

**GURPS**

Fourth Edition

# ***GUN FU***™



Written by S.A. FISHER, SEAN PUNCH, and HANS-CHRISTIAN VORTISCH

Edited by JASON "PK" LEVINE and NIKOLA VRTIS

Illustrated by DAN SMITH

*An e23 Sourcebook for GURPS®*

**STEVE JACKSON GAMES**

Stock #37-0133

Version 1.0 – September 2009



# CONTENTS

<b>INTRODUCTION . . . . .</b> 3	<b>MULTIPLE ATTACKS . . . . .</b> 9	<b>4. STYLES . . . . .</b> 31
Publication History . . . . . 3	<i>Kung Fu and Gun Fu</i> . . . . . 9	<i>Shootin' Irons</i> . . . . . 31
About the Authors . . . . . 3	Multiple Targets . . . . . 10	Double Trouble . . . . . 31
About <b>GURPS</b> . . . . . 3	All-Out Attacks . . . . . 10	<i>Reloading With Double Trouble</i> . . . . . 32
<b>1. LIGHTS, CAMERA . . .</b>	Rate of Fire . . . . . 10	Future Kill . . . . . 32
<b>AND ACTION! . . . . .</b> 4	<i>Quick-Readying Nearby Weapons</i> . . . . . 10	One-Man Army . . . . . 32
WHAT IS GUN FU? . . . . . 4	<b>HIGH-SPEED SHOOTING . . . . .</b> 11	Sniper . . . . . 33
<i>Gun Fu Terms</i> . . . . . 4	Fanning . . . . . 11	Ultimate Shootist . . . . . 34
HISTORY OF GUN FU . . . . . 5	Fast-Firing . . . . . 11	<i>Crossbow Fu</i> . . . . . 34
Six-Shooters: The Old	Thumbing . . . . . 11	Way of the West . . . . . 35
West Legacy . . . . . 5	Two-Handed Thumbing . . . . . 11	<i>Way of the Galaxy</i> . . . . . 35
Machine Guns and Tuxedos:	<b>TRICKY SHOOTING . . . . .</b> 11	<b>5. EQUIPMENT . . . . .</b> 36
The Hollywood Tradition . . . . . 6	Prediction Shot . . . . . 11	<b>GUNS, LOTS OF GUNS . . . . .</b> 36
Wushu and Wondernines:	Ranged Disarms . . . . . 11	<i>How to Get Them</i> . . . . . 36
The Chinese Connection . . . . . 6	Ranged Feint . . . . . 12	Real Guns . . . . . 36
Over-the-Top and Faux	Shoot 'Em Up! . . . . . 12	Fictional Guns . . . . . 38
Realism: Modern Action . . . . . 6	<i>Precision Aiming</i> . . . . . 12	Combination Weapons . . . . . 38
Blasters and Ray Guns:	<b>NEVER GO ALONE . . . . .</b> 12	Stats for Movie Guns . . . . . 39
Shooting the Future . . . . . 6	<b>3. STYLE COMPONENTS . . .</b> 13	<i>Gun Cults</i> . . . . . 39
<b>2. SHOOTING</b>	<b>ADVANTAGES . . . . .</b> 13	<b>GUNSMITHING . . . . .</b> 40
<b>WITH STYLE . . . . .</b> 7	<i>Desirable Advantages</i> . . . . . 14	Accurizing . . . . . 40
BULLET BALLET . . . . . 7	<b>PERKS . . . . .</b> 16	Adding Accessories . . . . . 40
Getting Close . . . . . 7	<i>Shooting Skills</i> . . . . . 16	Converting a Long Arm
<i>Simplified Range</i> . . . . . 7	<b>SKILLS . . . . .</b> 23	into a Bullpup . . . . . 40
Shooting on the Move . . . . . 7	<i>Gun Fu Skills Levels</i> . . . . . 23	Converting a Semiautomatic
Shooting While Mounted . . . . . 8	New Skill: Zen Marksmanship . . . . . 24	to Full-Automatic . . . . . 40
<i>Who Draws First?</i> . . . . . 8	<i>Wildcard Skills</i> . . . . . 24	Fitting a Gun to Its Owner . . . . . 41
SHOOTING FOR EFFECT . . . . . 8	<i>Wildcard Skills for Styles</i> . . . . . 25	Shortening a Handgun . . . . . 41
One Shot, One Kill . . . . . 9	<b>TECHNIQUES . . . . .</b> 25	Shortening a Long Arm . . . . . 41
Until You're Dead, Dead, Dead! . . . . . 9	<i>Immediate Action</i> . . . . . 28	<b>FIREARM ACCESSORIES . . . . .</b> 41
	<i>Beyond Cinematic</i> . . . . . 30	Weapon Customization . . . . . 41
		Tacticool Gadgets . . . . . 42
		Holsters, Scabbards, and Slings . . . . . 42
		<i>Go Tactical, or Go Home</i> . . . . . 42
		Magazine Modifications and
		Reloading Aids . . . . . 43
		<b>APPENDIX: INSPIRATIONAL</b>
		<b>FICTION . . . . .</b> 44
		<b>FILMS AND TELEVISION . . . . .</b> 44
		<i>What About Video Games?</i> . . . . . 47
		<b>BOOKS AND COMICS . . . . .</b> 48
		<b>INDEX . . . . .</b> 49

