000 Tommy guns, most of them of the original *Model 1921*. Nevertheless, many National Guard units quickly adopt the weapon, if only in small numbers, including those of Indiana, Kansas, Massachusetts, North Dakota, Pennsylvania, and Texas. Users in law enforcement include the state police forces of California, Connecticut, Maine, Massachusetts, Michigan, New York, Pennsylvania, and West Virginia, the Texas Rangers, the police of Baltimore, Boston, Dallas, Detroit, New Orleans, New York, and San Francisco, as well as many smaller law enforcement and penal agencies, including the Arkham Police Department (*Arkham Unveiled*, p. 36). The Chicago Police Department, initially sceptical, issues one per detective car from 1927. Many buyers are small rural departments, which often get just a single gun for the sheriff. In 1928, Auto-Ordnance are forced to knock down the price of all variants by \$25 to improve sales.

Early company advertisements depict a cowboy complete with chaps mowing down rustlers, but the success of this campaign is dubious. Most civilian buyers are in fact banks, mining operations, transport companies, as well as a few detective agencies. Several movie studios acquire the Tommy beginning in 1927 (and unlike today, these are not converted to blank-firing, meaning *real* ammo is employed on set - the bullet holes appearing around actors in films like *Little Caesar* or *The Roaring Twenties* are made by actual .45 slugs!).

Much more prominent in the public eye are the Thompsons employed by American criminals, who also give it its famous nicknames, such as "Chopper" or "Chicago Typewriter." Already in the early 1920s it is acquired by criminal outfits such as William McCoy's rumrunners or Shachna "Charlie" Birger's bootleggers, but the gun makes its public debut during the "Chicago Beer Wars" in the autumn of 1925, the new toy being used spectacularly but relatively unsuccessfully in several drive-by shootings by Frank McErlane's bootlegger gang. Spurred by sensational newspaper reports, Al "Scarface" Capone orders three Thompsons from Alex Korecek's hardware store in early 1926. In April 1926, the Birger gang and the rival Shelton Brothers join forces in a Tommy gun attack against the Ku Klux Klan chapter in Herrin, Illinois. Other gangs arm up as well, until the shootings culminate in the 1929 St Valentine's Day Massacre. Despite the publicity, the guns are still rare, the highest number in possession with all the gangs in Chicago in 1926 being estimated as between 12 and 40 - while the Chicago police buys 35 in 1927.



### The Thompson Submachine Gun *The Most Effective Portable Fire Arm In Existence*

THE ideal weapon for the protection of large estates, ranches, plantations, etc. A combination machine gun and semi-automatic shoulder rifle in the form of a pistol. A compact, tremendously powerful, yet singly operated machine gun weighing only seven pounds and having only thirty parts. Full automatic, fired from the hip, 1,200 shots per minute. Semi-automatic, fired with a stock and fired from the shoulder, 50 shots per minute. Magazines hold 50 and 100 cartridges.

THE Thompson Submachine Gun incorporates the simplicity and infallibility of a hand loaded weapon with the effectiveness of a machine gun. It is simple, safe, sturdy, and sure in action. In addition to its increasingly wide use for protection purposes by banks, industrial plants, railroads, mines, ranches, plantations, etc., it has been adopted by leading Police and Constabulary Forces, throughout the world and is unsurpassed for military purposes.

Information and prices promptly supplied on request

AUTO-ORDNANCE CORPORATION  
302 Broadway Cable address: Auto-Ordn New York City



Contrary to popular belief, the gun is not available through mail order companies like Sears. Auto-Ordnance, who advertise with the slogan “On the side of law and order” and who label it an “anti-bandit gun,” try to prevent the weapon from falling into criminal hands by instructing their dealers to investigate potential buyers and sell to “responsible parties only.” This requires a **Credit Rating** roll. Shady buyers circumvent this by giving false identities, which needs a **Persuade** roll, or by finding a dealer who is not overly scrupulous (see “How to Get a Gun,” p. 23). Auto-Ordnance stop selling the Thompson to individuals in 1930. Only government agencies can buy it from then on. Most of the criminal users of the 1930s steal it from the police.

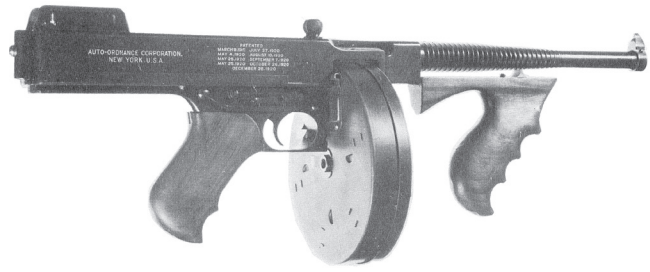
The Tommy’s earliest foreign user is the Irish Republican Army (IRA), which buys some 650 through straw men. Although the US authorities confiscate 495 of these before they can be shipped across the Atlantic, dozens are used during the Irish struggle beginning in 1921 – and some of the confiscated guns eventually turn up in Eire, as well! Some 14 guns are acquired in 1921 by Captain Hugh Pollard of British Intelligence for use in Ireland. Other foreign users include the police forces of Buenos Aires, Havana, Toronto, and Vancouver, as well as the Royal Canadian Mounted Police. The Shanghai Municipal Police adopts it in 1924, soon followed by the *Garde Municipale* of the French Concession in Shanghai. Small numbers are adopted by the militaries of Guatemala, Mexico, and Nicaragua. Europe largely shuns the weapon.

From 1926, the Thompson is available with the aggressive-looking Cutts compensator, a slotted muzzle device designed to reduce muzzle climb and thus improving control on full-auto. When firing bursts, add +5 percentiles to the modified Attack chance (see “Automatic Fire,” p. 12). This changes the designation to *Model 1921AC* and the price to \$225. A few hundred Model 1921AC Thompsons are bought by the US Post Office and given to Marine mail guards in 1926. The Marines keep these subsequently and employ them in both China and Latin America.

The improved *Model 1928AC* has the Cutts compensator as standard as well as a lower ROF for better control. A variant of this is adopted by the US Navy for the Marines as the *Model of 1928*. This replaces the vertical pistol foregrip with a conventional horizontal handguard and adds sling swivels. The US Coast Guard standardizes on the Navy model in 1929, each cutter (*Escape from Innsmouth*, p. 133) receiving one for boarding rumrunners. The Sing Sing prison of New York also uses this.

In the late 1920s, the Model 1921 is copied in China as the *16 Shi*, manufactured by the Taiyuan machinery bureau of Shansi province. This is used in the Chinese *Tu’chun* wars and against the Japanese.

**TO USE** the Thompson, remove an empty magazine and retract the bolt handle on the receiver to cock the



action. Insert a full magazine. This takes one combat round. The gun is now ready to fire. Change fire mode by setting the selector lever to either *Single* or *Full-Automatic*. Users are actually trained to shoot single shots most of the time; on full-automatic, Tommy gunners are supposed to fire short bursts of 3-5 rounds at individual targets and longer bursts only at groups or large targets like cars. To engage the safety, rotate the safety lever on the left side from *Fire* to *Safe*. The typical malfunction is a failure to feed. Drum magazines are less reliable than box magazines, the 100-round drum being especially notorious for feeding jams (worsen Malf to 95). The drums also rattle on the move (halve **Sneak** rolls). The Thompson is heavy; users with STR 7 or lower are at -10 percentiles to **Submachine Gun** skill; STR 9 is required if the 100-rounder is used.

“Special Ammunition” (p. 102) available from 1921 includes tracer bullets that add a nice incendiary effect. For use in riot situations, a birdshot cartridge is introduced in 1922. This essentially converts it into a full-automatic shotgun. However, damage is low, the cartridge being intended to discourage rioters rather than to kill them with its tiny 2.3-mm shot grains (No.7½ birdshot). The birdshot cartridge can only be used in a special 18-round box magazine. Commercial hollow-point bullets in .45 ACP are not available at the time. The Thompson is not designed to shoot them and they tend to jam the gun – worsen Malf by -3 percentiles. Some Italian-American hit men rub their bullets with crushed garlic to induce blood poisoning – of course most of it ends up in the barrel instead, unless it is dripped into a hollow-point bullet, and garlic is not, actually, particularly effective in this regard.

Only the Navy model has swivels for a rifle sling (p. 103), but they can be refitted to other models at \$. The shoulder stock is detached in one combat round by pressing a button, reducing overall length to 59 cm and weight by 0.75 kg. This allows more comfortable use from within a car, and also makes it easier to hide under a jacket (unmodified **Conceal**; see “Concealed Weapons,” p. 9). Shooting without stock lowers the Base Chance by -5 percentiles and halves Base Range.

The gun comes with one 20-round magazine, the more expensive drums being optional. Spare magazines cost \$2.50 and weigh 0.6 kg filled. The 50-round drum costs \$21 and weighs 2.2 kg, the 100-round drum \$25 and 3.9 kg. Only five thousand 100-rounders are made and all are sold by the late 1920s; the big drum is not recommended to be used with the later models. The drums are also more

**Auto-Ordnance Model 1921** .45 ACP calibre submachine gun (1921-1922) — **\$200, rare.**

SKILL	BASE CHANCE	DAMAGE	40‡	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D10+2</b>		<b>1(2) or 30</b>	<b>20/50/100</b>	<b>10</b>	<b>98/95</b>
		BASE RANGE					
<i>Firing birdshot</i>	<b>25%</b>	<b>1D5/1D3/1D2</b>	<b>5/10/25</b>	<b>1(2) or 30</b>	<b>18</b>		

**Auto-Ordnance Model 1921AC** .45 ACP calibre submachine gun (1926-1939) — **\$225, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%†</b>	<b>1D10+2</b>	<b>40‡</b>	<b>1(2) or 30</b>	<b>20/50/100</b>	<b>10</b>	<b>98/95</b>

**Auto-Ordnance Model 1928AC** .45 ACP calibre submachine gun (1928-1939) — **\$225, rare.****Auto-Ordnance M1928 Navy** .45 ACP calibre submachine gun (1928-1939) — **\$225, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%†</b>	<b>1D10+2</b>	<b>40</b>	<b>1(2) or 25</b>	<b>20/50</b>	<b>10</b>	<b>98</b>

**Taiyuan 16 Shi** .45 ACP calibre submachine gun (1927-1939) — **\$100, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D10+2</b>	<b>40</b>	<b>1(2) or 30</b>	<b>20</b>	<b>10</b>	<b>97</b>

† Compensator increases hit chances, see description.

‡ Double Base Range if fired from vehicle mount.

complicated and time-consuming to fill than magazines. (The 30-round box magazine is not available until 1942.) Canvas belt pouches hold either four box magazines or a 50-rounder; either costs \$5. A pouch for two 18-round box magazines costs \$3. The 100-round drum is carried in a \$5 pouch slung from the shoulder. A canvas gun scabbard (p. 103) with shoulder sling, holding the gun with the stock detached as well as four box magazines, costs \$17. Carrying a Thompson in a violin case is not popular despite the myth, as the gun has to be partially disassembled to go into one; only the Navy model fits, but still requires one combat round to load and optionally another to attach the shoulder stock. Most users prefer Gladstone bags or saxophone cases, which also require the stock to be detached but at least can take the gun loaded.

By 1923, Auto-Ordnance offer various pintle mounts that allow efficient use from moving vehicles; while the mounts for small boats, yachts, trucks, and armoured cars are scarcely used, a number of police agencies, including in New York and Shanghai, buy a socket that allows fitting the gun to the sidecars of their Indian Scout motorcycles (*1920s Investigator's Companion*, p. 87). See "Shooting from a Mount or Vehicle" (p. 15).

The Model 1921 (but not the later models with compensator) can be fitted with a Maxim sound suppressor (p. 75) that costs \$12.50 and weighs 0.35 kg, adding 16 cm to length (halve Listen rolls). Threading the barrel to mount it costs \$3. The suppressor increases

ROF by +5 and worsens Malf by -1 percentile. By the time gangsters discover the weapon, the Maxim Silencer Company has stopped making it (in 1925) and their successors in the business do not offer suppressors for this weapon any longer. This is a very rare item, but the IRA is known to have acquired several dozen.

**TO SEE** the Auto-Ordnance Model 1921 in action, watch *Michael Collins* (set in 1920-1922), in which it is used by IRA radicals; *Boardwalk Empire #2.9* (set in 1921), in which it is used by gangster Enoch "Nucky" Thompson; *You Can't Win 'Em All* (set in 1922), in which it is employed by mercenaries; and *The Roaring Twenties* (set in 1924); *Underworld* (set in 1927); and *Scarface* (set in 1927-1929), in which it is used by gangsters. The Model 1928AC is used by gangsters in *Miller's Crossing* (set in 1929); *The Cotton Club* (set in 1930-1935); *Last Man Standing* (set in 1931); *Road to Perdition* (set in 1931); and *Indiana Jones and the Temple of Doom* (set in 1935); by bank robbers in *Bonnie & Clyde* (set in 1933-1934) and *Dillinger* (set in 1933-1934); by smugglers in *Lucky Lady* (set in 1930) and Peter Jackson's *King Kong* (set in 1933); by Federal agents in *The Untouchables* (set in 1930-1931) and *The FBI Story* (set in 1934); and by zealot Ardeth Bey in *The Mummy Returns* (set in 1933). In *Public Enemies* (set in 1933-1934), most of the bank robbers use it period correct without the stock. See the garlic "trick" in *The St Valentine's Day Massacre* (set in 1925-1929).



## BERGMANN M.P.18.1

*The most efficient modern answer to unlawful violence is the world's smallest portable machine gun ... Especially suitable for the guarding of payrolls, banks, mines, railroads, ships, ranches, for running down automobile bandits and for military purposes.*

*- Pacific Arms catalogue (1924)*

The *Maschinenpistole 18,I* developed by Hugo Schmeisser and made by Theodor Bergmann Waffenbau of Suhl, Germany, is the world's first real submachine gun. Introduced by the German army in 1918, up to 35,000 were made, but only few of these saw service during the Great War. It fires only full-automatic and feeds from a 32-round snail drum magazine modified from the one developed for the Luger L.P.08 pistol-carbine (p. 45). The M.P.18,I is 82 cm long and weighs 5.2 kg loaded. In Germany, it is also known as the *Bergmann-Muskete* ("Bergmann's musket"), a nickname used for air-cooled light machine guns, or dubbed the *Hugo-Spritze* ("Hugo's hose"). The explanation for the designation "18,I" has been lost, most likely relating to an acquisition document rather than meaning "model 1918, pattern I."

After the war, the German military officially no longer uses this weapon, all of them having been supposedly surrendered to the Allies or transferred to the German police. During the general disarmament of 1920, German *civilians* turn in more than 1,600 of these guns – nobody knows how many are still held in private hands. In 1922, German foreign minister Walther Rathenau is assassinated by right-wing radicals of the secret *Organisation Consul* (OC) with an M.P.18,I in Berlin. In the 1920s and 1930s, it is a standard German police weapon, with some 4,400 being in service (almost a third of them with the Berlin police), but is mainly used for riot control. From 1930, the police guns are gradually being converted by Carl Haenel of Suhl, Germany, to use a straight 20-round or 32-round box magazine for more positive feeding (Malf 98), the drum having proven to be unreliable.

Due to the Treaty of Versailles, Germany is no longer allowed to produce weapons of this kind. Bergmann therefore licences the design to Schweizerische Industrie-Gesellschaft (SIG) of Neuhausen, Switzerland. SIG produces the gun as the *Modell 20* with a 50-round box magazine for export, numbers reaching some 30,000. The Finnish *Suojeluskunta* civil guard adopts this in 7.65×21mm Parabellum in 1922 as the *KP/20*. In 7.63×25mm Mauser, it is popular with the warlords in

China. The Japanese *Rikusentai* naval infantry acquires some 100 of the 7.63×25mm version in 1923 and 1926 for combat trials, designated the *Be Shiki Kikantanjū* ("submachine gun type Be" – "Be" for Bergmann). These have a lug for a 0.7-kg 30 *Shiki Jūken* bayonet with 40-cm blade (**Spear** 20%, 1D8+1+db plus Impale). The weapon sees considerable service in China. In East Asia, these guns sell for 50% the price.

A modified copy is made by the Tsingtao iron works in Shandong, China, as the *16 Shi*. This feeds from a box magazine inserted from below, but is otherwise identical to the SIG-made version. It is used by the *Shanghai Shi Jingchaju*, the Chinese police of Greater Shanghai.

In 1928, Schmeisser introduces the *M.P.28/II*, which is little more than the M.P.18,I with a box magazine and a fire selector. Initially, most are sold under licence by Anciens Établissements Pieper (AEP) of Herstal, Belgium, and are exported, mainly to China and South America. The Belgian army adopts the 9×19mm version as the *Mitraillette Modèle 1934*. From 1934, several police forces, including in Bolivia and Brazil, acquire the M.P.28/II for use on the FN M86 armoured motorcycle, firing from a port mount in the armour shield of its sidecar. See "Shooting from a Mount or Vehicle" (p. 15).

The Bergmann M.P.18,I is an unlikely, but not impossible weapon for an American investigator. After the Great War, Doughboys brought back thousands of German military weapons, including automatic weapons. Small numbers are imported for commercial sale in the USA, where these are legal for everyone to buy, but should be considered quite rare. Globally, the Schmeisser is much more widespread than the Tommy gun. The M.P.18,I is relatively common in Germany (and not just in the hands of riot police . . .), as are its variants in the Far East and South America. The main drawback of the original design is its clumsy and unreliable drum magazine.

**TO USE**, remove the empty drum magazine. Retract the bolt handle to cock the action, locking the handle into a safety recession at the rear. Insert a full drum into the magazine well on the left side. Release the bolt handle. This takes one combat round. The gun is now ready to fire. Gunners are trained to fire bursts of 3-5 rounds (so-called *Spritzfeuer* or "burst fire") at individual targets and long bursts (*Mähfeuer* or "mowing fire") at groups or areas. The typical malfunction is a failure to feed. The gun is not designed to shoot hollow-point bullets and use of these worsens Malf by -3 percentiles (p. 102). The Bergmann

**Bergmann M.P.18,I** 9×19mm calibre submachine gun (1918-1920) — **\$200, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D10</b>	<b>40</b>	<b>20</b>	<b>32</b>	<b>10</b>	<b>95</b>

**SIG-Bergmann Modell 20** 7.63×25mm calibre submachine gun (1920-1927) — **\$200, rare.****SIG-Bergmann Modell 20** 7.65×21mm calibre submachine gun (1920-1927) — **\$200, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D8+1</b>	<b>40</b>	<b>20</b>	<b>50</b>	<b>10</b>	<b>98</b>

**Tsingtao 16 Shi** 7.63×25mm calibre submachine gun (1927-1935) — **\$75, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D8+1</b>	<b>40</b>	<b>20</b>	<b>32</b>	<b>10</b>	<b>97</b>

**AEP-Schmeisser M.P.28/II** 7.63×25mm calibre submachine gun (1928-1938) — **\$200, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D8+1</b>	<b>40</b>	<b>2(3) or 20</b>	<b>20/32/50</b>	<b>10</b>	<b>98</b>

**AEP-Schmeisser M.P.28/II** 9×19mm calibre submachine gun (1928-1938) — **\$200, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D10</b>	<b>40</b>	<b>2(3) or 20</b>	<b>20/32/50</b>	<b>10</b>	<b>98</b>

**AEP-Schmeisser M.P.28/II** .45 ACP calibre submachine gun (1928-1938) — **\$200, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
<b>Submachine Gun*</b>	<b>15%</b>	<b>1D10+2</b>	<b>40</b>	<b>1(2) or 20</b>	<b>25</b>	<b>10</b>	<b>98</b>

lacks a positive safety; when the gun is dropped or given a sharp jolt, the heavy bolt can move involuntarily and start the gun firing! A Luck roll avoids such an occurrence. Due to its weight, users with STR 7 or lower are at -10 percentiles to **Submachine Gun**.

