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## 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:

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

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

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# INTRODUCTION

*High-Tech: Pulp Guns, Volume 1* is a catalog featuring handguns, shotguns, and submachine guns. These are ideal for outfitting detectives, police officers, and gangsters; for adventurers, explorers, and big-game hunters; for evil fiends and brutal henchmen; for soldiers and revolutionaries; but also for ordinary people. This book is especially suited as a companion to *GURPS Cliffhangers*, but is also appropriate for *GURPS Cops*, *GURPS Covert Ops*, *GURPS Espionage*, *GURPS Horror*, *GURPS Lands Out of Time*, *GURPS Mysteries*, or *GURPS Supers* campaigns set in that timeframe. Furthermore, it can be used for military adventures, particularly in combination with *GURPS WWII* and its supplements.



## ABOUT THE AUTHOR

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

interests include science fiction, history, cinema, and punk rock. He lives in Swingin’ Berlin.

## GURPS HIGH-TECH AND THIS BOOK

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

## PUBLICATION HISTORY

Several entries herein are based on descriptions from *GURPS High-Tech, Fourth Edition* (2007), written by Shawn Fisher and Hans-Christian Vortisch, as well as earlier editions written by Michael Hurst. A few more were developed from material in *GURPS Martial Arts: Fairbairn Close Combat Systems* (2008) and the *Pyramid* articles “Secret Weapons” (2001), “The Long Arm of the Law” (2001), and “Frank Hamer, Texas Ranger” (2005), also by Hans-Christian Vortisch.

*... 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)

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