*Give a guy a gun, he thinks he's  
Superman. Give him two and he thinks  
he's God.*  
– Superintendent Pang, *Hard-Boiled*

**GURPS** System Design ■ STEVE JACKSON  
**GURPS** Line Editor ■ SEAN PUNCH  
Managing Editor ■ PHILIP REED  
e23 Manager ■ STEVEN MARSH

Page Design ■ PHIL REED and  
JUSTIN DE WITT  
Art Director ■ WILL SCHOONOVER  
Production Artist & Indexer ■ NIKOLA VRTIS  
Prepress Checker ■ WILL SCHOONOVER

Marketing Director ■ PAUL CHAPMAN  
Director of Sales ■ ROSS JEPSON  
**GURPS** FAQ Maintainer ■  
VICKY "MOLOKH" KOLENKO

*Lead Playtester:* Jeff Wilson

*Playtesters:* Ken Clary, Douglas Cole, Dave Evans, Leonardo Holschuh, Jonathan Lang, Jason "PK" Levine, Garðar Ólafsson, Kenneth Peters, Christopher Rice, Antoni Ten, Roger Burton West

**GURPS**, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Gun Fu*, *Pyramid*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. **GURPS Gun Fu** is copyright © 2009 by Steve Jackson Games Incorporated. Some art © 2009 JupiterImages Corporation. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

# INTRODUCTION

In the real world, gun battles are an excellent way to get maimed, crippled, or *dead*. Veteran soldiers and cops – and all but the most deranged career criminals – go to great lengths to avoid shootouts. When they can't, they stack the deck with more men, heavier firepower, and better cover; they regard an ambush as *sensible*, not dishonorable. Done right, there's no gunfight, because the other guys don't get a chance to shoot; they're just shot. This is the reality that the *GURPS Basic Set* and *GURPS High-Tech* tend to favor.

Action movies and comics work nothing like this, though! There, gunmen with a beef will shoot up the scenery at the drop of a hat, and a big enough dose of lead and cordite can resolve almost any conflict. Gun-toting heroes prevail against superior numbers and weapons by being better, frequently more honorable, and inevitably *cooler*. The resulting gunfight might be a bloody massacre – but just as often, it's a ballet of bullets – kung fu with guns . . . *gun fu*.

*GURPS Gun Fu* bridges the gap between the deadly realism of the *Basic Set* and the “reality” of shoot-'em-up fiction. It delves into *GURPS Martial Arts* for rules that make movement and style as potent as caution and tactics, adapts them for cinematic shootists, and adds numerous *new* options. It is primarily intended as support for cinematic TL4-9 campaigns involving the use of firearms.

## PUBLICATION HISTORY

Some rules for weapon handling, and several perks and techniques, were adapted and expanded from *GURPS High-Tech* (2007), by Shawn Fisher and Hans-Christian Vortisch. Other material originally appeared in a different context in *GURPS Martial Arts* (2007), by Peter Dell'Orto and Sean Punch. Still other rules were introduced in Hans-Christian Vortisch's *GURPS Martial Arts: Fairbairn Close Combat Systems* (2008). Further concepts originated in Sean Punch's *GURPS Action 1: Heroes* (2008) and *GURPS Action 2: Exploits* (2008).

## ABOUT THE AUTHORS

S.A. Fisher is currently pursuing a doctorate in history. A former teacher and infantryman, he has over a decade of experience in private security and is a certified law-enforcement firearms and defensive-tactics instructor. His previous works include *GURPS High-Tech*, *GURPS WWII: Dogfaces*, and *GURPS WWII: Hand of Steel*. Shawn has been an avid gamer for nearly 25 years; he devotes his spare time to camping and recreational shooting. He lives in Searcy, Arkansas, with his wife, Jennifer, and their two daughters, Elizabeth and Rachel.

Sean “Dr. Kromm” Punch set out to become a particle physicist in 1985, ended up the *GURPS* Line Editor in 1995, and has engineered rules for almost every *GURPS* product since. He developed, edited, or wrote dozens of *GURPS Third Edition* projects

between 1995 and 2002. In 2004, he produced the *GURPS Basic Set, Fourth Edition* with David Pulver. Since then, he has created *GURPS Powers* (with Phil Masters), *GURPS Martial Arts* (with Peter Dell'Orto), and the *GURPS Action*, *GURPS Dungeon Fantasy*, and *GURPS Power-Ups* series . . . and the list keeps growing. Sean has been a gamer since 1979. His nongaming interests include cinema, cooking, and wine. He lives in Montréal, Québec, with his wife, Bonnie. They have two cats, Banshee and Zephyra, and a noisy parrot, Circe.