Sling swivels allow use of a leather rifle sling (p. 103). The drum magazine costs \$18 and weighs 1.1 kg filled. The 20-round box magazines cost \$2.25 and weigh 0.5 kg, the 32-rounders \$2.50 and 0.7 kg, and the 50-rounders \$3.50 and 1 kg. The drums are typically carried in canvas belt pouches (two per man), the magazines in three-cell leather belt pouches. The gun cannot be fitted with a sound suppressor because of its barrel jacket.

**TO SEE** the M.P.18,I in action, watch *The Land that Time Forgot* (set in 1916), in which it is part of U 33's armoury; *Deathwatch* (set in 1917), in which it is used by British soldier Charlie Shakespeare (but anachronistically converted to use a box magazine); and *Michael Collins* (set in 1920), in which it is used by IRA radicals. The M.P.28/II can be seen in *Indiana Jones and the Last Crusade* (set in 1938), in which it is used by a zealot of the Brotherhood of the Cruciform Sword; and in *The Good, the Bad, and the Weird* (set in 1938), in which it is used by hit man Park Chang-yi.



## HAND GRENADES

*In Chicagoese, "pineapple" is a euphemism for an ugly, black, egg-shaped object known elsewhere as a hand grenade. Since the first of the year they have been utilized 21 times by racketeers angry for one reason or another with fellow racketeers, politicians, bootleggers, gamblers.*

*- Chicago Tribune, "Go to Hell" (1928)*

Hand grenades of the modern type saw heavy use during the Great War, all sides using millions. As military explosives, they are certainly not typical weapons for civilian investigators. However, during the 1920s, hand grenades are also employed by anarchists, militias, gangsters, and many law enforcement agencies including the Berlin *Schutzpolizei* and the Shanghai Municipal Police!

The *MK II Fragmentation* grenade was adopted by the US military during the Great War, based on an earlier French pattern. This is the classic "pineapple grenade," the nickname stemming from its heavily-ridged cast-iron body. It is 9 cm high and weighs 0.6 kg. A wooden crate containing 24 grenades weighs 25 kg. Some 25 million of these were made until 1919 alone and most of these remain in storage in the USA. (The *MK IIA1* is not adopted until 1942.)

**TO USE**, pull out the safety ring and let fly off the handle to activate its Bouchon fuze. This detonates the grenade after 4-5 seconds (after all other action has ceased in the second combat round), scattering dangerous metal fragments in all directions. It contains about 60 g of TNT high explosive. Being in direct contact doubles the Damage. Few users can throw it farther than 40-50 m (Maximum Range is STR×3). The MK II is standard-issue for the US military including the National Guard (compare *Arkham Unveiled*, p. 39), but is also in service with the Texas Rangers and other American police organisations. It sees considerable criminal use in the USA, with gangsters fighting among themselves, but also to terrorize the public - during the 1928 "Chicago Pineapple Primary" elections, some 60 bombs and grenades are employed. Detonated inside a room, any explosion produces a dense cloud of dust, which



quarters **Spot Hidden** rolls as well as all Attack rolls for 1D6 combat rounds.

**TO SEE** the MK II in action, watch *The Wild Bunch* (set in 1916), in which it is used by outlaw Dutch Engstrom; *Lucky Lady* (set in 1930), in which it is used by smugglers; *The Untouchables* (set in 1931), in which it is used by Prohibition Agent Eliot Ness; *Bonnie & Clyde* (set in 1934), in which it is used by punk C.W. Moss; and *Dillinger* (set in 1934), in which it is used by bank robber Charles "Pretty Boy" Floyd.

The *MK II Phosphorous* grenade is another US military design. It has a smooth, barrel-shaped body made of thin steel, being 9 cm high and weighing 0.6 kg.

A wooden crate holding 24 weighs 25 kg. About half a million were made during the war and most remain in storage during the 1920s.

It is put into action like the MK II fragmentation grenade. The fuze detonates the 0.9-g tetryl charge, which bursts open the grenade body and scatters pieces of burning white phosphorous that instantaneously produce a thick, white smoke cloud with a distinctive garlic smell. The bursting charge does 1D3 in a 1-metre radius, while the burning phosphorous does 1D6 burn in an 8-metre radius. Being in direct contact doubles the Damage. Phosphorous burns at around 800°C and cannot be extinguished with water; it even burns *under* water, until it has consumed itself after 1 minute (20 combat rounds). While the military originally adopted it as a smoke device for screening purposes, the grenade can also be used against living beings, and is capable of inflicting terrible burn wounds. The smoke cloud quarters **Spot Hidden** rolls as well as all Attack rolls for the burn duration.

### **MK II Fragmentation** hand grenade (1918-1940) — \$2, very rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	DELAY	HIT POINTS	MALFUNCTION
<b>Throw</b>	<b>25%</b>	<b>4D6/4m</b>	<b>STR/STR×3</b>	<b>2 Rounds</b>	<b>6</b>	<b>99</b>

### **MK II Phosphorous** hand grenade (1918) — \$4, very rare.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	DELAY	HIT POINTS	MALFUNCTION
<b>Throw</b>	<b>25%</b>	<b>1D6 burn/8m</b>	<b>STR/STR×3</b>	<b>2 Rounds</b>	<b>4</b>	<b>99</b>



*You could not run a coal company without machine guns.*

*- Richard Mellon, testimony before Congress (1925)*

**M**ACHINE GUNS ARE FULL-AUTOMATIC WEAPONS chambered for high-powered rounds. They are the most powerful small arms available in the 1920s, and used mainly by the military. This means they will not *typically* play a role in investigations into the Unknown - unless the investigators are members of the military themselves! However, machine guns are actually available to affluent civilians in many parts of the world, so they could appear even without involving the Marines or National Guard. Furthermore, machine guns are also used by many police organisations worldwide, although not generally in the USA.

All machine guns of the time, even so-called "light" machine guns, are large, heavy, and require vast amounts of heavy ammunition. In the military, they are typically employed by small teams, with a gunner and several assistants who help to carry the gun and its ammunition. This, in addition to their legal status and availability, should be the main reason why machine guns are not normally used by investigators.



# BROWNING M1917

Developed by John Browning and mostly made by Colt's Patent Fire Arms Manufacturing Company of Hartford, Connecticut, the *Model of 1917* was adopted by the US Army during the Great War. It is a water-cooled medium machine gun that is fired from a sturdy mount. Some 56,600 were acquired by the US military, although it saw only limited service during the war. The M1917 is 98 cm long and weighs 13.6 kg unloaded; the cooling water in the water jacket adds a further 3.3 kg. The tripod weighs 24.1 kg. A three-man team is needed to move, set up, and continuously operate the gun, but only one man is required to actually fire it. It is chambered for the .30-06 rifle cartridge. (The .50-calibre Browning *M1921* water-cooled heavy machine gun is not adopted by the US Army until 1925, and not actually issued until 1929.)



During the 1920s, the M1917 is in service with the US Army and Marines, as well as the National Guard (*Arkham Unveiled*, p. 39). Troops use it in the foreign operations of the era, including in China, Cuba, Haiti, and Nicaragua. The M1917 is also deployed domestically; when the Marines are called upon for mail guard duties in 1926-1927, they even mount the gun on a dashboard pintle in open Chevrolet touring cars!

Post-war, the machine gun business is slow. A few dozen Brownings are purchased by civilian US companies and even individuals, generally to protect mining and production facilities. Colt's sell less than 800 during the 1920s, the majority to foreign governments. The weapon is acquired by the militaries of Argentina (*Mod 1928*), Bolivia (*Mod 1924*), Mexico (*Mod 1926*), and Paraguay (*Mod 1928*), among others. The Browning is widely copied in China, where it is known as the *San Shi* ("triple tenth") after its adoption on October 10th, 1921, the 10th anniversary of

**Colt-Browning M1917 .30-06 calibre machine gun (1917-1930) — \$650, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	130‡	20	250	15	98

**Marlin-Browning M1918 Aircraft .30-06 calibre machine gun (1918-1919) — \$500, very rare.**  
**Colt-Browning M1919 Aircraft .30-06 calibre machine gun (1923-1927) — \$500, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	130‡	40	600	15	98

**NEW-Browning M1919 Tank .30-06 calibre machine gun (1919-1920) — \$500, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	100‡	20	100	15	98

**Colt-Browning Mod 1924 7.65×53mm calibre machine gun (1924) — \$650, very rare.**  
**Colt-Browning Mod 1926 7×57mm calibre machine gun (1926) — \$650, very rare.**  
**Colt-Browning Mod 1928 7.65×53mm calibre machine gun (1928-1929) — \$650, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+3	130‡	20	250	15	98

**Hanyang San Shi 7.92×57mm calibre machine gun (1922-1949) — \$400, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	130‡	20	250	15	97

‡ Double Base Range if fired from tripod or vehicle mount.

the Republic. Several Chinese arsenals produce hundreds, especially in Hanyang and Shanghai.

The US military develops variants of this weapon for other uses. The *M1918* and *M1919* aircraft machine guns have air-cooled barrels and a higher ROF. They are employed as fixed forward-firing guns on US combat aircraft like the Thomas-Morse MB-3 fighter, De Havilland DH-4B fighter/bomber, and Curtiss F8C-3 fighter/bomber, synchronized to shoot through the propeller. The short-barrelled *M1919* tank machine gun is also air-cooled. It is mounted on the US Army's M1917 light tank and MK VIII heavy tank. See "Shooting from a Mount or Vehicle" (p. 15). (Air-cooled infantry variants are not available until the Browning *M1919A4* is adopted in 1935, followed by the bipod-mounted *M1919A6* in 1943.)

Investigators will have little chance to come into contact with a Browning machine gun. They could buy one from Colt's, but the price is considerable. Together with the problem of transporting gun, mount, ammunition, and cooling water, this makes it unlikely they ever see one. Things are different if they actually serve in or alongside the military, for example with the US Army in China, with the Marines in East Asia and Latin America, or with any of the foreign nations that use the weapon.

**TO USE**, place a full belt box on the cradle to the gun's left, open the box and partially withdraw the belt. Insert the belt into the receiver. Retract the bolt handle on the right side, twice, to cock the action and move the first cartridge into the chamber. Move the safety at the rear to the off position. This takes two combat rounds. The MG is now ready to fire. The typical malfunction is a failure to feed. A problem unique to this weapon is excessive "headspace" (the removable barrel is not perfectly

adjusted), which often leads to a ruptured case and a failure to eject. Fixing this requires a **Craft (Gunsmith)** or **Machine Gun** roll and 2D6+12 combat rounds. In the US military, gunners are trained to fire 6-round bursts rather than continuous fire – long bursts are only used to saturate areas in suppression fire. Deploying the tripod and mounting the gun on it takes 2D6+12 combat rounds for a single man, 1D6+6 if he has an assistant.

"Special Ammunition" (p. 102) for the Browning machine gun includes AP and tracer rounds.

The price of the *M1917* includes the \$150 tripod mount, since without it the gun cannot be properly used unless it is fitted on a vehicle. The *M1917* feeds from a woven fabric belt holding 250 rounds. Each 250-round belt weighs 6.6 kg and comes in a wooden box weighing 9 kg filled. The *minimum* allotment per gun is four belts (1,000 rounds), while 14 belts (3,500 rounds) are standard issue for motorized units. Empty ammo boxes cost \$4, belts \$3 without cartridges. The water jacket holds 3.3 litres of cooling water. The \$15 condensing can holds 13.7 litres and comes with a flexible hose to connect it to the water jacket. Aircraft guns use disintegrating belts made of metal links, length depending on space; the usual capacity is 600 rounds.

**TO SEE** the Browning *M1917* in action, watch *The Wild Bunch* (set in 1916), in which it is used by Mexican soldiers and US outlaws; *The Professionals* (set in 1917), in which it is used by Mexican soldiers; *Miller's Crossing* (set in 1929), in which it is used by gangsters; and *Lucky Lady* (set in 1930), in which it is used by smugglers. The Browning *M1919* aircraft version can be seen in both Merian Cooper's and Peter Jackson's *King Kong* (set in 1933), mounted on Curtiss F8C-3 fighter/bombers.

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## LEWIS AUTOMATIC GUN

[In 1923,] I had heard of their raids while in Nassau and before coming north had shipped a couple of Lewis machine guns, several Thompson submachine guns, a half-dozen Winchesters, several sawed-off shotguns and a Colt .45 for each member of the crew.

– William McCoy, *The Real McCoy* (1931)

The *Lewis Automatic Gun* is an air-cooled light machine gun normally fired from a bipod. It was developed by Isaac Lewis, based on patents by Samuel McClean. The weapon was put into series production by the Birmingham Small Arms Company (BSA) of Small Heath, England, which manufactured more than 133,000 Lewis guns for the British Army and Empire militaries like those of Australia, Canada, India, New Zealand, and South Africa. British military ground guns are known as the *Lewis Mk I*, chambered for the .303 British cartridge. The *Lewis Automatic Gun* is 130 cm long, with a 67-cm barrel, and weighs 14.7 kg loaded with a 47-round pan magazine.

The *Lewis Mk I* is also used by organisations other than Empire militaries. During the 1920s, two dozen are in service with the Royal Canadian Mounted Police. The Shanghai Volunteer Corps also uses it. The Russian Imperial army adopted the *Lewis Mk I* in 1917, and it continues in service with the Soviet *Krasnaya Armiya*. The Japanese *Rikusentai* naval infantry, including the troops in Shanghai, use the British pattern from 1921 as the *R Shiki Kikanjū* ("machine gun type R" – "R" for *Ruizu*, which is how the Japanese pronounce Lewis).

In the war years, the *Lewis* gun was also made by the Savage Arms Company of Utica, New York. The US Army adopted it as the *Model of 1917*, but acquired only about 2,500 and never employs them in action. The US Navy is a more enthusiastic user, buying some 9,350 which it designates the *Mark VI*. These are mainly employed by the Marines.

The *Lewis* was quickly adapted for use on aircraft, being commonly used as a flexible gun aimed by an observer. The British versions are the *Lewis Mk II* and *Mk III*. Thousands of these are made for Empire air forces and some 12,000 went to allied militaries like those of



**BSA-Lewis Mk I** .303 British calibre machine gun (1914-1930) — **\$750, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+3	140‡	20	47	12	97

**BSA-Lewis Mk II** .303 British calibre machine gun (1915-1918) — **\$735, very rare.****BSA-Lewis Mk III** .303 British calibre machine gun (1918-1930) — **\$735, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+3	140‡	25	47/97	12	97

**Savage-Lewis M1917 (MK VI)** .30-06 calibre machine gun (1917-1918) — **\$750, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+4	140‡	20	47	12	97

**Savage-Lewis M1918** .30-06 calibre machine gun (1918-1919) — **\$770, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%†	2D6+4	140‡	20	47/97	12	97

**Darne-Lewis Mle 1918** .303 British calibre machine gun (1918) — **\$735, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Machine Gun*	15%	2D6+3	140‡	25	97	12	97

‡ Double Base Range if fired from bipod or vehicle mount.

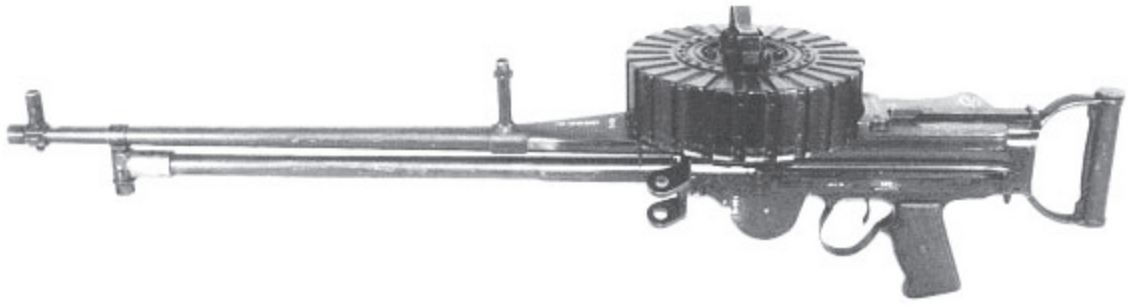
† Compensator increases hit chances, see description.

France, Italy, and Russia. The US Army Air Corps calls their aircraft version the *M1918*, while the US Naval Air Service designate it the *MK VI MOD 1*. Savage alone made more than 32,000 aircraft guns. Regis Darne et Cie. of St Étienne, France, produced 3,266 licenced aircraft guns for the French military. The final French pattern is the *Lewis Mitrailieuse Modèle 1918*, which continues in service throughout the 1920s.

The aircraft versions lack the fat barrel shroud and employ a deeper magazine holding 97 rounds (but can use the smaller drum as well). Instead of the shoulder stock, they have a D-shaped handle at the rear to easier swivel it around on a pintle mount. See “Shooting from a Mount or Vehicle” (p. 15). Many have a higher ROF due to a muzzle

booster. The aircraft versions are 108 cm long and weigh 11.7 kg loaded with a 97-round magazine. The Lewis Mk II and Mk III are mounted on many aircraft, including the British AVRO 504K fighter (*1920s Investigator's Companion*, p. 92), De Havilland DH.4 fighter/bomber, De Havilland DH.60 Gypsy Moth trainer/liaison (*1920s Investigator's Companion*, p. 93), Felixstowe F.2a flying boat (*1920s Investigator's Companion*, p. 92), and RAF RE.8 reconnaissance plane. The Lewis also arms the Dornier Do J Wal flying boat (*1920s Investigator's Companion*, pp. 92-93) of non-German users like Italy and the Soviet Union. The Savage-Lewis M1918 is mounted on the Curtiss JN-4H trainer (*1920s Investigator's Companion*, p. 92) and De Havilland DH-4B fighter/bomber, among others.





During the 1920s, the US Army does not use the Lewis M1917, but the guns remain in storage and some are issued to the National Guard. The US Navy employs it as the MK VI during the entire decade, the Marines dragging it with them to Cuba, Haiti, Nicaragua, China, and the Philippines. Aside from use as a ground weapon, it is found pintle-mounted on ships and submarines – craft like the *S-19* (*Escape from Innsmouth*, p. 142) can mount two Lewis guns on the bridge when surfaced. The MK VI is also a common weapon with the US Coast Guard. While beach patrols struggle with its heavy weight, it is an ideal weapon for the hundreds of 75' patrol boats (*Escape from Innsmouth*, pp. 132-133) that try to catch alcohol smugglers. Each patrol boat carries a single one of these guns (*Keeper's Companion 2*, p. 51), with an allotment of 1,500 rounds.

