

SAVAGE WORLDS

WW II

Weapons List

GERMAN

Weapon	Type/ Caliber	Range S/M/L	Damage	ROF	Shots	Min Str	AP	Wt.	Notes
Kar 98k	Bolt Action Rifle/ 7.92mm	24/48/96	2d8	1	5	-	2	10lb	
MP 38	Sub Machine Gun/ 9mm	12/24/48	2d6	3	32	-	1	8lb	Full Auto
MG-34	Machine Gun/ 7.92mm	30/60/120	2d8	3	50	d6	2	25lb	Full Auto, Snap Fire Penalty,
Tripod MG-34	Machine Gun/ 7.92mm	40/80/160	2d8	4	200	-	2	32lb	Full Auto, No Move & Shoot, Tripod, Suppressive Fire
P08 Luger	Pistol/ 9mm	12/24/48	2d6	1	8	-	-	2lb	Semi Auto
No 24 Steilhandgranate "Potato Masher"	Grenade	8/16/32	4d4-1	1	-	-	-	1lb	Medium Burst Template
5cm leGrW 36	Mortar/ 50mm	20/40/80 Minimum 15	4d4	1	-	-	-	15lb	Medium Burst Template, Smoke, Illumination
8cm GW 34	Mortar/ 80mm	30/60/120/* Minimum 20	3d8	1	-	-	-	100lb 2 part	Medium Burst Template, Smoke, Illumination, Barrage, No Move & Shoot
Flamenwerfer 35	Flamethrower	Template	2d10	1	2	d6	Ignore Armor	65lb	Flame Template

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 2 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.