Hans-Christian “Grey Tiger” Vortisch, M.A., began writing for *GURPS* as a freelancer in 2001. He was author or coauthor of *GURPS Covert Ops*; *GURPS High-Tech*; *GURPS Modern Firepower*; *GURPS Special Ops, Third Edition*; *GURPS WWII: Motor Pool*; and several e23 publications on martial topics. He wrote additional material for numerous other *GURPS* books; authored, translated, edited, or contributed to several German *Call of Cthulhu* products; and published many articles in American, British, and German gaming magazines. Hans has been an avid gamer since 1983. His nongaming interests include science fiction, shooting, history, and punk rock. He's watching movies in Berlin.

## About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

*New supplements and adventures.* *GURPS* continues to grow – see what's new at [www.sjgames.com/gurps](http://www.sjgames.com/gurps).

*e23.* Our e-publishing division offers *GURPS* adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to [e23.sjgames.com](http://e23.sjgames.com).

*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our monthly PDF magazine includes new rules and articles for *GURPS*, systemless locations, adventures, and much more. Look for each themed issue from e23!

*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for errata, updates, Q&A, and much more. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at [forums.sjgames.com](http://forums.sjgames.com). The *GURPS Gun Fu* web page can be found at [www.sjgames.com/gurps/books/gunfu](http://www.sjgames.com/gurps/books/gunfu).

*Bibliographies.* Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the “Bibliography” link.

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

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

# HIGH-SPEED SHOOTING

**GURPS** offers mechanics for several mutually exclusive ways to exceed a weapon's listed RoF – mostly for single-action (RoF 1) revolvers. Full details are in *High-Tech* (pp. 83-84), but here's a quick recap.

## FANNING

To fan a single-action revolver, hold down the trigger and strike the hammer repeatedly with a free hand. The attack roll is at Guns (Pistol)-4, and you can't Aim; learn the Fanning technique (p. 27) to buy off the -4. This improves RoF to 2. You can increase RoF to as high as 5, but each +1 to RoF gives another -2 to skill that you *can't* buy off. At RoF 5, add 2 to Rcl, too. A critical failure when fanning means you fire no shots and must roll 1d: On 1-3, you drop your gun; on 4-6, you bruise your hand, causing moderate pain (p. B428) for minutes equal to margin of failure.

## FAST-FIRING

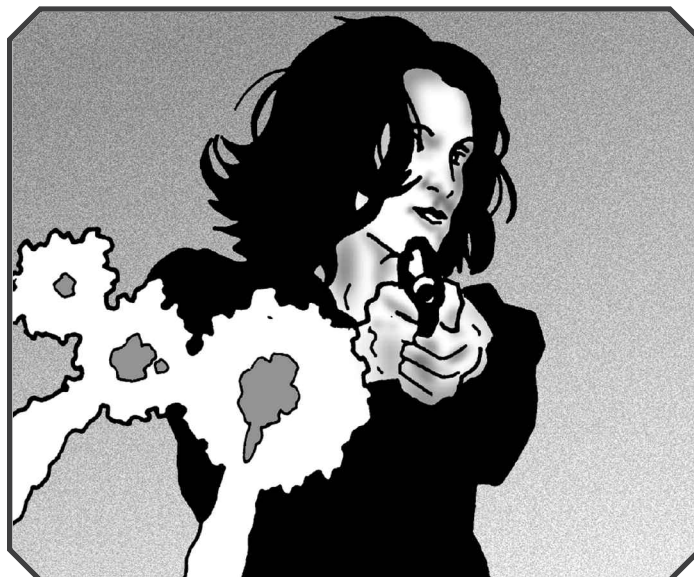
When using a weapon with RoF 2 or 3 (any double-action revolver, any pump- or lever-action firearm, and any semiautomatic weapon), you *can* pull the trigger and/or operate the lever or pump faster, increasing RoF by 1-3 (to 5 or 6). The attack roll is at shooting skill-4; learn the Fast-Firing technique (p. 27) to buy off the -4. Rcl is unchanged at +1 to RoF, rises by 2 at +2 to RoF, and increases by 4 at +3 to RoF. At RoF 5+, you can't use spraying fire (p. B409) except with a full-automatic weapon, but you *can* use suppression fire (p. B409).

*Fast-Firing Energy Weapons:* This rule *might* apply to beam weapons, Gauss guns, etc., depending on the technological assumptions. In quasi-realistic settings where such weapons must charge an accumulator before each shot and dissipate heat afterward, you can't fast-fire them. In worlds where superscience blasters ape conventional firearms – or where energy weapons use (and eject) disposable power cartridges – maybe you can!

## THUMBING

To thumb a single-action revolver, hold down the trigger and use the thumb on the same hand to fire the gun by manipulating the hammer. The attack roll is at Guns (Pistol)-2. Learn the Thumbing technique (p. 29) to buy off the -2. Success lets you fire at RoF 2. Failure means you can't fire. Critical failure means a dropped gun or a wild shot (GM decides what it hits).

The main advantage of thumbing over other techniques is that it lets you fire *two* revolvers!