The Lewis is unavailable for sale to individuals in the 1920s; while BSA still make it, they sell to government buyers exclusively. The only way to acquire one is as military surplus – these can cost as little as 10% of the original price! Two French civilian expeditions through Africa (*La Traversée du Sahara* in 1922-1923 and *La Croisière Noire* in 1924-1925), supported by the French government, take Lewis aircraft guns with them, pintle-mounted on Citroën-Kégresse B2 and P4 half-track vehicles. In the USA, a few war trophies and surplus weapons are in circulation with collectors and on the black market.

All militaries have armour-piercing and tracer ammo (pp. 102-103) available for this gun.

**TO USE**, remove an empty magazine and place a loaded magazine on top of the receiver. Retract the bolt handle on the left side of the receiver to cock the action. Disengage the safety catch on the left above the trigger by moving it upwards. This takes one combat round. The Lewis is now ready to fire. Gunners are trained to fire 5-round bursts for traversing fire and long bursts for effect on area targets. Although the Lewis does not offer semiautomatic fire, any user familiar with the gun (with at least 5 skill points in **Machine Gun**) can fire single shots by quickly letting go off the trigger. The Lewis gun is designed to be fired prone from its bipod or from a vehicle mount. Deploying the bipod takes one combat round. However, sufficiently strong gunners, including highly decorated soldiers in the Great War, can and have fired the

weapon successfully from the hip or even the shoulder. This requires STR 14. Firing it braced from the bipod requires only STR 7. Common malfunctions are failures to feed or eject. The magazines are flimsy; dropping one can damage it so that MalF is worsened by -5 percentiles. Avoid this with a **Luck** roll.

Ground guns have swivels for a canvas rifle sling (p. 103). The 0.7-kg shoulder stock can be replaced by a 0.4-kg D-handle. Both ground and aircraft guns can be fitted with luminous sights that clip over the standard sights. When these are used in twilight or moonlight, reduce **Machine Gun** skill to 3/4 instead of halving it (compare “Dimness, Darkness, Invisibility” in *Call of Cthulhu*, p. 60). A 47-round pan magazine costs \$11 empty and weighs 1.9 kg loaded, while the 97-rounder costs \$20 and weighs 4 kg. The magazines are interchangeable, but ground guns rarely use the larger one because it obscures the sights; halve Base Range. British Lewis gunners, or more usually their assistants, carry eight 47-round pans in four canvas pouches slung over the shoulders, for a total weight of 18 kg. Aircraft typically carry six 97-round pans per gun. A 0.5-kg canvas brass catcher fixed over the ejection port collects up to 100 spent cases, preventing them from flying around in an aircraft – or being left at a crime scene (p. 22).

**TO SEE** the Lewis Mk I in action, watch *Michael Collins* (set in 1920-1922), in which it is used by British soldiers and auxiliary police; *The Wind that Shakes the Barley* (set in 1920-1923), in which it is used by IRA radicals; and *White Sun of the Desert* (set in 1921), in which it is used by Red Army soldier Fyodor Sukhov. The Lewis Mk III aircraft gun can be seen in *Aces High* (set in 1918), where it is mounted on RAF SE.5a fighters; *The Lost Patrol* (set in 1918), in which it is hip-fired by the Sergeant; *High Road to China* (set in 1920), in which it is mounted on RAF SE.5b fighters and used as a ground gun by aviator Patrick O'Malley; and *The Mummy* (set in 1926), in which it is mounted on a Bristol F.2b fighter and used as a ground gun by zealot Ardeth Bey. The Lewis M1917 is used by mercenary Henry “Rico” Fardan in *The Professionals* (set in 1917); while the Lewis MK VI is used by US Navy sailors in *The Sand Pebbles* (set in 1926); and by US Coast Guard sailors in *Lucky Lady* (set in 1930). The Lewis MK VI MOD 1 can be seen in both Merian Cooper's and Peter Jackson's *King Kong* (set in 1933), mounted on Curtiss F8C-3 fighter/bombers.

## GAS GRENADES

*Modern warfare methods are being adapted for use by police departments in several large cities in the United States. Tear-gas bombs, grenades, maces and billys are used for attack and defense ... One hand grenade, it is claimed, will stop a mob of hundreds in an 80-foot street. Thrown into a large hall, a tear grenade will cause every occupant to retire hastily.*

- *Popular Science Monthly*, "Tear-Gas Bombs Rout Mob" (1925)

Tear gas grenades were first used by the French police in 1912, and saw limited service by all sides during the Great War. In the 1920s, the US Army and most National Guard units still have hundreds of thousands of MK V CN tear gas grenades in storage, although they are seldom used. These barrel-shaped grenades have a height of 12 cm and weigh 0.5 kg. A wooden crate holding 24 grenades weighs 21 kg.

The chemical fillers quickly deteriorate and many empty grenades are being sold for scrap metal and then refilled by companies like Federal Laboratories of Saltsburg, Pennsylvania. From the mid-1920 onwards, these are popular with police agencies, prison authorities, and mining companies, who buy them to subdue barricaded criminals and for use against mobs and strikers; some criminals acquire them, as well! The devices have no explosive content and are therefore not necessarily illegal where normal hand grenades are.

**TO USE** a tear gas grenade, pull the safety ring and let the handle fly off. The Bouchon fuze activates it after 5-7 seconds (after all other action has ceased in the second combat round), igniting the filling powder to dispense a white cloud of chloracetophenone (CN) tear gas through tape-covered holes in the grenade body. The cloud, smelling of apple blossoms, has a



radius of about 10 m and disperses after 1D6+8 combat rounds. Anyone in the cloud is completely incapacitated by chest pains unless he succeeds at a **Resistance Table** roll of his CON against the agent's POT of 10. Incapacitation persists until the afflicted makes the roll (he can make an attempt every combat round). In any case he is practically blinded by tears for 1D6 minutes and his vision is obscured for another 1D6 minutes (halve all vision-orientated skill rolls). He also cannot attack for the duration – treat as "Stun" (*Call of Cthulhu*, p. 54). As a visibility-barrier, the cloud halves **Spot Hidden** rolls as well as all Attack rolls for 1D6+8 combat rounds. The burning powder inside the grenade heats it up and may set fire to dry vegetation or a building.

Tear gas users should wear a gas mask to avoid a taste of their own medicine. The M1 service mask issued by the US military since the Great War is typical. It consists of a rubber face piece with eye lenses that is connected by a flexible tube to a rectangular filter worn in a pouch. The entire assembly weighs 2.5 kg. Wearing a gas mask while attempting a **Climb, Dodge, Jump, Spot Hidden, Swim, or Throw** roll, or any kind of Attack or Parry (including with **firearm skills**) results in a penalty of -10 percentiles!

### **MK V CN hand grenade (1920-1929) — \$4, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	DELAY	HIT POINTS	MALFUNCTION
<b>Throw</b>	<b>25%</b>	<b>Stun/10 m</b>	<b>STR/STR×3</b>	<b>2 Rounds</b>	<b>6</b>	<b>99</b>

### **Federal Labs CN Tear Gas hand grenade (1923-1932) — \$10, rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	DELAY	HIT POINTS	MALFUNCTION
<b>Throw</b>	<b>25%</b>	<b>Stun/10 m</b>	<b>STR/STR×3</b>	<b>2 Rounds</b>	<b>6</b>	<b>99</b>



# AMMUNITION AND ACCESSORIES

*Sportsmen going to out-of-the-way parts, or on exploring expeditions, should take a good supply of ammunition.*  
- William Greener, *The Gun and its Development* (1910)

**H**ANDGUN AMMUNITION IS GENERALLY PACKAGED in 50-round cardboard boxes, although many militaries use smaller packages. For example, German 9×19mm Parabellum for military and police service comes in 16-round paper packs (convenient to fill two 8-round magazines or half a drum), while the US military issues .45 ACP ammo in 20-round boxes (which is always one round short for filling the three standard-issue 7-round pistol magazines). Rifle ammunition is sold in 20-round carton boxes, although expensive big-bore rifle cartridges usually come in 5-round packs. Shotgun shells are typically packed in either 10- or 25-round cardboard boxes (the expensive rifled slugs come in 10-round boxes).

Most ammunition is heavy. While a 50-round box of .22 LR weighs less than 0.2 kg, a 20-round box of .30-06 or a 5-round packet of .600 Nitro Express weighs 0.5 kg; a 50-round box of .38 Special weighs 0.8 kg; a 50-round carton of .45 ACP weighs 1.2 kg; a 25-round box of 12-gauge 2.75" weighs 1.3 kg (1.5 kg with all-brass cases); a 250-round belt of .30-06 in a wooden case weighs 9 kg; and 2,000 rounds of .45 ACP in a wooden crate weigh 55 kg.

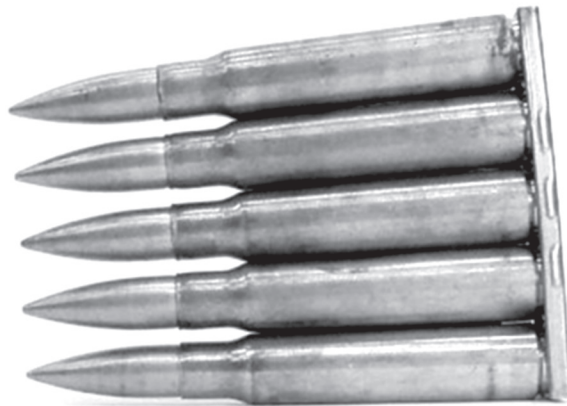
If bought in bulk (1,000 rounds or more), prices can go as low as 80-90% of the listed price. Surplus ammunition can be had for 40-60%. The latter often has an increased chance of misfires - worsen Malf by -1 percentile or more!

Availability (p. 28) for ammunition is rated for the USA. In foreign parts, some calibres will be easier to find - the 7.62×39mmR Nagant and 9×19mm Parabellum are common in Europe, the 8×22mm Nambu is common in Japan, the 7×57mm Mauser is common in South America, and so on.



# HANDGUN AND SUBMACHINE GUN AMMUNITION

CALIBRE	PRICE (100)	AVAIL	VELOCITY	PROJECTILES
.25 ACP (6.35×16mmSR)	\$2.30	VC		FMJ
7.62×39mmR Nagant	\$2.50	VR		FMJ, HP
7.63×25mm Mauser (.30 Mauser)	\$3.60	S	HV	FMJ, HP
.32 ACP (7.65×17mmSR)	\$2.50	VC		FMJ, HP
7.65×21mm Parabellum (.30 Luger)	\$3.60	S	HV	FMJ, HP
.32 S&W (7.92×15mmR)	\$1.80	VC		FMJ, HP
.32-20 Winchester (7.92×33mmR)	\$2.80	VC		FMJ, HP
8×22mm Nambu	\$3.00	VR		FMJ
.380 ACP (9×17mm)	\$2.70	C		FMJ
9×19mm Parabellum	\$3.80	S	HV	FMJ, HP
.38 S&W (9×20mmR)	\$2.20	VC		FMJ, HP
9×23mm Bergmann-Bayard	\$3.80	R		FMJ
.38 Super Auto (9×23mm)	\$4.00	R	HV	FMJ, HP
.38 ACP (9×23mmSR)	\$3.80	R	HV	FMJ, HP
.38 Special (9×29mmR)	\$2.60	VC		FMJ, HP, TG
.41 Short RF (10×12mmR)	\$1.40	C		HP
.38-40 Winchester (10.1×33mmR)	\$3.40	VC		FMJ, HP
.44-40 Winchester (10.8×33mmR)	\$3.40	VC		FMJ, HP
.44 Special (10.9×29mmR)	\$3.40	C		FMJ, HP
.45 ACP (11.43×23mm)	\$4.20	VC		FMJ, Birdshot, T
.45 Long Colt (11.43×33mmR)	\$4.20	VC		FMJ, HP
.455 Webley (11.5×19mmR)	\$2.00	S		HP
.455 Webley Auto (11.5×24mm)	\$4.20	VR		FMJ



## RIFLE AND MACHINE GUN AMMUNITION

CALIBRE	PRICE (100)	AVAIL	VELOCITY	PROJECTILES
.22 LR (5.6×16mmR)	\$0.60	VC	HV	FMJ, HP
.250-3000 Savage (6.5×49mm)	\$5.00	S	HV	FMJ, HP
.25 Remington (6.5×52mm)	\$5.00	C	HV	FMJ, HP
6.5×55mm Mauser (.256-calibre)	\$7.60	R	HV	FMJ, AP, HP, T
7×57mm Mauser (.275-calibre)	\$7.60	S	HV	FMJ, AP, HP, T
.300 Savage (7.62×48mm)	\$5.50	S	HV	FMJ, HP
.30-30 Winchester (7.62×51mmR)	\$5.80	VC	HV	FMJ, HP
.30 Remington (7.62×52mm)	\$5.80	C	HV	FMJ, HP
.30-06 Springfield (7.62×63mm)	\$8.40	VC	HV	FMJ, AP, HP, T
.300 H&H Magnum (7.62×72mmR)	\$10.00	R	HV	FMJ, HP
7.65×53mm Mauser	\$7.60	R	HV	FMJ, AP, HP, T
.303 British (7.7×56mmR)	\$7.60	C	HV	FMJ, AP, HP, T
7.92×57mm Mauser	\$7.60	S	HV	FMJ, AP, HP, T
8×50mmR Mannlicher (.315-calibre)	\$7.60	R	HV	FMJ, HP, T
8×60mm	\$7.60	R	HV	FMJ, HP,
.35 Remington (9×49mm)	\$6.40	C	HV	FMJ, HP
9.3×62mm	\$12.00	R	HV	FMJ, HP
.375 H&H Magnum (9.5×72mmRB)	\$10.00	R	HV	FMJ, HP
.450/400 Nitro Express (10.3×76mmR)	\$26.00	R	HV	FMJ, HP
10.75×68mm	\$14.40	R	HV	FMJ, HP
.404 Jeffries (10.75×73mmR)	\$20.00	R	HV	FMJ, HP
.465 H&H Magnum (11.8×83mmR)	\$26.00	R	HV	FMJ, HP
.470 Nitro Express (11.9×83mmR)	\$28.00	R	HV	FMJ, HP
.577 Nitro Express (14.7×76mmR)	\$28.00	R	HV	FMJ, HP
.600 Nitro Express (15.2×76mmR)	\$30.00	VR	HV	FMJ, HP

## SHOTGUN AMMUNITION

CALIBRE	PRICE (100)	AVAIL	VELOCITY	PROJECTILES
.410-calibre 2.5" (10.4×63mmR)	\$2.70	C		Buck, Bird, Slug, TG
20-gauge 2.5" (15.6×63mmR)	\$3.90	VC		Buck, Bird, Slug, TG
20-gauge 2.75" (15.6×70mmR)	\$4.20	VC		Buck, Bird, Slug
16-gauge 2.5" (16.8×63mmR)	\$4.00	C		Buck, Bird, Slug
16-gauge 2.56" (16.8×65mmR)	\$4.30	C		Buck, Bird, Slug
12-gauge 2.5" (18.5×63mmR)	\$4.20	VC		Buck, Bird, Slug, TG
12-gauge 2.75" (18.5×70mmR)	\$4.50	VC		Buck, Bird, Slug
12-gauge 3" (18.5×76mmR)	\$5.50	R		Buck, Bird, Slug
10-gauge 2.875" (19.6×73mmR)	\$5.50	S		Buck, Bird, Slug
8-gauge 3.25" (21.2×83mmR)	\$21.00	VR		Buck, Bird, Slug

# SPECIAL AMMUNITION

*It is worthy to note that the war began with simple small arm ammunition ... It was followed by incendiary bullets for use against aircraft, by armour piercing bullets for use against trench shields for snipers, and by tracer bullets for aeroplane duels.*

*- Hugh Pollard, A History of Firearms (1926)*

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Unless mentioned otherwise, all firearms except shotguns are assumed to fire *Full Metal Jacket (FMJ)* projectiles – this means a lead bullet covered by a steel or copper jacket. Shotguns are assumed to fire *Buckshot* – nine to 28 lead pellets of 8.4-mm diameter (No.00 buckshot) to 6.1-mm diameter (No.4 buckshot). Many other projectile loads are available as well:

## ARMOUR-PIERCING (AP)

This ammunition fires projectiles with a hard core of steel to penetrate armour. Against living targets, these are less effective as they often cleanly penetrate. Halve the Armour Value against an attack with AP rounds, but also halve the damage that penetrates. In the 1920s, AP rounds are legal everywhere, but are only available for certain rifles and MGs. Multiply ammunition price by 1.15. For civilian investigators, AP will be difficult but not impossible to find – Francis Bannerman Military Goods (p. 25) sells surplus .30-06 AP for only \$6 per 100.

## BIRDSHOT

This employs lighter and smaller pellets than those fired in buckshot shells – typically, 3.8-mm diameter (No.2 birdshot) to 1.8-mm diameter (No.10 birdshot). Birdshot does only half the rolled damage. See “Shotguns” (*1920s Investigator’s Companion*, p. 109). Ammunition found in a farm house, hunting cabin, etc., will usually be birdshot.

## HOLLOW-POINT (HP)

This covers all projectiles that expand massively upon entering a living being, causing larger wound channels, at the cost of penetration depth. Soft-point lead bullets, home-made “Dumdum” bullets, and similar designs are subsumed here in addition to true “mushrooming” hollow-points. Hollow-point projectiles are available in most rifle and handgun calibres. Increase Damage by +2, but double the Armour Value of the target against them. See “Handguns” (*1920s Investigator’s Companion*, p. 103). Due to their different bullet shape, hollow-points cause failures to feed (p. 31) in many semiautomatic and full-automatic weapons of the time, typically worsening Malf by -1 percentile or more. They are best used in revolvers and manually-loaded rifles. This ammunition is banned for use in warfare by the *Hague Convention* (1899), but legal for hunting, police service, and self-defence everywhere. Multiply price by 1.1.

## ROCK SALT

A home-made load for shotgun cartridges, rock salt is popular to scare off dogs. It will not break the skin except at close distance and does no damage beyond Point-Blank Range – ignore “Shotguns” (*1920s Investigator’s Companion*, p. 109). At Point-Blank Range, it has Damage 1D3-1, regardless of gauge, and the target has to make a CON\*5 roll to avoid falling unconscious for 1D6 combat rounds from painful burning. Rock salt shells are not sold; replacing the shot in a shotshell with rock salt requires a doubled Craft (Gunsmith) or a Mechanical Repair roll.

## SHOTGUN SLUG

This is a full-bore solid projectile for a shotgun, either a single ball or a rifled slug. See “Shotgun Damage and Base Range” (*1920s Investigator’s Companion*, pp. 111-112), but note that the Base Range applies only to single balls; rifled slugs get double that range! Shooting single balls or rifled slugs requires Rifle skill, as per “Shotgun” (*Call of Cthulhu*, p. 74). Single balls cost as much as normal shotshells, but until 1936, rifled slugs have to be imported from Germany; multiply price by 5 (in Germany, multiply by 2.5). Rifled slugs are not made in 10- or 8-gauge. Slugs are generally sufficiently undersized to be fired from a choked barrel.

