

SAVAGE WORLDS

WW II

Weapons List

BRITISH

Weapon	Type/ Caliber	Range S/M/L	Damage	ROF	Shots	Min Str	AP	Wt.	Notes
Lee Enfield Mk 4	Bolt Action Rifle/ .303	24/48/96	2d8	1	10		2	10lb	
Bren Gun	Light Machine Gun/.303	30/60/120	2d8	3	30 (100)	d6	2	25lb	Full Auto, Snap Fire Penalty, 100 rnd drums Rare, Suppressive Fire
Thompson	Sub Machine Gun/ .45	12/24/48	2d6+1	3	20 (50)	d6	1	10lb	Full Auto, 50rnd drums Rare
Colt 1911	Pistol/ .45	12/24/48	2d6+1	1	7		1	3lb	Semi Auto
Webley Mk VI	Revolver/ .455	12/24/48	2d8	1	6		2	4lb	2 action reload, Rare
Webley MK IV	Revolver/ .38S&W	12/24/48	2d6-1	1	6		-	3lb	2 action reload
Browning HP	Pistol/ 9mm	12/24/48	2d6	1	13		-	3lb	Semi Auto, Silencer ready
Boys Anti-Tank	Bolt Action Rifle / .55	50/100/200	2d10	1	5	d8	4	20lb	Snap Fire Penalty
No. 5 "Mills Bomb"	Grenade	5/10/20	4d4	1	-	-	-	1lb	Medium Burst Template
No. 74 ST "Sticky Bomb"	Grenade, Anti Tank	5/10/20	4d4	1	-	-	10	2lb	Small Burst Template Risk to User
No. 2 Mk 1 "Lifebuoy"	Flamethrower	Template	2d10	1	3	d6	Ignore Armor	65lb	Flame Template
ML 2" Mortar	Mortar/ 2"	20/40/80 Minimum 15	4d4	1	-	d6	-	12lb	Small Burst Template, Smoke, Illumination, Snap Fire Penalty
ML 3" Mortar	Mortar/ 81mm	30/60/120/* Minimum 20	3d8	1	-	-	-	100lb 2 part	Medium Burst Template, Smoke, Illumination, Barrage, No Move & Shoot
Vickers Mk. IV A	Medium Machine Gun/.303 Water Cooled	30/60/120	2d8	4	250	-	2	100lb 3 part	Full Auto, No Move & Shoot, Tripod, Suppressive Fire, Never Jam

Snap Fire Penalty : -2 to hit if move this action

Semi Auto: use 2 bullets, roll 1 to hit at +1

Full Auto: Roll ROF, -2 on all dice, ROF 2 = 4 bullets, ROF3 = 9 bullets. May use single shot. May use Suppressive Fire with roll to hit.

Barrage: May use Suppressive Fire if have loader and ammo supply.

Suppressive Fire: Roll to hit area. All targets in area make Spirit roll or are Shaken - targets hit on 1. No roll to hit necessary if have loader.

Tripod 3 man-actions to set up, no full auto penalty

Range *: May target or barrage out to 500" with spotter in voice contact. Must roll to hit at -4, decreases to -2 second shot.

Risk to User: On a To Hit roll of 1, regardless of Wild Die, the device has stuck to the user.

Rare: See GM, not widely available.