## TWO-HANDED THUMBING

Alternatively, hold your single-action revolver two-handed and use the thumb of your off hand to operate the hammer. This increases RoF to 2 at *no* penalty. You can increase RoF to 3 or 4; the attack roll is then at Guns (Pistol)-2. Learn the Two-Handed Thumbing technique (p. 30) to buy off the -2.

# TRICKY SHOOTING

Tricks like Feint and Deceptive Attack needn't be limited to melee. They *might* work at a distance – and this *might* be realistic. However, the GM may reserve these options for Gunslingers, or simply forbid them.

## PREDICTION SHOT

Ranged combat involves "leading the target": following his motion and shooting so that the shot will intercept his path. Many marksmen even claim to be able to read a target's body language, deduce his reaction to seeing or hearing a weapon, and shoot where he'll jump or weave. To simulate such strategies, allow Deceptive Attack (p. B369) with ranged weapons.

The attacker's effective skill after all modifiers must be at least 10, making this option most useful at short range. The defense penalty reduces Dodge only.

## RANGED DISARMS

Cinematic gunmen often shoot weapons from their enemies' hands. To do this, attack the weapon as usual (pp. B400-401) and declare your intent beforehand. On a hit, roll damage as usual . . . but instead of harming the weapon or your enemy's hand, your enemy must make a ST roll at -1 per 2 points of damage rolled. Failure means he's disarmed!

## Reloading With Double Trouble

Dual-wielding semiautomatic pistols or machine pistols is a flashy shtick in cinematic campaigns, but reloading can be troublesome in games that are more realistic. A slow method to reload two pistols is this: Holster a pistol (one second or free action with Quick-Sheathe), use the free hand to reload the pistol being held (three seconds or free action with Quick Reload), then switch the process by holstering the loaded gun (one second or free action with Quick-Sheathe), drawing the empty gun (one second or free action with Fast-Draw), and reloading it (three seconds or free action with Quick Reload).

A faster method is to place both guns in one hand (one second or free action with Quick Swap) and reload both guns simultaneously (three seconds or free action with Quick Reload). In this case, the GM may allow a version of the Double-Loading technique for loading two magazine-fed weapons at once.

The Akimbo perk (p. 17), however, allows reloading to be conducted as if the shooter had one hand empty the whole time. Thus with Akimbo and Quick Reload, the whole process is a free action! This is not realistic of course, but it is in keeping with the aesthetics of Double Trouble in high-cinematic action.

*Disadvantages:* Bloodlust; Impulsiveness; Overconfidence.

*Skills:* Armoury (Small Arms); Connoisseur (Guns); Guns Art (Pistol or SMG); Holdout; Jumping.

*Techniques:* Behind-the-Back Shot (Pistol or SMG).

*Perks:* Cinematic Knockback (Pistol or SMG); Cookie Cutter (SMG); Fastest Gun in the West (Pistol or SMG); Hand Cannon; Pistol-Fist (Guns); Recoil Rocket (Pistol or SMG); Supplier (Any).

## FUTURE KILL

4 points

The *Gun Kata* treats the gun as a total weapon, each fluid position representing a maximum kill zone, inflicting maximum damage on the maximum number of opponents while keeping the defender clear of the statistically traditional trajectories of return fire.

– DuPont, *Equilibrium*

To you, the laws of nature are merely propositions. Your marksmanship is a force of will that produces the impossible. In your hands, there is no entropy, no tentative probabilities. You shoot from a mountaintop, and those below can only weep.

The Future Kill style is a full-on science-fiction combat style used by gunmen such as Neo in *The Matrix*, the scientifically trained “clerics” of *Equilibrium*, or the legendary assassins from the film *Wanted*. The style’s major shtick is not just highly cinematic gun tricks, but *impossible* feats, such as semi-guided bullets, inhuman accuracy, and blindingly fast draws.

Future Kill requires liberal point totals to access its key advantages such as Enhanced Dodge and Enhanced Time Sense (Bullet Time is a must!), as well as Extra Attack, Gunslinger, and perks such as Area Defense, Bend the Bullet, and Infinite Ammunition. Cinematic skills such as Blind Fighting, Breaking Blow, and Zen Marksmanship are highly recommended. Without these traits, little distinguishes Future Kill from bog-standard shooting.

The Whirlwind Attack technique is common in Future Kill, as are the Flank Shot technique and Bank Shot perk. High skill and these attack forms, along with the cinematic skills and advantages listed above, constitute major elements in this “impossible” style.

*Skills:* Fast-Draw (Ammo); Fast-Draw (Pistol); Guns (Pistol).

*Techniques:* Dual-Weapon Attack (Pistol); Fast-Firing (Pistol); Flank Shot (Pistol); Immediate Action (Pistol); Precision Aiming (Pistol); Quick-Shot (Pistol); Targeted Attack (Pistol/Skull).

*Cinematic Skills:* Blind Fighting; Body Control; Breaking Blow (Guns); Flying Leap; Invisibility Art; Light Walk; Mental Strength; Zen Marksmanship (Pistol).

*Cinematic Techniques:* Timed Dodge; Whirlwind Attack (Pistol).