*EXAMPLES: A 12-gauge 2.75” ball has Damage 1D10+6 and Base Range 30, and costs \$4.50 per 100. A 12-gauge 2.75” rifled slug has Damage 1D10+6 and Base Range 60, and costs \$22.50 per 100.*

## TEAR GAS (TG)

Invented in the late 1920s, this is a blank cartridge loaded with a pulverized tear gas compound instead of a bullet. Fired from a revolver or shotgun, it blasts CN tear gas dust a few metres from the muzzle in a narrow cone (similar to a modern tear gas spray). Maximum Range is 3 m for a .38 Special cartridge, 4 m for a .410-calibre shell, and 6 m for a 12-gauge shell. See “Gas Grenades” (p. 98) for effects. The dust cloud disperses after one combat round. Tear gas is legal everywhere. Multiply price by 10.

## TRACER (T)

Tracer rounds have a small amount of burning material such as phosphorous or magnesium in the projectile's base. Upon firing, this is ignited, marking the path of the projectile as a fiery streak. The main purpose is to aid aiming, but tracer rounds can also set fire to a target. Tracer ammo gives +5 percentiles to the modified Attack roll whenever a full-automatic burst is fired rather than

single shots (see "Automatic Fire," p. 12). It does 1D2 points of burn damage in addition to the normal damage. Compare "Tracer and Similar Rounds" (*Fatal Experiments*, p. 16), but ignore the proposed damage reduction against armoured targets. Tracer rounds are legal everywhere. Multiply price by 1.25.

## FIREARM ACCESSORIES

*Naturally you should not carry the pistol loose in your pocket, but should either have a special holster made of soft leather sewn into it so that the pistol cannot change its position in the pocket of your suit, or you should fix a soft holster in the pocket using a button.*

*— Gerhard Bock, *Pistol Shooting in Self-Defence* (1925)*

Guns and ammo need to be properly transported and cared for. A variety of accessories are available for this:

**Cartridge Bandoleer:** A leather or canvas bandoleer strapped around the chest, Pancho Villa-style, with loops to hold 50 rifle or shotgun cartridges. 0.2 kg, \$1.

**Cartridge Belt:** A leather or canvas belt with loops to hold either 30-50 revolver or rifle cartridges or 25 shotgun shells. Many have a compartment on the inside to be used as a money belt. 0.2 kg, \$2.

**Cleaning Kit:** A set of tools to clean a weapon after use, including brush, pull-through, small bottle of lubricant, etc. Each calibre requires its own kit. Without proper maintenance, a firearm's Malf can worsen considerably. See the "Malfunction Table" (*1920s Investigator's Companion*, p. 112). 0.3 kg, \$1.

**Dump Pouch:** A leather or canvas belt pouch with a large opening to hold 100 loose shotgun shells or a number of magazines. 0.3 kg, \$3.

**Gun Case:** A fancy reinforced leather-covered wooden case with felt liner and lock. Waterproof, it holds a disassembled shotgun, hunting rifle, or SMG. 4 kg, \$15.

**Gun Scabbard:** A leather or water-impregnated canvas scabbard which holds a shotgun, rifle, or SMG. 0.5 kg, \$2.

**Gun Valise:** A waterproof leather case with carrying strap to hold a disassembled shotgun, hunting rifle, or SMG. 2 kg, \$10.

**Hunting Ammunition Case:** A leather-covered box with carrying straps to hold 100 shotgun shells. 1.4 kg, \$8.

**Hunting Vest:** A canvas vest with loops on the front to hold up to 40 shotgun shells. This is probably the most comfortable way to carry large amounts of ammo. 1 kg, \$5.

**Magazine Pouch:** A canvas or leather belt pouch holding two pistol magazines. 0.1 kg, \$1.

**Military Flap Holster:** A canvas or leather holster with a buttoned flap protecting the handgun against the elements. Many holsters include compartments for a spare magazine and sometimes a cleaning rod. 0.3 kg, \$2.

**Musette Bag:** A leather or canvas pouch slung over the shoulder, with a large opening to hold up to 100 loose shotgun shells or a considerable number of magazines or hand grenades. 0.4 kg, \$4.

**Muzzle Cover:** A leather cap that clips over the muzzle of a long arm to protect the barrel. It can be shot through in an emergency. 0.02 kg, \$0.30.

**Pistol Lanyard:** A piece of woven cord attached to the belt or slung around the shoulder, preventing a handgun from getting lost if dropped. 0.05 kg, \$0.25.

**Pocket Holster:** A leather holster designed to fit in the trouser back pocket or in a coat pocket, with a loop to fasten it in the pocket. Made for pocket revolvers and pistols. 0.1 kg, \$2.

**Quick-Draw Holster:** An open leather holster worn on the belt, either concealed or openly. 0.2 kg, \$2.

**Rifle Cartridge Wallet:** A small leather case to hold five high-power rifle cartridges to prevent them jingling in the pocket. 0.05 kg, \$0.25.

**Rifle Sling:** A canvas or leather sling to allow convenient carry of a long arm. 0.1 kg, \$0.50.

**Shoulder Holster:** A leather holster worn concealed under the shoulder, with straps. 0.3 kg, \$5.



# MELEE WEAPONS

*Brass knuckles, billy club, or blackjack are only useful in the hands of a strong and agile man, and have the huge disadvantage that they can only be used in close combat.*

– Sigmund Nelken, *Public and Crime – Practical Hints for Self-Protection* (1928)

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Just like firearms, many of these weapons, especially those capable of being easily concealed, are illegal to carry around in many jurisdictions. See “Weapon Permits” (p. 18).

**Blackjack:** A *blackjack*, *life-preserver*, or *sap* is a small flexible club (tripled **Conceal**), typically made of leather with a lead weight in one end (**Blackjack** 40%, 1D4+2+db). 0.2 kg, \$0.50.

**Brass Knuckles:** Also called a *knuckle duster* (**Fist/Punch** 50%, +2 damage). Brass knuckles are not only popular with thugs (*1920s Investigator’s Companion*, p. 62), but also used by police – they are even issued to some German officers until the mid-1920s. 0.1 kg, \$1.

**Flashlight:** A brass flashlight like the 23-cm-long Eveready *3-Cell Focused Spotlight*, used as a battering instrument (**Blackjack** 40%, 1D4+db). Although advertised to reach 90 m, it probably has a useful range of less than 30 m. It supposedly runs 3 hours on three battery cells (\$0.40 each) – but less than 1 hour is more realistic. Make a halved **Luck** roll for *each* Attack to avoid breaking it (just dropping it requires an unmodified **Luck** roll due to its shock absorber). 0.4 kg, \$3.

**Hunting Knife:** A hunting knife with a 10-cm to 15-cm single-edged blade (**Knife** 25%, 1D6+db plus **Impale**) and leather sheath, exemplified by the Remington *RH33* or Marble’s *Ideal* knives (tripled **Conceal**). 0.2 kg (0.25 kg with sheath), \$3.

**Machete:** A large chopping knife with a 40-cm single-edged blade (**Sword** 25%, 1D8+db) that is normally used for agricultural purposes (unmodified **Conceal**). 0.3 kg (0.4 kg with sheath), \$3.

**Nightstick:** A typical police-issue nightstick, also called a *billy* or *truncheon*, is a 30-cm long wooden club (**Small Club** 25%, 1D6+db) with leather wrist strap (doubled **Conceal**). 0.3 kg, \$2.

**Pocket Knife:** This is a pocket knife like the Remington *RS3333* that is officially issued by the Boy Scouts of America from 1924. It features a 9-cm single-edged blade (**Knife** 25%, 1D3+db plus **Impale**) as well as a screw driver, bottle opener, can opener, and leather punch. 0.1 kg, \$1.75.

**Police Club:** A 20-cm-long rubber club (**Blackjack** 40%, 1D4+1+db) with leather wrist strap. It is often carried up the sleeve (tripled **Conceal**). 0.2 kg, \$1.50.

**Road Flare:** Also called a *fusee*, this is a 20-cm-long cardboard cylinder (tripled **Conceal**) filled with a strontium nitrate mix, which bursts into flames after it has been lit like a match against its cap. The red flame (other colours can be found occasionally) burns for 20 minutes at more than 750°C, illuminating a 10-metre radius. Railroad fusees burn only for 10 minutes. It can be used as a weapon in a pinch (**Blackjack** 40%, 1D4 burn). Make a halved **Luck** roll for *each* Attack to avoid breaking it. Once lit, a flare will burn in rain, snow, sometimes even under water. Flares are commonly found in automobiles, locomotives, train stations, etc. 0.1 kg, \$0.25.

**Spring Cosh:** Also called a *telescoping rod*, this consists of three parts of equal length. Two of them are made of a heavy steel spring and telescope into the third, which acts as a handle. The striking end is weighted, resulting in a whipping effect (**Small Club** 25%, 1D6+2+db). It is 17 cm long closed (tripled **Conceal**), and 41 cm extracted. If the user has invested at least 20 points in his **Club** skill, extending the spring cosh takes no more than the flick of his wrist; otherwise his first Attack takes place at half his DEX rank. On the first Attack roll, a 00 result indicates a malfunction, typically that the device has not opened properly. See “Impact Devices” (*1990s Handbook*, p. 11). It comes with an integral lanyard. 0.3 kg, \$3.

**Sword Cane:** A 90-cm walking stick with a thin, 70-cm double-edged blade (**Sword** 15%, 1D6 plus **Impale**) concealed in the lower part. Sheathed, it takes a halved **Spot Hidden** roll to notice the blade unless it can be examined closely. 0.5 kg (1 kg with sheath), \$20.

**Trench Knife:** The MK 1 trench knife was issued by the US Army in 1918 (doubled **Conceal**). It combines a 17-cm double-edged blade (**Knife** 25%, 1D6+1+db plus **Impale**) with brass knuckles (**Fist/Punch** 50%, +2 damage). Post-war, most are removed from service and sold as surplus. 0.4 kg (0.6 kg with sheath), \$5.

TO SEE it in action, watch *Boardwalk Empire* (set in 1920), in which it is used by gangster Jimmy Darmody; and *Carnivale* (set in 1935), in which it is used by stage hand Ben Hawkins.



*We had devised two weapons to fight it; a large and specially fitted Crookes tube operated by powerful storage batteries and provided with peculiar screens and reflectors, in case it proved intangible and opposable only by vigorously destructive ether radiations, and a pair of military flame-throwers of the sort used in the World War, in case it proved partly material and susceptible of mechanical destruction - for like the superstitious Exeter rustics, we were prepared to burn the thing's heart out if heart existed to burn.*

*- H.P. Lovecraft, "The Shunned House" (1924)*

**T**HE FIRST MAN-PORTABLE FLAMETHROWER, developed by Richard Fiedler, was introduced in 1912 by the German army, and similar designs were quickly adopted by most belligerents of the Great War, during which flamethrowers were used to considerable effect in the trenches. Post-war, the majority of armies remove these devices from service. Nevertheless, they are not actually illegal in most countries.

A flamethrower user, commonly called a "lance operator" in the 1920s, can attack a number of targets equal to its Base Range divided by three (round up) with each "shot." Each target requires a separate Attack roll. Reduce the user's **Heavy Weapons (Flamethrower)** skill by -5 percentiles for each target after the first. In addition to the burn damage, a successful flamethrower hit automatically results in the target being shocked as per "Physical Injury" (*Call of Cthulhu*, p. 54).

The target's clothes will generally catch fire and cause a further 1D6+2 of burn damage every combat round until the flames are put out. Putting out the fire yourself requires a **Luck** roll. Someone else can extinguish the flames with a blanket or coat and a doubled **Grapple** roll. A fire extinguisher will of course likewise work. See also "Fire" (*Call of Cthulhu*, p. 57).

Each flamethrower burst produces a cloud of thick black smoke, which can be used to conceal an advance or retreat. The cloud quarters **Spot Hidden** and Attack rolls for 1D6 combat rounds.

Coming under flamethrower attack is particularly nasty, and most combatants during the Great War dreaded the prospect. The Keeper could require a SAN check costing 0/1D3 SAN points for being hit by a flamethrower. See "Sample Sanity Losses" (*No Man's Land*, p. 48).

## SCHILT NO.3

*Flamethrowers are essentially short-range weapons, whose characteristic effect is to make an area untenable by living beings, by actual burning and also by heating the surrounding air to an intolerable temperature ... the Schilt "No.3 bis" may be taken as representative ... the usual practice was to use up one filling in about 8 or 10 shots with a range of rather less than 30 metres.*

– *Encyclopædia Britannica (1921)*

Based on captured German designs, the *Lance-Flamme Portatif Numéro 3* ("portable flamethrower number 3") was designed, ironically, by Capitaine Schilt of the Paris fire brigade. The *Schilt No.3* and the almost identical *No.3 bis* were the main patterns in service with the French army, with hundreds being made. The design was also adopted by the Italian army, and samples were sent to both England and the USA for testing. French combat engineers used this when attached to US Army units during the war. Most flamethrowers of the time are similar.

The Schilt No.3 has a cylindrical fuel tank holding 15 litres of a gasoline/naphtha mixture and a smaller container holding 1.4 litres of compressed carbon dioxide. These are worn on the operator's back using a backpack assembly. The gas is used to propel the fuel or "flame oil" through a flexible 60-cm tube and finally through the handheld flame gun or "lance." The 60-cm-long lance has an 80-mm-wide nozzle and contains the trigger and pyrotechnical igniter. The complete assembly weighs 30 kg loaded.

For an investigator, a flamethrower is an unlikely but not impossible weapon. Although they are difficult to find, they are not outlawed in the USA and many other countries. However, the US military did not adopt any of these devices during the war and has *no* flamethrowers in service – even prototypes and foreign samples are scrapped by 1922. Similarly, many other armies have decommissioned them. At best a few remain on the books for testing by chemical warfare or combat engineer units. The French army is one of the few still issuing flamethrowers during the 1920s. It is not inconceivable that a few of these weapons fell into private hands, perhaps as war trophies or during the revolutionary activities during and after the war – in 1919-1920, even the German police had flamethrowers! In the USA, the best place to find one is probably Francis Bannerman Military Goods (p. 25).

The devices are not overly complicated and are well-known post-war. A resourceful investigator could probably hand-build a useable flamethrower. This requires a halved **Mechanical Repair** roll and a **Chemistry** roll.



**TO USE** the Schilt No.3, activate the igniter at the tip of the lance near the nozzle. This consists of a stick of alumino-thermic composition which burns for up to 9 minutes. Activation takes one combat round. Squeezing the trigger releases a spurt of fuel from the nozzle which instantly ignites as long as the igniter continues to burn. Once the igniter is burned out, it needs to be replaced or the operator needs to dangerously fumble around with a handheld torch, road flare, or even a lighter – a failed **Luck** roll then results in an accident such as self-immolation! Replacing the igniter takes two combat rounds, while refilling the tank requires at least five combat rounds. (Some other designs use an electric igniter powered by a battery instead of the pyrotechnical igniter.) The range of the sheet of flame varies depending on how long the trigger is depressed; 10 shots with a range of about 25 m can be fired (allowing up to three targets to be attacked with each squirt) or alternatively, the entire tank filling can be expended in one long burst reaching up to 100 m (allowing up to 10 targets to be attacked). Like all flamethrowers, the Schilt No.3 is very heavy, reducing the wearer's DEX by -4. Operators with STR 7 or lower receive a penalty of -10 percentiles. The device is pretty vulnerable. If the wearer is hit, a failed **Luck** roll indicates the tank has been struck. Bullets, explosions, or incendiary attacks penetrating the HP of the weapon require a second **Luck** roll, failure detonating the contents of the backpack containers, which does 8D6 burn damage in a 5-metre radius! Removing the flamethrower takes two combat rounds. See also "New Weapons: Flamethrower" (*Escape from Innsmouth*, p. 124).

**Schilt No.3** flamethrower (1917-1918) — **\$150, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HP	MALFUNCTION
<b>Heavy Weapons</b>	<b>05%</b>	<b>2D6 burn +Shock</b>	<b>25</b>	<b>1</b>	<b>10 Squirts</b>	<b>8</b>	<b>95</b>

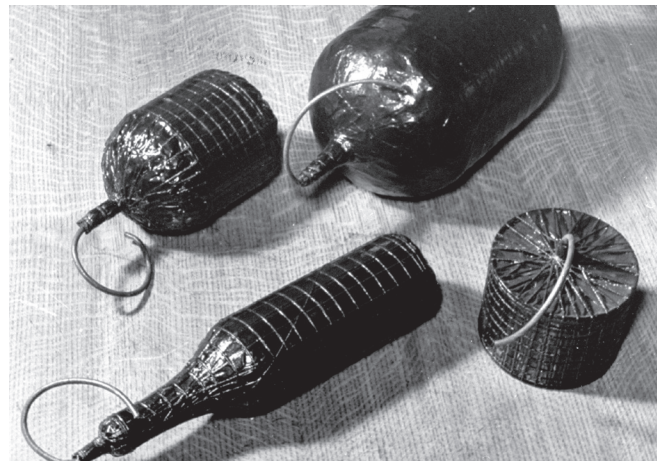


*We have no business calling in such things from outside, and only very wicked people and very wicked cults ever try to. There was some of it in Wilbur Whateley himself – enough to make a devil and a precocious monster of him, and to make his passing out a pretty terrible sight. I’m going to burn his accursed diary, and if you men are wise you’ll dynamite that altar-stone up there, and pull down all the rings of standing stones on the other hills.*

*– H.P. Lovecraft, “The Dunwich Horror” (1928)*

OCCASIONALLY, INVESTIGATORS MIGHT NEED TO RESORT TO explosives. Both low explosives like blasting powder and high explosives like dynamite are freely available in many countries. In the USA, a licence was required in 1917-1919 due to the war, but during the 1920s, anyone can buy dynamite from a hardware store or lumber yard, or order it directly from the manufacturer. Even in more heavily regulated countries like Germany or the United Kingdom, explosives for civilian uses are available to civilians provided a licence has been secured. In the US, legislators generally rely on the common sense of their citizens, and few misuses are on record, typically involving safe-blowing and dynamite-fishing. However, there is an alarming number of accidents involving children playing with blasting caps.

In most countries, storage of explosives within city limits is either forbidden (compare *Arkham Unveiled*, p. 11, and *H.P. Lovecraft’s Kingsport*, p. 21) or restricted to relatively small amounts – a typical maximum in the USA is 45 kg, in Great Britain 13.6 kg. If allowed, they must be stored in a “magazine” (a suitably protected container). This also means that availability in urban areas is limited. No such restrictions apply in rural areas. Everywhere, it is illegal to bring explosives on public transport, especially on trains, planes, and ocean liners.



# DYNAMITE

During the winter of 1927-28 officials of the Federal government made a strange and secret investigation of certain conditions in the ancient Massachusetts seaport of Innsmouth. The public first learned of it in February, when a vast series of raids and arrests occurred, followed by the deliberate burning and dynamiting - under suitable precautions - of an enormous number of crumbling, worm-eaten, and supposedly empty houses along the abandoned waterfront.

- H.P. Lovecraft, "The Shadow Over Innsmouth" (1931)

The explosive most commonly available during the 1920s is dynamite. Dynamite is widely used by farmers and agricultural blasters (this is an actual profession) for ditching, blowing up tree stumps, splitting logs, removing boulders, digging post holes, or planting orchards. It is also heavily used in mining, construction, quarry work, etc. Investigators should have an easy time locating dynamite in farm buildings or quarry shacks, but a respectable owner keeps it under lock and key, as well as separated from the essential blasting caps.

Dynamite is sold in paper-wrapped sticks which are 20 cm long, slightly thicker than 3 cm, and weigh about 0.2 kg. Each stick or "cartridge" costs \$0.35. Dynamite normally has to be bought in bulk - the smallest common packaging is a wooden crate holding 100 sticks, which costs \$35 and weighs 25 kg. The most common American brand is Du Pont's *Red Cross Extra 40% Dynamite*, an ammonium dynamite compound containing less of the unstable and expensive nitroglycerin than Nobel's original dynamite recipe.

Dynamite does not easily blow up unless detonated by another explosion. However, *burning* dynamite has a 50% chance of blowing up, as does hitting it with a bullet (this requires a "Called Shot," p. 11). Normally, detonation is achieved by "priming," meaning insertion of a blasting cap into the stick. A blasting cap is a thin copper cylinder containing a minuscule amount (about 0.4 g) of highly sensitive mercury fulminate that acts as a detonator to set off the actual explosive. The most common No.6 blasting cap is 4 cm long and weighs 0.01 kg. A small tin of 100 blasting caps weighs 1.2 kg and costs \$1.50. Electric blasting caps are packed in boxes of 25, each box weighing 0.7 kg and costing \$1, or \$2 if waterproofed for underwater work. Blasting caps are sensitive to heat or sharp blows; make a Luck roll for anybody who falls to the ground or is



delivered a hard punch while carrying one. Failure results in a detonation of the cap (Damage 1D2 in a 1-m radius, doubled if being in contact with it). The danger of this is depicted in *Lawrence of Arabia* (set in 1917).

Ordinary blasting caps are detonated by inserting a length of safety fuse. Safety fuse has to be lit by a flame and typically burns at 60 cm per minute (3 cm per combat round). The delay can be set by altering the length of the fuse - but it can burn faster or slower due to a variety of outside parameters such as temperature, access to air, etc. A 15-m coil of safety fuse weighs 0.3 kg and costs \$0.50; normally two coils are packed in a paper wrap. A wooden box holding 10 coils weighs 4 kg and costs \$5. Underwater safety fuse is waterproof down to a depth of 10 m and costs \$1 per coil. The tricky part is preparing the blasting cap by crimping the end into which the fuse has been inserted with a pliers-like crimping tool (0.15 kg, \$3). Careless handling of this procedure detonates the blasting cap (see above), usually resulting in crippling injuries that can take off fingers or destroy eyes (compare "Facial Injuries," in *The Unspeakable Oath 13*, p. 9)! Inserting the fuse into the blasting cap, crimping the cap, and inserting the cap into the cartridge takes *at least* 1D6+5 combat rounds. Lighting the fuse takes one combat round. In the combat round it is designated to go off, it does so after all other action has ceased.

Using one's teeth to crimp the cap like mercenary Bill Dolworth in *The Professionals* (set in 1917) is decidedly unprofessional...

## Dynamite Stick, Fused, hand-delivered (1867-) — \$0.40, common.

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	DELAY	HIT POINTS	MALFUNCTION
<b>Throw</b>	<b>25%</b>	<b>4D6/2 m</b>	<b>STR/STR×2</b>	<b>Variable</b>	<b>1</b>	<b>98</b>

with fragmentation material

**5D6/4 m STR/STR×2**



Electric blasting caps are set off by an electric charge, usually from a blasting machine. A twist-handle pocket blasting machine can detonate up to four blasting caps simultaneously, costs \$25, and weighs 2 kg (2.7 kg including transport case). A larger plunger can detonate 10 caps, costs \$50, and weighs 7.5 kg (10 kg with case). Electric blasting caps do not require crimping. Insulated wire to connect cap and blasting machine comes in various lengths. A 60-m spool weighs 0.6 kg and costs \$0.50. Connecting the blasting cap to the connecting wire, inserting the cap into the cartridge, and connecting the wire to the blasting machine takes 1D6+5 combat rounds – paying out the wire over a long distance can take considerably longer. Operating the blasting machine takes one combat round; the explosive goes off on the operator’s DEX rank.

–Use of dynamite requires the **Demolitions** skill (p. 9). This allows the safe handling and storing of both explosives and detonators, allows the proper preparation, and indicates the correct amount of explosive to be used for a particular job. It also covers choosing the best placement for the explosive and how to tamp it for maximum effect.

–Lacking **Demolitions**, anyone with a manual such as Du Pont’s *Blasters’ Handbook* or Bowen’s *Explosives in Agriculture*, the time to read it, and a halved **Idea** roll can prepare a *simple* demolition job, including setting up the time fuse. This is dangerous business. Crimping a blasting cap without the **Demolitions** skill under time pressure requires a **DEX\*5** roll, failure resulting in premature detonation (see above). Complicated demolition jobs without the skill will never succeed.

–If a dynamite stick is already fused, all that is required is to light the fuse and then use the **Throw** skill to toss it in the right direction. For missed throws, roll 1D6 to determine the direction of the miss from the target, and 1D6 to determine the distance of the miss in metres. See “Explosives” (1990s Handbook, p. 21).

–Wiring an electric blasting cap without **Demolitions** requires an **Electric Repair** roll, but success just means the dynamite will blow up – not necessarily that the explosion achieves the desired effect. That requires a halved **Idea** roll, as above.

For all these rolls, a 98-00 results in a malfunction, which can include a “misfire” (the explosive does not detonate), a “hangfire” (the explosion is delayed by 2D6 combat rounds), a premature detonation, etc. See the “Explosives Malfunction Table” (1990s Handbook, p. 21).

Being in direct contact doubles the Damage. Removing a tree stump takes 1-16 sticks depending on size; shattering a 1.5-m boulder takes 12-15 sticks, or just two if a deep hole has been drilled into it; and breaking 60-cm thick ice takes 6-8 sticks. Do not overestimate the explosive’s effectiveness – levelling a stone house or similar large structure typically requires hundreds of kilograms. As an antipersonnel weapon, a stick of dynamite can be wrapped with nails and bound with wire to increase its casualty radius due to fragmentation.

Both dynamite and safety fuse are sensitive to cold. Commercial ammonium dynamite has a lower freezing point than early dynamite, but still freezes at 0°C. Frozen dynamite is dangerously unreliable (worsen Malf to 40, with a roll of 41-96 indicating a misfire, 96-00 another malfunction); if it explodes at all, it does only half Damage. Keep it warm until immediately before use.

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*Now, as the baying of that dead fleshless monstrosity grows louder and louder, and the stealthy whirring and flapping of those accursed web-wings closer and closer, I shall seek with my revolver the oblivion which is my only refuge from the unnamed and unnameable.*

– H.P. Lovecraft, “The Hound” (1922)

**M**ANY SUPERNATURAL BEINGS are resistant or even immune against ordinary weapons – and this is in fact one of Lovecraft’s main themes. The “monsters” of the Mythos are outside of human science and understanding, and thus cannot be fought on equal terms. In the game, “Armour” up to and including complete immunity against certain weapons (*Call of Cthulhu*, p. 149) is an especially suitable mechanic to enforce this when the investigators are using powerful arms. The Keeper should not hesitate to modify given Armour Values to adjust protection against specific investigator weapons – many game stats for Mythos creatures date to editions of the game when the most powerful arms were shotguns. At least some Mythos beings should also be able to **Dodge**, despite the absence of this skill from most creature entries – simply base it on DEX\*2, as for investigators (*Call of Cthulhu*, p. 67).

However, by selecting special weapons or by firing “Special Ammunition” (p. 102), the investigators might be able to achieve *some* effect nevertheless – if only to cover their retreat or to ward off the Mythos’ lesser servants.

Never forget that any kind of aimed shooting, including “Called Shots” (pp. 11-12), means that the shooter has to take a concentrated look at the target – the least opportune moment to fail a SAN check. Scopes only make this worse ...

## FIRE

Fire from a flamethrower (p. 105), phosphorous grenade (p. 92), road flare (p. 104), or flaming bayonet (p. 115), as well as tracer ammo (p. 103), might be more effective than ordinary weapons against some Mythos creatures. Such weapons do half their *burn* damage against Shoggoths and zombies; normal damage against Flying Polyps, Shub-Niggurath, Tsathoggua, Ubbo-Sathla, and mummies; and double damage against Gnoph-Keh und Ithaqua.

## MAGIC

*The most noted thing connected with the Ghost dance among the Sioux is the “ghost shirt” ... During the dance it was worn as an outside garment, but was said to be worn at other times under the ordinary dress. In some cases the fringe or other portions were painted with the sacred red paint of the messiah ... The shirt was firmly believed to be impenetrable to bullets or weapons of any sort.*

– James Mooney, “The Role of Ghost Shirts & Ghost Dance Dresses” (1896)

Magic spells might work on weaponry, depending on the style of game that the Keeper prefers – only a Pulp campaign will sustain the impact of “magic” weapons. Even if he allows them, such enhanced weapons should be exceedingly rare and are probably best used as plot devices when every shot has to count (compare the Demon-slaying Colt No.5 revolver and its five magical bullets in *Supernatural*). The blood sacrifices required below betray their voodoo origins. The Keeper might allow a fasting, bleeding, and cleansing ritual similar to the Native American *Sun Dance* instead. Such a ritual costs the spell caster 1D3 hit points.

## CULTIST WEAPONS

*The aversion displayed toward [Wilbur Whateley] by dogs had now become a matter of wide remark, and he was obliged to carry a pistol in order to traverse the countryside in safety. His occasional use of the weapon did not enhance his popularity amongst the owners of canine guardians.*

– H.P. Lovecraft, “The Dunwich Horror” (1928)

Which weapons are suitable for an African war doctor, Chinese *Tu'chun* militiaman, German *Braunhemd* radical, Haitian *Hoodoo* cultist, Louisiana redneck, Mad Arab, or other folks that the investigators might encounter? The following suggestions might be useful:

**Sub-Saharan Africa:** Common African weapons include clubs (*1920s Investigator's Companion*, p. 100), machetes (p. 104) like the Kenyan *panga*, slashing broadswords like the Sudanese *kaskara* (*1920s Investigator's Companion*, pp. 101-102), spears like the Ashanti *assegai* (*1920s Investigator's Companion*, p. 101), bows (*1920s Investigator's Companion*, p. 97), crossbows (*1920s Investigator's Companion*, pp. 97, 100), and vicious throwing blades like the Congolese *mambele*. Typical firearms are single-shot rifles like the Martini-Henry (*Fatal Experiments*, p. 14) and Remington Rolling Block (*1920s Investigator's Companion*, p. 109), but also repeating weapons such as the SMLE Mk III (p. 65) or a Mauser pattern (p. 67).

**China:** Typical armaments include a large slashing scimitar like the *tao* (*1920s Investigator's Companion*, p. 102) or some type of martial arts weapon, and a stocked Mauser C96 pistol or machine pistol (p. 48). Heavier weapons range from Mauser and Remington Rolling Block rifles over Thompson (p. 87) or Bergmann (p. 90) submachine guns to Browning water-cooled machine guns (p. 94).

**North Africa/Middle East:** Common weapons are knives and scimitars, but also former British military arms like the Webley Mk VI revolver (p. 58), SMLE Mk III rifle, and Lewis Mk I machine gun (p. 95). Mauser C96 pistols and single-shot shotguns similar to the H&R Model 1908 (p. 78) are also widespread, as are single-shot rifles like the Remington Rolling Block and even black powder flintlock muskets (*Fatal Experiments*, p. 14).

**Europe:** Most Europeans prefer concealable weapons like the blackjack (p. 104) or a switchblade knife (*1920s Investigator's Companion*, p. 100). Common handguns in Western Europe include the FN-Browning Mle 1900 (p. 47), DWM-Luger P.08 (p. 45), Mauser C96, Rheinmetall-Dreyse M07 (p. 55), and Walther PP (p. 57), as well as the Astra Mod 400 (p. 36) and Savage Model 1907 (p. 55) in some parts. In Eastern Europe, including most of the Soviet

Union, typical handguns are the FN-Browning Mle 1900, Mauser C96, and Nagant R-1895 (p. 52). Common civilian long arms are double-barrelled shotguns similar to the Ithaca Hammerless Field Gun (p. 79) and Riverside Model 215 (p. 83), and bolt-action rifles like the Mauser Gew.98 (p. 67). A Bergmann submachine gun might also appear.

**North America:** Common weapons include the switchblade and other knives, as well as clubs, brass knuckles (p. 104), and, in rural areas, axes (*1920s Investigator's Companion*, p. 101). Handguns will typically be revolvers like the Colt SAA (p. 42) or Iver Johnson Safety Automatic (p. 47), or a cheap imported pistol like the Astra Mod 200 (p. 43) or Astra Mod 400. Common long arms are the Winchester Model 94 carbine (p. 74), Riverside Model 215 shotgun, and Winchester Model 97 shotgun (p. 84).

**South and Middle America:** Typical weapons are the hunting knife (p. 104) and machete. Many indigenous tribes still use spears, bows, and blowguns (*1920s Investigator's Companion*, p. 102). Common handguns are the Colt SAA, Colt Government (p. 37), Colt New Service (p. 39), DWM-Luger Parabellum (p. 45), and Mauser C96. Typical long arms include Mauser-pattern military rifles, Remington Rolling Block rifles, Winchester Model 94 carbines, as well as single-barrelled shotguns like the H&R Model 1908 and double-barrelled guns like the Riverside Model 215. The occasional Bergmann or Thompson submachine gun might also appear, or even a Browning water-cooled machine gun.

**South and Southeast Asia:** Common weapons include fighting knives such as the Indian *katara* (*The Unspeakable Oath 16+17*, p. 72), Malaysian *kris*, or Nepalese *kukri* (*The Unspeakable Oath 16+17*, p. 72), as well as axes, clubs, swords, and spears. British military arms like the Webley Mk VI revolver, SMLE Mk III rifle, and Lewis Mk I machine gun can be encountered, but single-shot rifles like the Martini-Henry and even black powder flintlock muskets like the Afghan *jezail* are probably more common.

**BLESS BULLET:** Similar to *Bless Blade* (*Call of Cthulhu*, pp. 220-221), this creates bullets capable of killing entities which cannot be harmed by ordinary weapons. It requires the blood sacrifice of an animal of at least SIZ 10 as well as 1D4 SAN points and 1 point of POW for *each* bullet made from the creator. The bullet must be of an elemental metal such as pure iron or silver (see the suggestions for making silver bullets, below). Blessed bullets are single-use items. Once fired, they lose all magical properties, even if recovered.

**ENCHANT WEAPON:** Similar to *Enchant Gris-Gris* (*Call of Cthulhu*, p. 234), this creates a weapon that gives the *owner* special abilities, like the sacred “Big Medicine” rifles of the Native Americans. The spell costs the caster 3 magic points, while the owner of the weapon has to invest 1 point of POW, 1D4 SAN points, and a variable number of magic points. An animal of at least SIZ 10 must be sacrificed. A magical aura produced by engravings and items added to the weapon (for example, magical words or signs scratched into a knife blade or pistol slide, coffin nails or silver studs in the wooden stock, brass tacks in the shape of a Thunderbird or medicine wheel cross, a sleeve of beads on the handguard, an inscribed parchment in the oiler compartment of the shoulder stock, blood poured down the barrel during the enchantment, etc.) improves *one* aspect of the weapon, specified before the enchantment of the weapon – such as increasing the owner’s combat skill by +5 percentiles, improving the Malf of the weapon by +5 percentiles (if this improves it to better than 00, it will never malfunction while in the owner’s hands!), increasing Damage by +1 when used by the owner – for *each* magic point the owner invests in the enchanted weapon. An enchanted weapon will *not* damage creatures that are immune to ordinary weapons.

**TURN BULLET:** This is a protection spell against bullets. It creates a magical item that completely protects against ordinary firearms. The spell costs the caster 3 magic points, while the owner of the item has to invest 1 point of POW, 1D6 SAN points, and 3 magic points. An animal of at least SIZ 10 must be sacrificed. The item typically takes the shape of an amulet, often a leather pouch with magical contents, like the Brazilian *patuá* or Ghanaian *gris-gris*. It can also be a garment, often a shirt or vest, decorated with magical signs or interwoven amulets. Bullet-turning magic is practised by witch-doctors, shamans, *mandingas*, *wu ma*, and so forth in many parts of the world, including in most of Africa, but also in parts of Asia and the Americas. The Keeper could make it available to cultists to protect them against trigger-happy investigators ... and of course it only works if you truly believe in it.

## ROCK SALT

Rock salt loaded in shotshells (p. 102) might be effective against some ghosts and wraiths. Generally, a successful attack means that they disappear – only to return again later!

## SILVER

Silver bullets are effective against werewolves, and might also work against other creatures, such as vampires. Compare the damage rolled against the werewolf’s CON on the **Resistance Roll** table. Overcoming its CON means it dies; otherwise it takes half damage.

Silver bullets cannot be bought, but have to be cast and loaded using a halved **Craft (Gunsmith)** roll. A troy ounce (31.1 g) of silver costs \$0.70 in 1925 and allows six .32 ACP, four 9×19mm Parabellum, three .38 Special or .30-06 Springfield, or two .45 ACP cartridges to be loaded – or one 12-gauge shotshell.

A simpler and quicker way is to open a shotshell with a pocket knife, remove the lead pellets, stack in a dozen dimes, and reseal the cartridge with wax or even a chewing gum. American 10-cent pieces are almost pure silver, and will fit into a 12-gauge or 10-gauge shell. In the United Kingdom, the threepence coin can be used instead, but only those minted before 1920 have sufficient silver content. Due to their inefficient ballistic shape, coins fired from a shotgun halve its Damage and Base Range. Such a load requires an **Idea** roll and a doubled **Craft (Gunsmith)** or a **Mechanical Repair** roll.

## TEAR GAS

Irritant gases are effective against Deep Ones, Ghosts, Ghouls, Gugs, Mi-Go, Rat-Things, Sand-Dwellers, Serpent People, and Tcho-Tcho. Reduce POT by -2 against Mi-Go. Elder Things and members of the Great Race are blinded for 2D6 minutes, which due to their other senses results in a penalty of (only) -10 percentiles to their attacks and skill rolls. See “Chemical Devices” (*1990s Handbook*, pp. 13-14).