*Perks:* Area Defense (Pistol); Bank Shot (Pistol); Bend the Bullet (Pistol); Cinematic Knockback (Pistol); Cool Under Fire; Cross-Trained (Pistol); Deadeye; Early Adopter (Pistol); Gun Whisperer (Pistol); Infinite Ammunition; Off-Hand Weapon Training (Fast-Draw); Off-Hand Weapon Training (Pistol); Pistol-Fist (Guns); Quick Reload (Pistol); Weapon Bond.

## Optional Traits

*Secondary Characteristics:* Improved Basic Speed and Per.

*Advantages:* Acute Vision; Ambidexterity; Combat Reflexes; Enhanced Dodge; Enhanced Time Sense; Extra Attack; Gunslinger; Signature Gear.

*Skills:* Acrobatics; Armoury (Small Arms); Breath Control; Connoisseur (Guns); Gunner (Any); Guns (Any); Guns Art (Any); Holdout; Jumping; Meditation; Observation; Stealth.

*Techniques:* Immediate Action (Any).

*Perks:* Armorer’s Gift (Pistol); Supplier (Any); Walking Armory.

## ONE-MAN ARMY

5 points

*Jack:* Meet “Hamilton.”

*Murphy:* I said get a couple of guys, Jack. A couple of guys.

*Jack:* He is a couple of guys.

– 3000 Miles to Graceland

You are the lone commando, a super soldier, a master of mass-destruction; you maim and kill with heavy weapons; your enemies perish in a fiery blast or a “pink mist.” You deal death with big guns, big arms, and lots of explosions and mayhem. Outfitted with an arsenal of weapons, including machine guns, rocket launchers, grenades and grenade launchers, etc., the One-Man Army practitioner is a formidable opponent.

# GUNSMITHING

*It'll shoot the fleas off a dog's back at 500 yards, Tannen, and it's pointed straight at your head!*

– Dr. “Doc” Emmett Brown, *Back to the Future Part III*

Gun fu stylists will often use guns modified to their specifications – anything from a sawed-off shotgun to a pistol tricked out with every accessory in the book.

Note that all rules below are *generic*. They may not apply to every particular firearm. Individual weapon descriptions may give indications whether specific modifications are either common or can't be done at all. If nothing is specified, use common sense. For example, it is obvious that bullpup weapons can't have their shoulder stock removed or replaced by a folding stock, or that the magazine capacity of a weapon with a tube magazine below the barrel may be reduced if the barrel is shortened.

## ACCURIZING

Improving the Acc of a firearm – making it fine (accurate) or very fine (accurate) – usually involves a combination of modifications (*High-Tech*, p. 79). A match barrel is the most important feature; the original barrel will generally need to be replaced by a precision-made, often heavier barrel optimized for accuracy. The trigger is reworked for an easier squeeze and a clear breakpoint. Fully adjustable sights with well-defined foresight and rear sight usually replace the old sights. Finally, all the components are fine-tuned to each other so that optimum accuracy results.

Accurizing takes a lot of time and money. Add 75% to cost for +1 to Acc, or 375% to cost for +2. The weapon needs a base Acc 2 or better to be accurized, and it must have Acc 4 or better for +2 to Acc. The former takes two Armoury (Small Arms)-4 rolls and two days' work. The latter takes four Armoury (Small Arms)-4 rolls and at least four days' work.

## ADDING ACCESSORIES

See *Firearm Accessories* (pp. 41-43 and *High-Tech*, pp. 153-161) for many examples of gadgets that can be added to a firearm. Most require no or only minor modifications of the weapon – especially if accessory rails (*High-Tech*, p. 161) or similar mounting points are used. In general, an IQ-based Guns or Armoury (Small Arms)+4 roll is required to correctly fit a new accessory to a firearm.

Things get a bit more complicated if, for example, a new, slightly longer barrel has to be fitted with a thread cut into it to mount a detachable sound suppressor (*High-Tech*, p. 159), or if a pistol stock (*High-Tech*, p. 160) is to be added to a pistol

that is not designed to mount one. Such small gunsmithing jobs can be done by succeeding with an unmodified Armoury (Small Arms) roll.

## CONVERTING A LONG ARM INTO A BULLPUP

Most ordinary long arms can be modified into the so-called bullpup configuration, that is a shape in which the trigger is moved forward of the action. This changes the balance of the weapon and reduces the length. However, it also means that the weapon can no longer be used left-handed (or right-handed, if so constructed), as the cases will be ejected into the face of the shooter. Also, a conversion requires extensive modifications and often means a net weight gain.

A complete gunsmith conversion of an ordinary long arm needs three Armoury (Small Arms) rolls and materials worth 30% the cost of the weapon. The firearms market has also developed ready-to-install bullpup conversion kits, for example for the Ruger Mini-14 (*High-Tech*, p. 117). These conversions cost 25% the cost of the weapon and require only one Armoury (Small Arms) roll. In either case, improve Bulk by one step (to not better than Bulk -3) and increase weight by +1 lb.

Note that the bullpup configuration is effectively a TL7 development. It works best with semiautomatics and full-automatics, but it can also be applied to bolt-action and pump-action guns.

## CONVERTING A SEMIAUTOMATIC TO FULL-AUTOMATIC

Any semiautomatic weapon – regardless of whether it is a pistol, shotgun, rifle, etc. – can be converted to full-automatic fire. In fact, one of the problems of semiauto design is to *keep* them from firing bursts (runaway semiautos are a discomfiting and somewhat common occurrence on shooting ranges!). The first gunsmith and prototype manufacturer conversions appeared in the years between 1900 and WWI, a mere decade after the introduction of the first self-loading weapons.

Converting semiautos to full-auto fire requires an Armoury (Small Arms) skill roll. Assign a penalty depending on the weapon's basic design (which the GM may need to determine through research). For example, converting a Winchester M1 carbine (*High-Tech*, p. 113) or certain open-bolt pistols such as the original semiautomatic Intratec TEC-9 (*High-Tech*, p. 101) is a *favorable* task, with a +1 difficulty modifier (p. B345).

*I got the idea from a French gunsmith named LeMat. Think of it, Johnny – a seven-shooter! One extra bullet that'll make all the difference.*

– Cason Thomas, *Johnny Ringo #1.1*

# INDEX

- Accessories, 41-43; *adding*, 40.  
Accuracy bonus, 12, 40.  
Accurizing, 40.  
Action genre, 6.  
Acute Vision advantage, 13.  
Advantages, 13-16.  
Advice, giving in combat, 12.  
Aerial Target Shooter perk option, 22.  
Aiming, 12.  
Akimbo, 4; *perk*, 17, 32.  
Allies in combat, 12.  
All-Out Attacks, 10.  
Altered Time Rate advantage, 9, 13.  
Ambidexterity advantage, 13.  
Ammunition, *as perk*, 19-20; *as specialty*, 24; *bonus*, 39; *reloading*, 4, 21, 27, 32, 42, 43.  
Arching Shot Imbuement, 30.  
Area Defense perk, 17.  
Armorer's Gift perk, 17.  
Army of One perk, 17.  
Arsenal limitation, 16.  
Back to the Wall perk option, 22.  
Back-to-back in combat, 12.  
Bank Shot Imbuement, 30.  
Bank Shot perk, 17.  
Behind-the-Back Shot technique, 25.  
Bend the Bullet perk, 17.  
Blind Fighting skill, 23.  
Books, inspirational, 48.  
Breaking Blow skill, 23.  
Breath Control skill, 24.  
Bubba cup holders, 42.  
Buddy bandaging in combat, 12.  
Bullet ballet, 7-8.  
Bullet Time (ETS benefit), 14.  
Bullpups, 40.  
Burning Strike Imbuement, 30.  
Cavalry Training technique, 25-26.  
Chicago Typewriter perk option, 22.  
Cinematic Knockback perk, 17.  
Cinematic Option perk, 17.  
Close-Hip Shooting technique, 26.  
Close-Quarters Battle technique, 26.  
Closing the distance, 7.  
Combat Driving technique, 26.  
Combat Piloting technique, 26.  
Combat Riding technique, 26.  
Combination weapons, 38.  
Comics, inspirational, 48.  
Communicating in combat, 12.  
Companions in combat, 12.  
Compensators, 41.  
Concealed back holsters, 42-43.  
Concealed Carry Permit perk, 17.  
Conic Blast Imbuement, 30.  
Connoisseur skill, 24.  
Converting, *a long arm into a bullpup*, 40; *a semiautomatic to full-automatic*, 40-41.  
Cookie Cutter perk, 17.  
Cool Under Fire perk, 18.  
Crossbow Fu style, 34.  
Cross-Trained perk, 18.  
Cult of the .45, 39.  
Cult weapons, 39.  
Customizing guns, 40-41.  
Cutting Strike Imbuement, 30.  
CZ Model 75, 36, 37.  
Deadeye perk, 12, 18.  
Deagle cult, 39.  
Deceptive Attack combat option, 11.  
Default use of techniques, 25.  
Desirable advantages, 14.  
Dial-a-Round perk, 18.  
Disarming technique, 26-27.  
Dodging Bullets (ETS benefit), 14.  
Double Trouble style, 9, 31-32.  
Double-Loading technique, 27.  
Dramatic Death perk, 18.  
Drawing first, determining, 8.  
Dual Ready perk, 18.  
Dual-Weapon Attack, *combat option*, 10; *technique*, 10, 27.  
Early Adopter perk, 18.  
Energy weapons, fast-firing, 11.  
Enhanced Dodge advantage, 13.  
Enhanced Time Sense advantage, 14.  