With an **Idea** roll and a doubled **Craft (Gunsmith)** or a **Mechanical Repair** roll, an inventive gunman could refill a tear gas cartridge (p. 98) with the *Baneful Dust of Hermes Trismegistus* (*Call of Cthulhu*, p. 219), the *Dust of Suleiman* (*Call of Cthulhu*, p. 232), the *Powder of Ibn Ghazi* (*Call of Cthulhu*, p. 240), or similar substances!

A **Demolitions** or halved **Mechanical Repair** and a **Chemistry** roll allows filling a tear gas grenade (p. 98) with a different compound, tailored for effect against Mythos creatures – researching the effect typically needs at least a **Biology** or **Medicine** roll, possibly combined with a **Cthulhu Mythos** or **Occult** roll.

## WATER

Water is dangerous to Fire Vampires. Investigators with access to a flamethrower (p. 105) could simply fill its tank with water instead of flame oil. This requires a doubled **Heavy Weapons (Flamethrower)** roll. The device can then be used as normal, doing 1D6 damage per squirt (the water obviously does no damage against ordinary targets).

## UNUSUAL WEAPONRY

### FLAMING BAYONET MK III

An accessory for the Springfield M1903 (p. 72) that is sure to peak the interest of innovative investigators is the *Flaming Bayonet Mark III*. This is a 5-barrelled “launcher” that weighs 0.3 kg and mounts below the barrel of an infantry rifle, with or without bayonet fixed. Each barrel is loaded with a .44-calibre revolver cartridge filled with an incendiary mixture. The cartridges can be fired consecutively. Triggered by the off hand of the soldier as he advances, each shell emits a burst of flame up to 3 m long, with burning particles travelling up to 10 m. This will distract or even burn anyone in front of the rifleman, allowing him to press home with the bayonet. Ignore “The Dragon’s Breath Round” (*Fatal Experiments*, pp. 13, 16), which vastly overestimates the effects of such rounds.

Realistically, it would be all but impossible for anyone to obtain one of these as it was only experimented with by the US Army Chemical Service



during the last months of the Great War and never entered production. The Keeper might allow it to be issued to active troops detached for special service to confront unspeakable opponents, such as during the Innsmouth Raid.

**Flaming Bayonet MK III** .44-40 Winchester calibre rifle (1918) — **\$20, very rare.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
Rifle*	15%	1D6 burn +Shock	3	1(2)	5	6	97

### SPRAY GUN

This is a bug sprayer consisting of a manual pneumatic piston pump, a pressurized metal container holding liquid insecticide, and an atomizer nozzle. It produces a mist reaching up to 2 m. By the late 1920s, these devices are known as “spray guns” or “Flit guns” after the most popular insecticide sold in the USA – *Flit*, a petroleum-based agent made by the Standard Oil Co. The most common household dispenser, also advertised as a “Home Defender,” is 30 cm long and weighs 0.8 kg filled with 0.5 litres of fluid.

Its operation requires both hands. Hitting someone takes a **DEX\*5** roll. The commonly available insecticides are not immediately dangerous and do no damage to ordinary targets – their effect against the Mythos is unknown. A special success (*Call of Cthulhu*, p. 141) indicates that the eyes of the target have been hit, which practically blinds him for 1D3 minutes. A “blinded” opponent cannot attack or parry.

Alternatively, a spray gun can be filled with alcohol, petrol, or some other volatile fuel. Spray the target with it and then set him alight – for example by throwing a burning matchbook at him (requires a halved **Luck** roll), tossing a flaming torch (**Throw** roll), or shooting him with a flare gun (pp. 54-55). The resulting flames do 1D6+2 per combat round. Investigators could also fill the tank with less obvious liquids, such as Holy Water or an infusion of “magical herbs” – neither of which is going to help much against the Mythos. A weak acid (*Call of Cthulhu*, p. 57) might also be used – stronger solutions will eat right through the apparatus. Finally, it could be used to dispense liquid paint, in order to mark an invisible opponent.

Lacking the real thing, an investigator can assemble a spray gun from a bicycle pump and a condensed milk can, using a **Mechanical Repair** roll.

**Spray Gun** insecticide dispenser (1914-) — **\$5, very common.**

SKILL	BASE CHANCE	DAMAGE	BASE RANGE	RATE OF FIRE	CAPACITY	HIT POINTS	MALFUNCTION
–	DEX × 5	Varies	2	2(3)	5	4	97





# HANDGUNS

## KEEPER'S MASTER WEAPON TABLES

MAKE/MODEL	CALIBRE	BASE				COMMON				PRICE	AVAIL PAGE		
		SKILL	CHANGE	DAMAGE	RANGE	ROF	CAPACITY	HP	MALF			MALFUNCTION	YEAR
Astra Mod 200	.25 ACP	Handgun*	20%	1D6	5	3(4)	6+1	6	98	FTE	1920-1967	\$8	C 43
Astra Mod 400 (Mod 1921)	9x23mm	Handgun*	20%	1D10	15	2(3)	8+1	8	98	FTE	1921-1946	\$21	S 36
Astra Mod 900	7.63x25mm	Handgun*	20%	1D8+1	15	2(3)	10	8	98	FTE	1928-1936	\$33	R 49
Astra Mod 902	7.63x25mm	Handgun*	10%	1D8+1	20	2(3) or 30	20	8	98	FTE	1928-1933	\$38	R 49
Beistegui Hermanos Royal	7.63x25mm	Handgun*	10%	1D8+1	15	2(3) or 30	10	8	98	FTE	1927-1929	\$23	R 48
Colt Detective Special	.38 Special	Handgun*	20%	1D10	5	2(3)	6	6	00	MIS	1927-1995	\$29	VC 36
Colt Frontier Six-Shooter	.32-20 Winchester	Handgun*	20%	1D8	15	3/2(3)	6	8	00	MIS	1884-1940	\$34	C 42
Colt Frontier Six-Shooter	.38-40 Winchester	Handgun*	20%	1D8+1D5	15	1(2)	6	8	00	MIS	1884-1940	\$34	C 42
Colt Frontier Six-Shooter	.44-40 Winchester	Handgun*	20%	1D8+1D6	15	1(2)	6	8	00	MIS	1878-1940	\$34	VC 42
Colt Government (M1911)	.45 ACP	Handgun*	20%	1D10+2	15	1(2)	7+1	8	99	FTE	1912-1923	\$37	C 37
Colt Government (M1911A1)	.45 ACP	Handgun*	20%	1D10+2	15	1(2)	7+1	8	99	FTE	1924-1970	\$37	C 37
Colt New Service	.38 Special	Handgun*	20%	1D10	15	2(3)	6	8	00	MIS	1909-1944	\$34	C 39
Colt New Service	.44 Special	Handgun*	20%	1D10+2	15	1(2)	6	8	00	MIS	1907-1944	\$34	C 39
Colt New Service	.44-40 Winchester	Handgun*	20%	1D8+1D6	15	1(2)	6	8	00	MIS	1898-1944	\$34	C 39
Colt New Service (M1917)	.45 ACP	Handgun*	20%	1D10+2	15	1(2)	6	8	00	MIS	1917-1920	\$34	S 39
Colt New Service (M1909)	.45 LC	Handgun*	20%	1D10+2	15	1(2)	6	8	00	MIS	1898-1944	\$34	C 39
Colt New Service "Fitzed"	.45 LC	Handgun*	20%	1D10+2	5	1(2)	6	6	00	MIS	1926-1944	\$45	R 39
Colt New Service	.455 Webley	Handgun*	20%	1D10+2	15	1(2)	6	8	00	MIS	1899-1944	\$34	C 39
Colt Pocket Hammerless	.32 ACP	Handgun*	20%	1D8	15	3(4)	8+1	6	99	FTE	1903-1945	\$20	VC 40
Colt Pocket Hammerless	.380 ACP	Handgun*	20%	1D8+1	15	2(3)	7+1	6	99	FTE	1908-1945	\$20	C 40
Colt Police Positive Special	.32-30 Winchester	Handgun*	20%	1D8	15	3(4)	6	7	00	MIS	1908-1946	\$29	C 41
Colt Police Positive Special	.38 Special	Handgun*	20%	1D10	15	2(3)	6	7	00	MIS	1908-1995	\$29	VC 41
Colt SAA Cavalry (M1873)	.45 LC	Handgun*	20%	1D10+2	20	1(2)	6	8	00	MIS	1873-1940	\$34	C 42
Colt SAA Civilian	.45 LC	Handgun*	20%	1D10+2	15	1(2)	6	8	00	MIS	1876-1940	\$34	VC 42
Colt SAA Sheriff's	.45 LC	Handgun*	20%	1D10+2	5	1(2)	6	7	00	MIS	1882-1927	\$34	R 42
Colt Super .38 Automatic	.38 Super Auto	Handgun*	20%	1D10+1	15	2(3)	9+1	8	99	FTE	1929-1971	\$37	S 37
Colt Vest Pocket	.25 ACP	Handgun*	20%	1D6	5	3(4)	6+1	6	98	FTE	1908-1947	\$17	VC 43
Colt Woodsman	.22 LR	Handgun*	20%	1D6+1	20	3(4)	10+1	8	98	MIS	1915-1977	\$32	VC 44
Colt .455 SL Mk I	.455 Webley Auto	Handgun*	20%	1D10+2	15	1(2)	7+1	8	99	FTE	1915-1916	\$37	VR 37
DWM-Luger L.P.08 Artillerie	9x19mm	Handgun*	20%	1D10	20	2(3)	8/32+1	8	97/94	FTE	1912-1930	\$45	R 45
DWM-Luger Parabellum	7.65x21mm	Handgun*	20%	1D8+1	15	2(3)	8+1	8	97	FTE	1900-1930	\$30	C 45
DWM-Luger P.04	9x19mm	Handgun*	20%	1D10	15	2(3)	8+1	8	97	FTE	1904-1930	\$40	R 45
DWM-Luger P.08	9x19mm	Handgun*	20%	1D10	15	2(3)	8+1	8	97	FTE	1908-1945	\$35	C 45
FA Veritable Americain	7.62x39mmR	Handgun*	20%	1D8	15	3(4)	7	8	99	MIS	1910-1940	\$5	R 52
FN-Browning Mle 1900	.32 ACP	Handgun*	20%	1D8	15	3(4)	7+1	6	99	FTE	1900-1911	\$18	S 47
FN-Browning Mle 1906	.25 ACP	Handgun*	20%	1D6	5	3(4)	6+1	6	98	FTE	1906-1949	\$15	S 43
H&R .32 Self-Loading	.32 ACP	Handgun*	20%	1D8	15	3(4)	8+1	6	99	FTE	1916-1924	\$18	S 60
Iver Johnson Safety Automatic	.22 LR	Handgun*	20%	1D6+1	10	3(4)	7	8	99	MIS	1910-1941	\$12	R 47
Iver Johnson Safety Automatic	.32 S&W	Handgun*	20%	1D6+1	10	3(4)	5	8	00	MIS	1909-1941	\$12	VC 47

KEEPER'S MASTER WEAPON TABLES

HANDGUNS

MAKE/MODEL	CALIBRE	BASE			COMMON			PRICE	AVAIL	PAGE				
		SKILL	CHANGE	DAMAGE	RANGE	ROF	CAPACITY				HP	MALF	MALFUNCTION	YEAR
Iver Johnson Safety Automatic	.38 S&W	Handgun*	20%	1D8+1	10	2(3)	5	8	00	MIS	1909-1941	\$12	VC	47
Lebman Machine Pistol	.38 Super Auto	Handgun*	10%†	1D10+1	15	40	9/14/22+1	8	97	FTE	1933-1934	\$80	VR	38
Lebman Machine Pistol	.45 ACP	Handgun*	10%†	1D10+2	15	40	7/13/18/25+1	8	97	FTE	1933-1934	\$80	VR	38
Mauser C96	7.63×25mm	Handgun*	20%	1D8+1	15	2(3)	10	8	98	FTE	1897-1918	\$40	C	48
Mauser C96 M1916	9×19mm	Handgun*	20%	1D10	15	2(3)	10	8	98	FTE	1916-1918	\$40	C	48
Mauser C96 M1921 "Bolo"	7.63×25mm	Handgun*	20%	1D8+1	15	2(3)	10	8	98	FTE	1921-1930	\$39	C	48
Mauser C96 M1930	7.63×25mm	Handgun*	10%	1D8+1	15	2(3) or 30	10/20+1	8	98	FTE	1930-1931	\$71	R	48
Mauser C96 M1932	7.63×25mm	Handgun*	10%	1D8+1	15	2(3) or 30	10/20+1	8	98	FTE	1932-1938	\$71	S	48
Nagant R-1895	7.62×39mmR	Handgun*	20%	1D8	15	3(4)	7	8	00	MIS	1898-1945	\$25	R	52
Nagant UR	7.62×39mmR	Handgun*	20%	1D8	10	3(4)	7	6	00	MIS	1911-1930	\$25	VR	52
Nambu Shiki	8×22mm	Handgun*	20%	1D8	15	3(4)	8+1	8	98	FTE	1906-1925	\$36	VR	53
Nambu Taishō 14 Shiki	8×22mm	Handgun*	20%	1D8	15	3(4)	8+1	8	98	FTE	1926-1945	\$30	VR	53
Remington Double Derringer	.41 Short RF	Handgun*	20%	1D6+1	3	2(2)	2	6	99	MIS	1866-1935	\$12	C	54
Remington MK III	10G 2.875"	Handgun*	20%	1D10+1D3+burn	10	1(1)	1	8t	99	MIS	1915-1918	\$15	VR	54
Rheinmetall-Dreyse M07	.32 ACP	Handgun*	20%	1D8	15	3(4)	7+1	8	99	FTE	1910-1919	\$16	R	55
Savage Model 1907	.32 ACP	Handgun*	20%	1D8	15	3(4)	10+1	6	99	FTE	1908-1920	\$25	C	55
Savage Model 1907	.380 ACP	Handgun*	20%	1D8+1	15	2(3)	9+1	6	99	FTE	1913-1920	\$26	R	55
Savage Model 1917	.32 ACP	Handgun*	20%	1D8	15	3(4)	10+1	6	99	FTE	1920-1928	\$25	S	55
Savage Model 1917	.380 ACP	Handgun*	20%	1D8+1	15	2(3)	9+1	6	99	FTE	1920-1928	\$26	R	55
S&W Military & Police	.32-20 Winchester	Handgun*	20%	1D8	15	3(4)	6	8	00	MIS	1899-1939	\$33	S	56
S&W Military & Police	.38 Special	Handgun*	20%	1D10	15	2(3)	6	8	00	MIS	1899-	\$33	VC	56
S&W Safety Hammerless	.32 S&W	Handgun*	20%	1D6+1	10	3(4)	5	8	00	MIS	1888-1937	\$27	VC	57
S&W Safety Hammerless	.38 S&W	Handgun*	20%	1D8+1	10	2(3)	5	8	00	MIS	1887-1940	\$29	VC	57
Taiyuan 17 Shi	.45 ACP	Handgun*	20%	1D10+2	15	1(2)	10	8	98	FTE	1929-1932	\$16	VR	48
Walther PP	.32 ACP	Handgun*	20%	1D8	15	3(4)	8+1	6	99	FTE	1929-1999	\$32	R	57
Walther PPK	.32 ACP	Handgun*	20%	1D8	10	3(4)	7+1	6	99	FTE	1931-1999	\$32	R	58
Webley WG Army	.455 Webley	Handgun*	20%	1D10+2	15	1(2)	6	8	00	MIS	1886-1912	\$52	R	58
Webley Mk III M&P	.38 S&W	Handgun*	20%	1D8+1	15	2(3)	6	8	00	MIS	1896-1939	\$45	S	58
Webley Mk VI	.455 Webley	Handgun*	20%	1D10+2	15	1(2)	6	8	00	MIS	1915-1939	\$45	S	58
Webley-Fosbery Automatic	.38 ACP	Handgun*	20%	1D10	15	2(3)	8	8	99	JAM	1901-1915	\$60	VR	59
Webley-Fosbery Automatic	.455 Webley	Handgun*	20%	1D10+2	15	1(2)	6	8	99	JAM	1901-1915	\$60	VR	59
W&S .32 Automatic	.32 ACP	Handgun*	20%	1D8	15	3(4)	8+1	6	99	FTE	1906-1939	\$18	R	60

† Compensator increases hit chances, see description.



# RIFLES

**MAKE/MODEL**      **CALIBRE**      **SKILL**      **CHANCE**      **DAMAGE**      **RANGE**      **ROF**      **CAPACITY**      **HP**      **MALF**      **COMMON**      **YEAR**      **PRICE**      **AVAIL**      **PAGE**