Enhanced Tracking advantage, 15.  
Enhancements, new, 15.  
Equipment, 36-43.  
Extra Attack advantage, 9, 15.  
Fanning firearms, 4, 11; *technique*, 27.  
Fast-draw back scabbards, 43.  
Fast-Draw Opponent's Weapon technique, 27.  
Fast-draw rigs, 43.  
Fast-Draw skill, 8, 10, 14, 18-21, 42-43; *described*, 24.  
Fastest Gun in the West perk, 18.  
Fast-firing firearms, 11; *technique*, 27.  
Feint technique, 27.  
Fiction, inspirational, 44-48.  
Fictional guns, 38.  
Fictional guns, 38.  
Films, inspirational, 44-48.  
Firearms, *accessories*, 41-43; *see also Guns, specific types of guns*.  
Fireball Shot perk, 18-19.  
First-person shooter (FPS) games, representing, 47.  
Fitting a gun to its owner, 41.  
Flank Shot technique, 27-28.  
Flimsy Cover perk, 19.  
Flying Leap skill, 24.  
Forceful Blow Imbuement, 30.  
Franchi PA3, 37.  
Future Kill style, 32.  
German Engineering cult, 39.  
Getting close to targets, 7.  
Gizmos advantage, 15.  
Grip Mastery perk, 19.  
Guided Weapon Imbuement, 30.  
Gun fu, definition, 4.  
Gun Rack limitation, 16.  
Gun Sense perk, 19.  
Gun Shticks perk, 19.  
Gun Whisperer perk, 19.  
Gun! skill, 24.  
Guns, *accessories*, 41-43; *benefits for*, 39; *combination*, 38; *cults*, 39; *customization*, 40-41; *drawbacks for*, 39; *fictional*, 38; *mook*, 39; *movie*, 39; *obtaining*, 36; *permitted with styles*, 31; *stats*, 36-39; *see also Weapons*.  
Gunslinger advantage, 8, 10, 13, 14, 16, 17, 21, 24, 25, 30; *description*, 15-16.  
Gunsmithing, 40-41.  
**GURPS**, 7, 11, 36, 41, 42; **Action 1: Heroes**, 3, 24; **Action 2: Exploits**, 3; **Age of Napoleon**, 35; **Basic Set**, 3, 14, 15, 40; **High-Tech**, 3, 6, 10-12, 16, 18, 21, 22, 28, 31, 36-48; **High-Tech: Pulp Guns 1**, 44, 46; **High-Tech: Pulp Guns 2**, 41; **Martial Arts**, 3, 7-9, 31, 43; **Martial Arts: Fairbairn Close Combat Systems**, 3, 9, 26; **Old West**, 5; **Power-Ups 1: Imbuements**, 30; **Power-Ups 2: Perks**, 19; **Ultra-Tech**, 36, 38, 40, 44, 45, 47, 48.  
H&K USP Match, 37.  
Hand Cannon perk, 19.  
Hand Howitzer weapon benefit, 39.  
Handguns, *see Guns*.  
Hands-Free Riding technique, 28.  
Hard-Core weapon benefit, 39.  
High-speed shooting, 11.  
History, 5-6.  
Holsters, 42-43.  
Homing Weapon Imbuement, 30.  
Hong Kong action genre, 6.  
Imbuement Skills, 30.  
IMI Galil MAR, 37, 38.  
Immediate Action, *combat option*, 28; *technique*, 28.  
Incendiary Weapon Imbuement, 30.  
Indestructible weapon benefit, 39.  
Infinite Ammunition perk, 19.  
Instant Arsenal Disarm technique, 28.  
Intuitive Armorer perk, 20.  
Invisibility Art skill, 24.  
Just Winged Him perk, 20.  
Kung fu and gun fu, 9.  
Lightning Fingers perk, 20.  
Limitations, new, 15-16.  
Long arms, *converting*, 40, 41; *stats*, 37-38; *see also Guns*.  
Machine gun cases, 43.  
Mag knuckles, 42.  
Magazine modifications, 43.  
Martial arts and gun fu, 9.  
Mexican standoffs, 4.  
Mikhail's Army cult, 39.  
Miroku-Browning BPS Field, 37.  
Model limitation, 16.  
Mook guns, 39.  
Mossberg Model 500 ATP6 Cruiser, 37, 38.  
Motorized Training perk, 20.  
Mounted, shooting while, 8, 25-26, 28.  
Mounted Shooting technique, 28.  
Movie guns, 39.  
Multiple, *attacks*, 9-10; *shots to kill*, 9; *targets*, 10.  
Multiple Lock-Ons enhancement, 15.  
Multi-Shot Imbuement, 30.  
Multi-Strike enhancement, 15.  
Muzzle, *ports*, 42; *weights*, 42.  
Muzzle Flamethrower perk, 20.  
New York reloads, 4.  
Next Time, It's Your Head Shtick, 19.  
No Friendly Fire perk, 20.  
Obtaining guns, 36.  
Offensive maneuvers, 9-10.  
Off-Hand Weapon Training perk, 20.  
Off-Screen Reload perk option, 22.  
On Alert perk option, 22.  
One shot to kill, 9.  
One-Armed Bandit perk, 21.  
One-Man Army style, 9, 32-33.