MAKE/MODEL	CALIBRE	SKILL	CHANCE	DAMAGE	RANGE	ROF	CAPACITY	HP	MALF	COMMON	YEAR	PRICE	AVAIL	PAGE
Astra Mod 900	7.63×25mm	Rifle*	25%	1D8+1	30	2(3)	10	9	98	FTE	1928-1936	\$37	R	49
BSA No.4 Sporting Rifle	.303 British	Rifle*	25%	2D6+3	130	1(3/2)	5+1	10	00	FTF	1907-1939	\$75	R	65
BSA No.4 Sporting Rifle	8×50mmR	Rifle*	25%	2D6+3	130	1(3/2)	4+1	10	00	FTF	1907-1939	\$65	R	65
BSA SMLE Mk III	.303 British	Rifle*	25%	2D6+3	130	1(3/2)	10+1	10	00	FTF	1907-1939	\$60	R	65
Colt M1918 BAR	.30-06	Rifle*	25%	2D6+4	130	1(2) or 20	20/40+1	12	98	FTE	1918-1925	\$250	R	63
Colt Mod 1925 Chileno	7×57mm	Rifle*	25%	2D6+3	130†	1(2) or 20	20+1	12	98	FTE	1925-1926	\$250	VR	63
Colt R75	.30-06	Rifle*	25%	2D6+4	130†	1(2) or 20	20+1	12	98	FTE	1925-1942	\$250	R	63
Colt R80 Monitor	.30-06	Rifle*	25%†	2D6+4	100	1(2) or 20	20+1	12	98	FTE	1931-1940	\$300	VR	63
Colt Woodsman	.22 LR	Rifle*	25%	1D6+1	40	3(4)	10+1	8	98	MIS	1925-1934	\$39.50	R	44
CZ-Mauser vz.24	7.92×57mm	Rifle*	25%	2D6+4	150	1/2(1)	5+1	10	00	FTF	1924-1940	\$45	VR	67
DWM-Luger Parabellum	7.65×21mm	Rifle*	25%	1D8+1	30	2(3)	8+1	9	97	FTE	1900-1930	\$35	C	45
DWM-Luger P.04	9×19mm	Rifle*	25%	1D10	30	2(3)	8+1	9	97	FTE	1904-1930	\$45	R	45
DWM-Luger L.P.08 Artillerie	9×19mm	Rifle*	25%	1D10	40	2(3)	8/32+1	9	97/94	FTE	1912-1930	\$50	R	45
DWM-Mauser M908	7×57mm	Rifle*	25%	2D6+3	150	1/2(1)	5+1	10	00	FTF	1908-1914	\$50	VR	67
DWM-Mauser Mod 1909	7.65×53mm	Rifle*	25%	2D6+3	150	1/2(1)	5+1	10	00	FTF	1909-1914	\$50	VR	67
FN-Browning Kg m/21	6.5×55mm	Rifle*	25%	2D6+2	130†	1(2) or 20	20+1	12	98	FTE	1921-1935	\$250	VR	63
FN-Browning Mle 1900	.35 Remington	Rifle*	25%	2D6+4	110	1(2)	5+1	10	99	FTE	1910-1929	\$110	R	70
FN-Browning Rkm wz.28	7.92×57mm	Rifle*	25%	2D6+4	130†	1(2) or 20	20+1	12	98	FTE	1929-1939	\$250	VR	63
FN-Mauser M24	7.92×57mm	Rifle*	25%	2D6+4	120	1/2(1)	5+1	10	00	FTF	1924-1930	\$45	VR	67
FNA-Mauser Mod 1910	7×57mm	Rifle*	25%	2D6+3	150	1/2(1)	5+1	10	00	FTF	1913-1930	\$50	VR	67
H&H Royal Deluxe	.375 H&H Magnum	Rifle*	20%	2D8+3	130	1/2(1)	4+1	10	00	FTF	1912-	\$275	R	67
H&H Royal Double	.300 H&H Magnum	Rifle*	20%	1D8+1D6+3	130	1(2)	2	10	00	MIS	1925-	\$1,200	R	66
H&H Royal Double	.375 H&H Magnum	Rifle*	20%	2D8+3	130	1(2)	2	10	00	MIS	1912-	\$1,200	R	66
H&H Royal Double	.450/400 Nitro Express	Rifle*	15%	2D8+4	70	1(2)	2	10	00	MIS	1910-	\$1,200	R	66
H&H Royal Double	.465 H&H Nitro Express	Rifle*	15%	3D6+2	70	1(2)	2	10	00	MIS	1907-	\$1,200	R	66
H&H Royal Double	.470 Nitro Express	Rifle*	15%	3D6+2	70	1(2)	2	10	00	MIS	1907-	\$1,200	R	66
H&H Royal Double	.577 Nitro Express	Rifle*	15%	3D6+3	70	1(2)	2	10	00	MIS	1903-	\$1,200	VR	66
H&H Royal Double	.600 Nitro Express	Rifle*	15%	3D6+4	70	1(2)	2	10	00	MIS	1909-	\$1,200	VR	66
Mauser C96	7.63×25mm	Rifle*	25%	1D8+1	30	2(3)	10	9	98	FTE	1897-1918	\$54	C	48
Mauser C96 M1916	9×19mm	Rifle*	25%	1D10	30	2(3)	10	9	98	FTE	1916-1921	\$54	C	48
Mauser C96 M1921 "Bolo"	7.63×25mm	Rifle*	25%	1D8+1	30	2(3)	10	9	98	FTE	1921-1930	\$53	C	48
Mauser Gew.98	7.92×57mm	Rifle*	25%	2D6+4	150	1/2(1)	5+1	10	00	FTF	1900-1918	\$50	S	67
Mauser Kar.98a	7.92×57mm	Rifle*	25%	2D6+4	120	1/2(1)	5+1	10	00	FTF	1908-1918	\$45	S	67
Mauser M1903	7.65×53mm	Rifle*	25%	2D6+3	150	1/2(1)	5+1	10	00	FTF	1903-1906	\$50	VR	67
Mauser Modell 40B	6.5×55mm	Rifle*	25%	2D6+2	130	1/2(1)	5+1	10	00	FTF	1922-1941	\$55	R	67
Mauser Modell 40B	7×57mm	Rifle*	25%	2D6+3	130	1/2(1)	5+1	10	00	FTF	1922-1941	\$55	R	67
Mauser Modell 40B	8×60mm	Rifle*	25%	2D6+4	130	1/2(1)	5+1	10	00	FTF	1922-1941	\$55	R	67
Mauser Modell 40B	.30-06	Rifle*	25%	2D6+4	130	1/2(1)	5+1	10	00	FTF	1922-1939	\$70	S	67
Mauser Modell 40B	9.3×62mm	Rifle*	20%	2D8+1	130	1/2(1)	4+1	10	00	FTF	1922-1941	\$125	R	67

KEEPER'S MASTER WEAPON TABLES

RIFLES

MAKE/MODEL	CALIBRE	BASE			ROF	CAPACITY	HP	MALF	COMMON			PRICE	AVAIL	PAGE
		SKILL	CHANGE	DAMAGE					RANGE	RANGE	MALF			
Mauser Modell 40B	10.75x68mm	Rifle*	15%	2D8+3	130	1/2(1)	3+1	10	00	FTF	1922-1941	\$125	R	67
Mauser Modell 40B	.404 Jeffries	Rifle*	15%	2D8+4	130	1/2(1)	3+1	10	00	FTF	1922-1939	\$125	R	67
Nambu Shiki	8x22mm	Rifle*	25%	1D8	30	2(3)	8+1	9	98	FTE	1906-1912	\$46	VR	53
PFK-Mauser wz.98	7.92x57mm	Rifle*	25%	2D6+4	150	1/2(1)	5+1	10	00	FTF	1923-1929	\$50	VR	67
Remington Model 8	.25 Remington	Rifle*	25%	1D6+3	110	2(3)	5+1	10	99	FTE	1906-1936	\$58	S	70
Remington Model 8	.30 Remington	Rifle*	25%	2D6+2	110	1(2)	5+1	10	99	FTE	1906-1936	\$58	S	70
Remington Model 8	.35 Remington	Rifle*	25%	2D6+4	110	1(2)	5+1	10	99	FTE	1906-1936	\$58	C	70
Remington Model 8 POE	.30 Remington	Rifle*	25%	2D6+2	110	1(2)	15+1	10	99	FTE	1928-1936	\$88	R	70
Remington Model 8 POE	.35 Remington	Rifle*	25%	2D6+4	110	1(2)	15+1	10	99	FTE	1928-1936	\$88	R	70
RSAF SMLE Mk III	.303 British	Rifle*	25%	2D6+3	130	1(3/2)	10+1	10	00	FTF	1907-1943	\$50	VR	65
Savage Model 1920	.250-3000 Savage	Rifle*	25%	2D6+1	120	1/2(3/2)	5+1	10	00	FTF	1920-1929	\$45	S	71
Savage Model 1920	.300 Savage	Rifle*	25%	2D6+2	130	1/2(3/2)	5+1	10	00	FTF	1920-1929	\$45	S	71
Springfield M1903	.30-06	Rifle*	25%	2D6+4	130	1/2(1)	5+1	10	00	FTF	1906-1939	\$45	S	72
Taiyuan 17 Shi	.45 ACP	Rifle*	25%	1D10+2	30	1(2)	10	9	98	FTE	1929-1932	\$24	VR	48
Winchester Model 06	.22 LR	Rifle*	25%	1D6+1	40	2(3)	11+1	9	98	MIS	1908-1932	\$20	VC	73
<i>firing .22 Short</i>														
Winchester Model 94 Carbine	.30-30	Rifle*	25%	2D6+2	110	1(3/2)	6+1	9	99	FTE	1895-2006	\$33	VC	74
Winchester Model 94 Rifle	.30-30	Rifle*	25%	2D6+2	130	1(3/2)	8+1	10	99	FTE	1895-1936	\$35	VC	74
Winchester Model 94 TD	.30-30	Rifle*	25%	2D6+2	130	1(3/2)	8+1	10	99	FTE	1898-1936	\$40	S	74

‡ Double Base Range if fired from bipod.

† Compensator increases hit chances, see description.

HEAVY WEAPONS

MAKE/MODEL	SKILL	BASE			ROF	CAPACITY	HP	MALF	COMMON			PRICE	AVAIL	PAGE
		CHANGE	DAMAGE	RANGE					RANGE	MALF	MALFUNCTION			
Schilt No.3	Heavy Weapons (Flamethrower)	05%	2D6 burn+Shock	25	1	10 Squirts	8	95	MIS	1917-1918	\$150	VR	pg	

THROWN WEAPONS

MAKE/MODEL	SKILL	BASE			DELAY	HP	MALF	COMMON			PRICE	AVAIL	PAGE	
		CHANGE	DAMAGE	RANGE				RANGE	MALF	MALFUNCTION				YEAR
Dynamite Stick, Fused	Throw	25%	4D6/2 m	STR/STRx2	Variable	1	98	MIS	1867-	\$0.40	C	pg		
<i>with fragmentation material</i>														
Federal Labs CN Tear Gas grenade	Throw	25%	Stun/10 m	STR/STRx3	2 Rounds	6	99	MIS	1925-1932	\$10	R	pg		
MK II Fragmentation grenade	Throw	25%	4D6/4 m	STR/STRx3	2 Rounds	6	99	MIS	1918-1940	\$2	VR	pg		
MK II Phosphorous grenade	Throw	25%	1D6 burn/8 m	STR/STRx3	2 Rounds	4	99	MIS	1918	\$4	VR	pg		
MK V CN grenade	Throw	25%	Stun/10 m	STR/STRx3	2 Rounds	6	99	MIS	1920-1929	\$4	VR	pg		

# SHOTGUNS

## KEEPER'S MASTER WEAPON TABLES

MAKE/MODEL	CALIBRE	BASE			COMMON			PRICE	AVAIL	PAGE			
		CHANCE	DAMAGE	RANGE	ROF	CAPACITY	HP				MALF	MALFUNCTION	YEAR
FN-Browning No.1	12G 2.75"	30%	4D6/2D6/1D6	10/20/50	1(2)	4+1	10	98	FTE	1903-1998	\$61	S	82
FN-Browning No.1	16G 2.56"	30%	2D6+2/1D6+1/1D4	10/20/50	1(2)	4+1	10	98	FTE	1903-1998	\$74	S	82
Greener F35 Far-Killer	8G 3.25"	20%	5D6/2D6+2/1D10	15/30/75	2(2)	2	10	00	MIS	1876-1939	\$375	VR	77
Greener F35 Far-Killer	10G 2.875"	30%	4D6+2/2D6+1/1D8	15/30/75	2(2)	2	10	00	MIS	1876-1967	\$345	R	77
Greener F35 Far-Killer	12G 3"	30%	4D6/2D6/1D6	15/30/75	2(2)	2	10	00	MIS	1876-1967	\$330	R	77
H&R Model 1908	12G 2.5"	30%	4D6/2D6/1D6	10/20/50	1(1)	1	10	00	MIS	1909-1942	\$10	VC	78
H&R Model 1908	16G 2.5"	30%	2D6+2/2D6+1/1D4	10/20/50	1(1)	1	10	00	MIS	1909-1942	\$10	VC	78
H&R Model 1908	20G 2.5"	30%	2D6/1D6/1D3	10/20/50	1(1)	1	10	00	MIS	1909-1942	\$10	VC	78
H&R Model 1908	.410 2.5"	30%	2D5/1D4/1D2	10/20/50	1(1)	1	10	00	MIS	1925-1942	\$10	S	78
Ithaca Auto & Burglar	20G 2.5"	35%#	2D6/1D6/1D3	5/10/25	2(2)	2	8	00	MIS	1922-1934	\$38	R	79
Ithaca Hammerless Field	10G 2.875"	30%	4D6+2/2D6+1/1D8	15/30/75	2(2)	2	10	00	MIS	1908-1948	\$55	C	79
Ithaca Hammerless Field	12G 2.75"	30%	4D6/2D6/1D6	10/20/50	2(2)	2	10	00	MIS	1908-1948	\$55	C	79
Ithaca Hammerless Field	16G 2.56"	30%	2D6+2/2D6+1/1D4	10/20/50	2(2)	2	10	00	MIS	1908-1948	\$55	C	79
Ithaca Hammerless Field	20G 2.75"	30%	2D6/1D6/1D3	10/20/50	2(2)	2	10	00	MIS	1908-1948	\$55	S	79
Remington Model 10A	12G 2.75"	30%	4D6/2D6/1D6	10/20/50	1(3/2)	5+1	10	99	SS	1908-1929	\$49	VC	80
Remington Model 10R	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	1(3/2)	5+1	10	99	SS	1908-1929	\$49	S	80
Remington Model 11A	12G 2.75"	30%	4D6/2D6/1D6	10/20/50	1(2)	4+1	10	98	FTE	1905-1948	\$57	VC	82
Remington Model 11A	20G 2.75"	30%	2D6/1D6/1D3	10/20/50	2(3)	4+1	10	98	FTE	1930-1948	\$57	C	82
Remington Model 11PS	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	1(2)	4+1	10	98	FTE	1921-1948	\$57	S	82
Remington Model 11R	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	1(2)	4+1	10	98	FTE	1921-1948	\$57	S	82
Remington Model 17A	20G 2.75"	30%	2D6/1D6/1D3	10/20/50	2(3)	4+1	10	99	SS	1921-1933	\$49	S	80
Remington Model 17PS	20G 2.75"	35%#	2D6/1D6/1D3	5/10/25	2(3)	4+1	9	99	SS	1926-1933	\$49	R	80
Remington Model 17R	20G 2.75"	35%	2D6/1D6/1D3	7/15/35	2(3)	4+1	10	99	SS	1922-1933	\$49	R	80
Remington Model 29A	12G 2.75"	30%	4D6/2D6/1D6	10/20/50	1(3/2)	5+1	10	99	SS	1929-1933	\$37	S	80
Remington Model 29R	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	1(3/2)	5+1	10	99	SS	1929-1933	\$37	R	80
Rheinmetall Nr.4	16G 2.5"	30%	2D6+2/1D6+1/1D4	10/20/50	1(2)	4+1	10	98	FTE	1922-1929	\$48	R	82
Riverside Model 215	12G 2.75"	30%	4D6/2D6/1D6	10/20/50	2(2)	2	10	00	MIS	1915-1940	\$20	VC	83
Riverside Model 215	16G 2.56"	30%	2D6+2/2D6+1/1D4	10/20/50	2(2)	2	10	00	MIS	1915-1940	\$20	C	83
Riverside Model 315	12G 2.75"	30%	4D6/2D6/1D6	10/20/50	2(2)	2	10	00	MIS	1915-1940	\$24	VC	83
Riverside Model 315	16G 2.56"	30%	2D6+2/2D6+1/1D4	10/20/50	2(2)	2	10	00	MIS	1915-1940	\$24	C	83
Riverside Model 315	20G 2.75"	30%	2D6/1D6/1D3	10/20/50	2(2)	2	10	00	MIS	1915-1940	\$24	C	83
Riverside Model 315	.410 2.5"	30%	2D5/1D4/1D2	10/20/50	2(2)	2	10	00	MIS	1915-1940	\$24	C	83
Savage Model 720	12G 2.75"	30%	4D6/2D6/1D6	10/20/50	1(2)	4+1	10	98	FTE	1930-1949	\$49	C	82
Savage Model 723	16G 2.56"	30%	2D6+2/1D6+1/1D4	10/20/50	1(2)	4+1	10	98	FTE	1930-1949	\$49	S	82
Winchester Model 97	12G 2.75"	30%	4D6/2D6/1D6	10/20/50	1(3/2)	5+1	10	98	SS	1897-1957	\$40	VC	84
Winchester Model 97 Riot	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	1(3/2)	5+1	10	98	SS	1898-1945	\$40	S	84
Winchester Model 97 Trench	12G 2.75"	35%	4D6/2D6/1D6	7/15/35	1(3/2)	5+1	10	98	SS	1917-1945	\$50	R	84
Winchester Model 97	16G 2.56"	30%	2D6+2/1D6+1/1D4	10/20/50	1(3/2)	5+1	10	98	SS	1900-1950	\$40	C	84

# Includes penalty of -5 percentiles for lacking a stock.

# SUBMACHINE GUNS

MAKE/MODEL	CALIBRE	SKILL	BASE			COMMON			PRICE	AVAIL	PAGE			
			CHANCE	DAMAGE	RANGE	ROF	CAPACITY	HP				MALF	MALFUNCTION	YEAR
AEP-Schmeisser M.P.28/II	7.63×25mm	Submachine Gun*	15%	1D8+1	40	2(3) or 20	20/32/50	10	98	FTF	1928-1938	\$200	R	90
AEP-Schmeisser M.P.28/II	9×19mm	Submachine Gun*	15%	1D10	40	2(3) or 20	20/32/50	10	98	FTF	1928-1938	\$200	R	90
AEP-Schmeisser M.P.28/II	.45 ACP	Submachine Gun*	15%	1D10+2	40	1(2) or 20	25	10	98	FTF	1928-1938	\$200	VR	90
Astra Mod 902	7.63×25mm	Submachine Gun*	15%	1D8+1	40	2(3) or 20	20	9	98	FTE	1928-1933	\$42	R	49
Auto-Ordnance Model 1921	.45 ACP	Submachine Gun*	15%	1D10+2	40†	1(2) or 30	20/50/100	10	98/95	FTF	1921-1922	\$200	R	87
<i>firing birdshot</i>			25%	1D5/1D3/1D2	5/10/25	1(2) or 30	18							
Auto-Ordnance Model 1921AC	.45 ACP	Submachine Gun*	15%†	1D10+2	40†	1(2) or 30	20/50/100	10	98/95	FTF	1926-1939	\$225	R	87
Auto-Ordnance Model 1928AC	.45 ACP	Submachine Gun*	15%†	1D10+2	40	1(2) or 25	20/50	10	98	FTF	1928-1939	\$225	R	87
Auto-Ordnance M1928 Navy	.45 ACP	Submachine Gun*	15%†	1D10+2	40	1(2) or 25	20/50	10	98	FTF	1928-1939	\$225	R	87
Beistegui Hermanos Royal	7.63×25mm	Submachine Gun*	15%	1D8+1	30	2(3) or 30	10	9	98	FTE	1927-1929	\$27	R	49
Bergmann M.P.18,I	9×19mm	Submachine Gun*	15%	1D10	40	20	32	10	95	FTF	1918-1920	\$200	R	90
Mauser C96 M1930	7.63×25mm	Submachine Gun*	15%	1D8+1	30	2(3) or 30	10/20+1	9	98	FTE	1930-1931	\$85	R	49
Mauser C96 M1932	7.63×25mm	Submachine Gun*	15%	1D8+1	30	2(3) or 30	10/20+1	9	98	FTE	1932-1938	\$85	R	49
SIG-Bergmann Modell 20	7.63×25mm	Submachine Gun*	15%	1D8+1	40	20	50	10	98	FTF	1920-1927	\$200	R	90
SIG-Bergmann Modell 20	7.65×21mm	Submachine Gun*	15%	1D8+1	40	20	50	10	98	FTF	1920-1927	\$200	R	90
Taiyuan 16 Shi	.45 ACP	Submachine Gun*	15%	1D10+2	40	1(2) or 30	20	10	97	FTF	1927-1939	\$100	VR	88
Tsingtao 16 Shi	7.63×25mm	Submachine Gun*	15%	1D8+1	40	20	32	10	97	FTF	1927-1935	\$75	VR	90

† Double Base Range if fired from vehicle mount.

† Compensator increases hit chances, see description.

# MACHINE GUNS

BSA-Lewis Mk I	.303 British	Machine Gun*	15%	2D6+3	140†	20	47	12	97	FTF	1914-1930	\$750	VR	95
BSA-Lewis Mk II	.303 British	Machine Gun*	15%	2D6+3	140†	25	47/97	12	97	FTF	1915-1918	\$735	VR	95
BSA-Lewis Mk III	.303 British	Machine Gun*	15%	2D6+3	140†	25	47/97	12	97	FTF	1918-1930	\$735	VR	95
Colt-Browning M1917	.30-06	Machine Gun*	15%	2D6+4	130†	20	250	15	98	FTF	1917-1930	\$650	R	94
Colt-Browning M1919 Aircraft	.30-06	Machine Gun*	15%	2D6+4	130†	40	600	15	98	FTF	1923-1927	\$500	VR	95
Colt-Browning Mod 1924	7.65×53mm	Machine Gun*	15%	2D6+3	130†	20	250	15	98	FTF	1924	\$650	VR	94
Colt-Browning Mod 1926	7×57mm	Machine Gun*	15%	2D6+3	130†	20	250	15	98	FTF	1926	\$650	VR	94
Colt-Browning Mod 1928	7.65×53mm	Machine Gun*	15%	2D6+3	130†	20	250	15	98	FTF	1928-1929	\$650	VR	94
Darne-Lewis Mle 1918	.303 British	Machine Gun*	15%	2D6+3	140†	25	97	12	97	FTF	1918	\$735	VR	96
Hanyang San Shi	7.92×57mm	Machine Gun*	15%	2D6+4	130†	20	250	15	97	FTF	1922-1949	\$400	VR	94
Marlin-Browning M1918 Aircraft	.30-06	Machine Gun*	15%	2D6+4	130†	40	600	15	98	FTF	1918-1919	\$500	VR	95
NEW-Browning M1919 Tank	.30-06	Machine Gun*	15%	2D6+4	100†	20	100	15	98	FTF	1919-1920	\$500	VR	95
Savage-Lewis MT1917 (MK VI)	.30-06	Machine Gun*	15%	2D6+4	140†	20	47	12	97	FTF	1917-1918	\$750	VR	95
Savage-Lewis M1918	.30-06	Machine Gun*	15%†	2D6+4	140†	20	47/97	12	97	FTF	1918-1919	\$770	VR	96

† Double Base Range if fired from bipod, tripod or vehicle mount.

† Compensator increases hit chances, see description.

## CONCEALED WEAPONS

**Resistance Table** roll between **Conceal/5** and **Spot Hidden/5**. Failure results in the concealed weapon being spotted. Use the following modifiers (pp. 9-10):

- Very small weapon: **Conceal**×3.
- Small weapon: **Conceal**×2.
- Medium weapon: **Conceal**.
- Large weapon: **Conceal/2**.
- Heavy clothing: **Conceal**×2.
- Normal clothing: **Conceal**.
- Light clothing: **Conceal/2**.
- Not carried in a proper holster or sling **Conceal/2**.
- Darkness or limited visibility: **Spot Hidden/2** or worse.

## DISARMING

**Grapple** roll to take hold of the weapon. If the roll is equal to or under **Martial Arts** skill, make another **Grapple** roll to take it from the opponent. The second roll must also be equal to or under **Martial Arts** skill. A special success means the weapon is now in the disarmer's hand(s) (p. 17).

## DODGE

-1% to **Dodge** per shot in a burst directed at you (p. 12).

## KEEPING YOUR COOL

**POW**×5 roll. Failure results in Unaimed Shots at **Firearms skill/5** until the **POW**×5 roll is made (p. 6).

## QUICK DRAW

Characters with unready weapons act in the second DEX cycle, with the following DEX bonuses and penalties (p. 10):

- +1/10 of **Handgun**.
- +1/20 of **Machine Gun, Rifle, Shotgun, Submachine Gun**, or other long arm.
- 2 for a handgun fired with both hands.
- 4 for a long arm fired with one hand.
- 1 for drawing from a quick-draw holster.
- 2 for drawing from a belt or pocket holster.
- 3 for drawing from a shoulder or flap holster.
- 4 for drawing from an ankle holster or similar hiding place.
- 3 for drawing a hammerless handgun from a pocket.
- 4 for drawing a handgun with hammer spur from a pocket.
- 3 for a slung long arm.

## RANGE

### Called Shot

Point-Blank Range×2 and Base Range×2 for taking a Called Shot (p. 11).

### Sawed-off Shotgun

Riot-length barrel: Base Range×2/3 (p. 76).

Entry-length barrel: Base Range/2 (p. 76).

### Shooting from a Mount or Vehicle

Treat as one range band closer if the gun is fixed on a weapons mount (p. 15).

### Shooting into and under Water

All ranges reduced to a few metres (p. 14).

### Shooting Stance

Base Range×2 if the gun is braced (pp. 11, 29, 62).

### Stocked Handgun

Base Range×2 for shooting a handgun with shoulder stock attached (p. 29).

### Stockless Long Arm

long arm with shoulder stock removed Base Range/2 for shooting a (pp. 29, 76).

### Telescopic Sight

2× magnification: Base Range×2 (p. 29).

4× magnification: Base Range×3 (p. 29).

8× magnification: Base Range×4 (p. 29).

## SHOOTING BONUSES AND PENALTIES

### Automatic Fire.

-3% to **firearms skill** per shot in the burst after the first (p. 12).

-2% to **firearms skill** per shot in the burst after the first if using a braced gun (p. 12).

-1% to **firearms skill** per shot in the burst after the first if using a mounted gun (p. 12).

Compensator: +5% to **firearms skill** (p. 12).

Tracer ammunition: +5% to **firearms skill** (p. 12).

### Big Target.

+5% to **firearms skill** per 10 SIZ over SIZ 30 (*Call of Cthulhu*, p. 63).

### Called Shot.

**Firearms skill/5** to achieve a special hit (pp. 11-12).

### Cover.

**Firearms skill/2** or worse (p. 6).

**SHOOTING BONUSES AND PENALTIES (cont.)**

**Darkness.**

**Firearms skill**/2 or worse (p. 6).

**Range.**

Point-Blank Range or less: **Firearms skill**×2.

Point-Blank Range to Base Range: **Firearms skill**.

Base Range to Base Range×2: **Firearms skill**/2.

Base Range×2 to Base Range×3: **Firearms skill**/4.

Base Range×3 to Base Range×4: **Firearms skill**/8.

Base Range×4 to Base Range×5: **Firearms skill**/16.

Base Range×5 to Base Range×6: **Firearms skill**/32.

(*Call of Cthulhu*, p. 63)

**Sawed-off Shotgun.**

Riot-length barrel: +5% to **firearms skill** (p. 76).

Entry-length barrel: +10% to **firearms skill** (p. 76).

**Shooting from a Mount or Vehicle.**

Target is moving side-by-side: **Firearms skill** (p. 15).

Target is two car-lengths away: **Firearms skill**/2 (p. 15).

Target is in close range: **Firearms skill**/4 (p. 15).

Target is merely in sight: **Firearms skill** 01% (p. 15).

**Water**

Into water: **Firearms skill**/4 (p. 14).

Shooting underwater: **Firearms skill**/2 (p. 14).

**Shooting Stance**

Handgun, two-handed: +5% to **firearms skill** (p. 11).

Long arm, one-handed: **Firearms skill**/2 (p. 11).

Off hand: **Firearms skill**/2 (p. 11).

Two guns at once: **Firearms skill**/5 (p. 11).

**Stockless Long Arm**

Long arm without shoulder stock: -5% to **firearms skill** (pp. 76, 79, 88).

**Unaimed Shots**

Shooting at ROF×2: **Firearms skill**/5 (p. 30).

**STUN**

**POW**×5 roll if the injury is not severe enough to result in Shock. Failure results in 1D6 combat rounds of Stun (p. 7).

**SUPPRESSION FIRE**

**Resistance Table** roll between POW and the number of shots in the attacking burst. Failure results in 1D3 combat rounds of Stun (pp. 12-13).

**SURPRISE**

**Resistance Table** roll between (**Conceal**, **Hide**, or **Sneak**)/5 and (**Listen** or **Spot Hidden**)/5. Failure results in 1D6 combat rounds of Surprise (pp. 5-6).

**TAKING A NON-PENETRATING HIT**

(**POW**×5)+(highest **combat skill**/2) roll if a hit fails to penetrate body armour. Failure results in 1D3 combat rounds of Stun (p. 16).

**ARMOUR**

TYPE	VALUE
Heavy Leather Jacket	1/1
Steel Helmet (Brodie Mk I, M1917, Stahlhelm 16)	4/2
Steel-lined Bullet-Proof Vest	10/5
Automobile Body	12/6
3 cm Soft Wood (Pine)	1/0.5
3 cm Hard Wood (Oak)	2/1
30 cm Sand Bag	30/15
1 cm Armour Steel Plate	32/16
15 cm Concrete	40/20
20 cm Brick	46/23

NAME

PLAYER

HIT POINTS

-2	-1	0
1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

ARMOUR: \_\_\_/\_\_\_ AV

WOUNDS, INJURIES, MARKS AND SCARS

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

HOLSTERS / WEAPON ACCESSORIES

\_\_\_\_\_

\_\_\_\_\_

WEAPON PERMITS

COMBAT EXPERIENCE

\_\_\_\_\_

\_\_\_\_\_

Damage Bonus: \_\_\_\_\_  Dodge (DEX \*2): \_\_\_\_\_

SKILL	DAMAGE	HANDS	ATTACKS	RANGE
<input type="checkbox"/> Fist / Punch (50%) _____%	1d3+	1	1	Touch
<input type="checkbox"/> Grapple (25%) _____%	Special	2	1	Touch
<input type="checkbox"/> Head Butt (10%) _____%	1d4+	0	1	Touch
<input type="checkbox"/> Kick (25%) _____%	1d6+	0	1	Touch
<input type="checkbox"/> Martial Arts (01%) _____%				

WEAPON	SKILL	DAMAGE	HANDS	ATTACKS	RANGE	HP
_____	_____%	_____	_____	_____	_____	_____
_____	_____%	_____	_____	_____	_____	_____
_____	_____%	_____	_____	_____	_____	_____
_____	_____%	_____	_____	_____	_____	_____

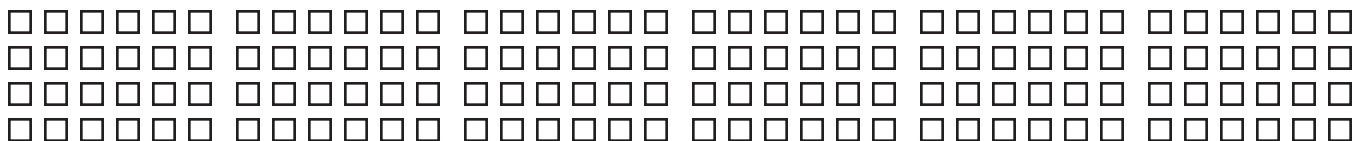
- MEDIC**  First Aid (30%): \_\_\_\_\_
- Medicine (05%): \_\_\_\_\_
- MELEE**  Knife (25%): \_\_\_\_\_
- Club (25%): \_\_\_\_\_
- Spear (20%): \_\_\_\_\_
- \_\_\_\_\_ (%): \_\_\_\_\_
- \_\_\_\_\_ (%): \_\_\_\_\_
- \_\_\_\_\_ (%): \_\_\_\_\_
- \_\_\_\_\_ (%): \_\_\_\_\_
- \_\_\_\_\_ (%): \_\_\_\_\_
- Throw (25%): \_\_\_\_\_
- FIREARMS**  Handgun (20%): \_\_\_\_\_
- Rifle (25%): \_\_\_\_\_
- Shotgun (30%): \_\_\_\_\_
- Submachine Gun (15%): \_\_\_\_\_
- Machine Gun (15%): \_\_\_\_\_
- OTHER**  Heavy Weapons (05%): \_\_\_\_\_
- ( \_\_\_\_\_ ) \_\_\_\_\_
- Demolitions (01%): \_\_\_\_\_
- Craft (Gunsmith) (05%): \_\_\_\_\_
- Conceal (15%): \_\_\_\_\_

Quick Draw (DEX): \_\_\_\_\_

Skill bonus: \_\_\_\_\_

Penalty: \_\_\_\_\_

WEAPON / CALIBRE / ACCESSORIES	SKILL	DAMAGE	BASE RANGE	ROF	HP	MALF	CAPACITY   SHOTS
_____	_____%	_____	_____	_____	_____	_____	_____   _____
_____	_____%	_____	_____	_____	_____	_____	_____   _____
_____	_____%	_____	_____	_____	_____	_____	_____   _____
_____	_____%	_____	_____	_____	_____	_____	_____   _____
_____	_____%	_____	_____	_____	_____	_____	_____   _____
_____	_____%	_____	_____	_____	_____	_____	_____   _____



NAME

PLAYER

**HIT POINTS**

-2	-1	0
1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

ARMOUR:    /    AV

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*WOUNDS, INJURIES, MARKS AND SCARS*

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*HOLSTERS / WEAPON ACCESSORIES*

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*WEAPON PERMITS* *COMBAT EXPERIENCE*

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- MEDIC**  *First Aid (30%):* \_\_\_\_\_
- Medicine (05%):* \_\_\_\_\_
- MELEE**  *Knife (25%):* \_\_\_\_\_
- Club (25%):* \_\_\_\_\_
- Spear (20%):* \_\_\_\_\_
- \_\_\_\_\_ (\_\_\_%): \_\_\_\_\_
- \_\_\_\_\_ (\_\_\_%): \_\_\_\_\_
- \_\_\_\_\_ (\_\_\_%): \_\_\_\_\_
- \_\_\_\_\_ (\_\_\_%): \_\_\_\_\_
- Throw (25%):* \_\_\_\_\_
- FIREARMS**  *Handgun (20%):* \_\_\_\_\_
- Rifle (25%):* \_\_\_\_\_
- Machine Gun (15%):* \_\_\_\_\_
- OTHER**  *Heavy Weapons (05%):*  
 \_\_\_\_\_ (\_\_\_\_\_) \_\_\_\_\_
- Demolitions (01%):* \_\_\_\_\_
- Craft (Gunsmith) (05%):* \_\_\_\_\_
- Conceal (15%):* \_\_\_\_\_

**Damage Bonus:** \_\_\_\_\_  *Dodge (DEX \*2):* \_\_\_\_\_

SKILL	DAMAGE	HANDS	ATTACKS	RANGE
<input type="checkbox"/> <i>Brawl (25%)</i> _____ %	_____	<i>Varies</i>	1	<i>Touch</i>
<input type="checkbox"/> <i>Grapple (25%)</i> _____ %	<i>Special</i>	2	1	<i>Touch</i>
<input type="checkbox"/> <i>Martial Arts (01%)</i> _____ %	_____	0	1	<i>Touch</i>

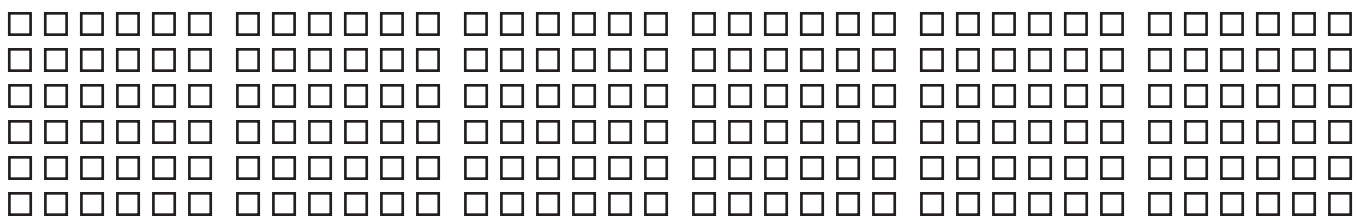
WEAPON	SKILL	DAMAGE	HANDS	ATTACKS	RANGE	HP
_____	_____ %	_____	_____	_____	_____	_____
_____	_____ %	_____	_____	_____	_____	_____
_____	_____ %	_____	_____	_____	_____	_____
_____	_____ %	_____	_____	_____	_____	_____
_____	_____ %	_____	_____	_____	_____	_____

**Quick Draw (DEX):** \_\_\_\_\_

Skill bonus: \_\_\_\_\_

Penalty: \_\_\_\_\_

WEAPON / CALIBRE / ACCESSORIES	SKILL	DAMAGE	BASE RANGE	ROF	HP	MALF	CAPACITY   SHOTS
_____	_____ %	_____	_____	_____	_____	_____	_____   _____
_____	_____ %	_____	_____	_____	_____	_____	_____   _____
_____	_____ %	_____	_____	_____	_____	_____	_____   _____
_____	_____ %	_____	_____	_____	_____	_____	_____   _____
_____	_____ %	_____	_____	_____	_____	_____	_____   _____
_____	_____ %	_____	_____	_____	_____	_____	_____   _____





## ABOUT THE AUTHOR

Hans-Christian “Grey Tiger” Vortisch, MA, is the author of the Pegasus Press *Cthulhu - Waffen-Handbuch*. He has contributed to several other German *Call of Cthulhu* publications, including *Cthulhu - Deutschland*, *Cthulhu - In Nyarlathoteps Schatten*, *Cthulhu - Niemandsland*, and *Cthulhu - Now*. He has published *Call of Cthulhu* articles in *The Black Seal*, *Cthulhoide Welten*, and *Worlds of Cthulhu*.

Hans is a prolific writer for Steve Jackson Games’ *GURPS* line, his efforts including *GURPS Covert Ops*, *GURPS Gun Fu*, *GURPS High-Tech*, *GURPS High-Tech: Pulp Guns*, *GURPS Martial Arts: Fairbairn Close Combat Systems*, *GURPS SEALS in Vietnam*, *GURPS Special Ops*, *GURPS Tactical Shooting*, and *GURPS WWII: Motor Pool*. He has also published in *Challenge* and *Pyramid* magazines.

Hans lives in Berlin, Germany, where he enjoys shooting, reading, watching movies, and listening to rock’n’roll.



*The publisher and friends would like to dedicate this book to the memory of*

ALAN FUOCO

1967 - 2010

*His Own Man, Factsmith, Ninja, Gamer, & Good Friend*

*Missing in Play*



*Then, in spite of my daze of fright and disgust,  
my morbid curiosity triumphed; and as the  
last of the monstrosities oozed up alone  
from that nether world of unknown  
nightmare, I drew my automatic pistol and  
shot it under cover of the thunder.*

– H.P. LOVECRAFT, “THE LURKING FEAR” (1922)

**INVESTIGATOR WEAPONS FOR CALL OF CTHULHU IN THE CLASSIC ERA IS A COMPREHENSIVE COLLECTION OF WEAPONS AVAILABLE TO STALWART INVESTIGATORS OF THE CTHULHU MYTHOS AND THEIR CRAZED CULTIST OPPONENTS.**

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*Shoot Dr. Allen on sight  
and dissolve his body in acid.  
Don’t burn it.*

– H.P. LOVECRAFT,  
“THE CASE OF CHARLES DEXTER WARD” (1927)

CALL OF  
HORROR ROLEPLAYING  
CTHULHU