Pants-Positive Safety perk, 21.  
 Penetrating Strike Imbuement, 30.  
 Perks, 16-23.  
 Pistol-Fist perk, 21.  
 Pistols, 36-37; *see also Guns*.  
 Precision Aiming, *combat option*, 12; *technique*, 28-29.  
 Prediction Shot combat option, 11.  
 Publication history, 3.  
 Quick Mount technique, 29.  
 Quick Reload perk, 21.  
 Quick-readying nearby weapons, 10.  
 Quick-Sheathe perk, 21.  
 Quick-Shot technique, 29.  
 Quick-Swap perk, 21.  
 Range, simplified, 7.  
 Ranged, *disarms*, 11; *feints*, 12.  
 Ranged Rapid Strike combat option, 10.  
 Rate of fire, 10.  
 Real guns, 36.  
 Recoil Rocket perk, 21.  
 Reloading, 4, 32; *aids*, 43; *related perks*, 19-21; *related techniques*, 27; *with Double Trouble*, 32.  
 Resolving standoffs, 8.  
 Retain Weapon technique, 29.  
 Rifles, 37, 38; *see also Guns*.  
 Rope Shooter perk, 21.  
 Ruger KP90, 37.  
 Scabbards, 42-43.  
 Scattergun perk, 21.  
 Scenery, shooting up, 12, 19.  
 Science-fiction genre, 6.  
 Semiautomatic pistols, 36-37, 40-41; *see also Guns*.  
 Shattershot Imbuement, 30.  
 Shockwave Imbuement, 30.  
 Shoot 'Em Up! combat option, 12.  
 Shooter! skill, 24.  
 Shooting, *for effect*, 8-9; *on the move*, 7-8; *skills*, 16; *while mounted*, 8, 25-26, 28.  
 Shooting Between Raindrops (ETS benefit), 14.  
 Shortening, *a handgun*, 41; *a long arm*, 41.  
 Shotguns, 37-38; *see also Guns*.  
 Shots needed to kill, 9.  
 Silencer perk, 21.  
 Simplified range, 7.  
 Single Skill limitation, 15.  
 Skills, 23-25; *levels*, 23; *new*, 24.  
 Sleep with One Eye Open perk option, 22.  
 Sleeve, *holsters*, 43; *magazine loaders*, 43.  
 Slings, 42-43.  
 Sniper style, 9, 33.  
 Speedload magazine holders, 43.  
 Spraying fire, 10.  
 Standard Operating Procedure perk, 22.  
 Standoffs, 8.  
 Staying Seated technique, 29.  
 Stealthy Attack Imbuement, 30.  
 Stone-Cold Killer Shtick, 19.  
 Style Familiarity perk, 16.  
 Style Perks, 16-23.  
 Styles, 31-35.  
 Style! skill options, 25.  
 Super-Fast Draw (ETS benefit), 14.  
 Supernatural capabilities, 30.  
 Supplier perk, 22.  
 Sure-Footed perk, 22.  
 Tack Driver perk option, 23.  
 Tactical, *energy drinks*, 42; *food*, 42.  
 Tacticool, *gadgets*, 42; *perk*, 22.  
 Tap-Rack-Bang perk, 22.  
 Targeted Attack technique, 29.  
 Techniques, 25-30.  
 Television, *inspirational*, 44-48.  
 Terms, 4.  
 Thumbing firearms, 4, 11; *technique*, 29.  
 Timed Dodge technique, 29.  
 Tracer Eyes perk, 22.  
 Trick Reload Shtick, 19.  
 Trick Shooter perk, 22.  
 Tricky shooting, 11-12.  
 Twirl Shtick, 19.  
 Two-handed thumbing, 11; *technique*, 30.  
 Type limitation, 16.  
 Ultimate Shootist style, 9, 34-35.  
 Underbarrel pistol mounts, 42.  
 Upside-Down Shooting perk, 23.  
 Using techniques together, 25.  
 Vehicles and shooting, 8.  
 Video games, representing, 47.  
 Walking Armory perk, 23.  
 Wall o' Lead Shtick, 19.  
 Way of the Galaxy style, 35.  
 Way of the West style, 9, 35.  
 Weapon Bond perk, 23, 41, 42.  
 Weapons, *combination*, 38; *permitted with styles*, 31, 34; *see also Guns*.  
 Western genre, 5.  
 Whirlwind Attack technique, 30.  
 Wildcard skills, 24, 25.  
 Wondernines, 4.  
 Zen Marksmanship skill, 24

## STUCK FOR AN ADVENTURE? NO PROBLEM.

e23 sells high-quality game adventures and supplements in PDF format.

- Get complete sample adventures free for *GURPS*, *In Nomine*, and *Traveller*!
- PDFs from the major players in online publishing: Ronin Arts, Ken Hite, Atlas Games, and 01 Games.
- New gems from up-and-coming publishers, like Atomic Sock Monkey Press and Expeditious Retreat Press.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Original material for *Transhuman Space* and *In Nomine*, with new *GURPS* supplements from Sean Punch, William Stoddard, David Pulver, and Phil Masters!
- Buy it once, have it always. Download your purchases again whenever you need to.



Download ● Print ● Play

# STEVE JACKSON GAMES

e23 is part of Warehouse 23, the online store at Steve Jackson Games. Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers. Visit us today at [www.warehouse23.com](http://www.warehouse23.com) for all your game STUFF!