

TO A BLOODY PULP

A SAVAGE WORLDS CAMPAIGN

GOTHAM CITY, 1934

VEHICLE CATALOGUE

Ground Vehicles, Aircraft, Boats

DRAFT #1

IN THE 4th ROUND OF CATALOGUE DRAFTS

By David Nelson

TO A BLOODY PULP OTHER GEAR CATALOGE

Acceleration: number of inches vehicle can increase speed in one turn

Top Speed: maximum number of inches vehicle can move in one turn

Toughness: resistance to attack, the number in parenthesis is the number of toughness points due to armor.

Heavy Armor: the vehicle in question has heavy armor and can only be attacked by weapons or other attack forms noted as Heavy Weapons (HW).

Crew: The number of people needed to operate the vehicle

Passengers: number of people that can be carried by the vehicle in a proper seat.

Tracked: counts each 2" of difficult terrain as 1.5 inches

4-wheel drive: counts each 2" of difficult terrain as 1.5 inches.

Climb: Relative ease an aircraft can climb in an air chase.

SECTION 1: GROUND VEHICLES

MODEL T FORD

Acceleration 5
Top Speed 16
Toughness 8 (1)
Crew 1
Passengers 3



COUPE

Acceleration 12
Top Speed 30
Toughness 10(1)
Crew 1
Passengers 3



SEDAN

Acceleration 10
Top Speed 30
Toughness 11(1)
Crew 1
Passengers 6



SPORTS CAR

Acceleration 32
Top Speed 60
Toughness 10(1)
Crew 1
Passengers 1



VAN

Acceleration 8
Top Speed 25
Toughness 11(1)
Crew 1
Passengers 1 (up to 8 in the back)



TRUCK

Acceleration 5
Top Speed 25
Toughness 12(1)
Crew 1
Passengers 2 (up to 15 in back)



PICK-UP TRUCK

Acceleration 8
Top Speed 25
Toughness 10(1)
Crew 1
Passengers 2 (up to 8 more in back)



LIMO

Acceleration 8
Top Speed 30
Toughness 11(1)
Crew 1
Passengers 8



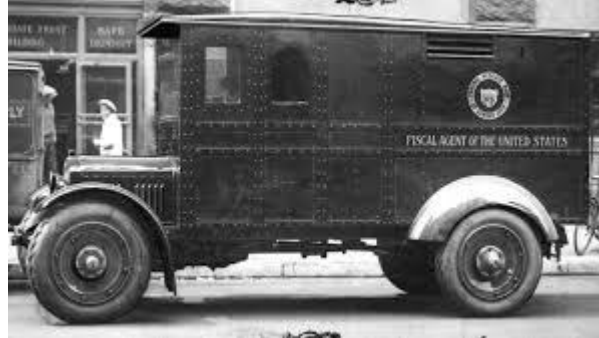
RACE CAR

Acceleration 40
Top Speed 80
Toughness 10(1)
Crew 1
Passengers 0



CIVILIAN ARMORED CAR

Acceleration 5
Top Speed 20
Toughness 14(5) Heavy Armor
Crew 1
Passengers 3 (up to 8 in cargo)



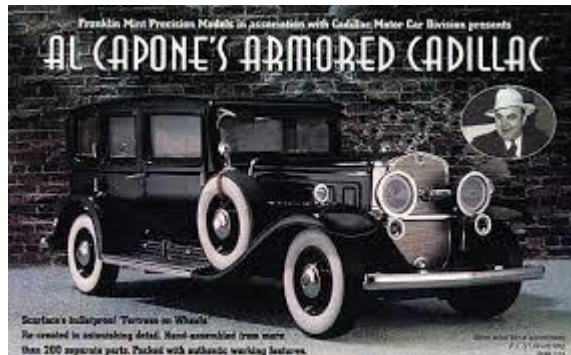
TOW TRUCK

Acceleration 8
Top Speed 20
Toughness 11(1)
Crew 1
Passengers 1



ARMORED LIMO

Acceleration 7
Top Speed 25
Toughness 15(5)
Crew 1
Passengers 8



TRACTOR

Acceleration 5
Top Speed 16
Toughness 10(0)
Crew 1
Passengers 0
Tracked



BULL DOZER

Acceleration 5
Top Speed 16
Toughness 14(0)
Crew 1
Passengers 0
Tracked



BUS

Acceleration 8
Top Speed 25
Toughness 12 (1)
Crew 1
Passengers 24



Civilian Half-Track

Acceleration 5
Top Speed 22
Toughness 11(1)
Crew 1
Passengers 1 (up to 8 in back)
Tracked



LIGHT TANK

Acceleration 6
Top Speed 18
Toughness 16 (8) Heavy Armor
Crew 3
Passengers 0
Tracked

30mm Cannon: 50/100/200 3d8 AP6 HW
Light MG: 24/48/96 ROF4 2d8 AP2



MEDIUM TANK

Acceleration 4
Top Speed 12
Toughness 20 (10) Heavy Armor
Crew 4
Passengers 0
Tracked

40mm cannon: 75/150/300 4d8 AP 8 HW
Light MG: 24/48/96 ROF4, 2d8 AP2



SCOUT CAR

Acceleration 10
Top Speed 25
Toughness 12(3)
Crew 1
Passengers 5
4 Wheel Drive

Light MG: 24/48/96 ROF4, 2d8, AP2



MILITARY ARMORED CAR

Acceleration 8
Top Speed 20
Toughness 14 (5) Heavy Armor
Crew 3
Passengers 0
4 wheel drive

Heavy MG: 50/100/200, ROF3, 2d10 HW



MILITARY HALF-TRACK

Acceleration 5
Top Speed 25
Toughness 13 (3)
Crew 2
Passengers 12
Tracked



JEEP

Acceleration 10
Top Speed 30
Toughness 10(1)
Crew 1
Passengers 4
4-Wheel Drive



MOTORCYCLE

Acceleration 30
Top Speed 60
Toughness 6 (1)
Crew 1
Passengers 1



MOTORCYCLE and SIDECAR

Acceleration 16
Top Speed 30
Toughness 6(1)
Crew 1
Passengers 2



SECTION 2: AIRCRAFT

LIGHT FIGHTER-COURIER

Acceleration 20
Top Speed 140, Climb 2
Toughness 11 (1)
Crew 1
Passengers 1

2x.LMG (24/48/96, ROF 4, AP2, 2d8)



PURSUIT FIGHTER

Acceleration 25
Top Speed 145, Climb 2
Toughness 12 (2)
Crew 1
Passengers 0

6x HMG (50/100/200, ROF 3, AP4, 2d10 HW)



GROUND ATTACK PLANE

Acceleration 15
Top Speed 120, Climb 1
Toughness 14 (4)
Crew 1
Passengers 0
2x 20mm Cannon(50/100/200, ROF 4, AP4, 2d12 HW)
8xRockets (50/100/200, 3d8, Small, AP8 HW)
6x LMG (24/48/96, ROF 4, AP2, 2d8)



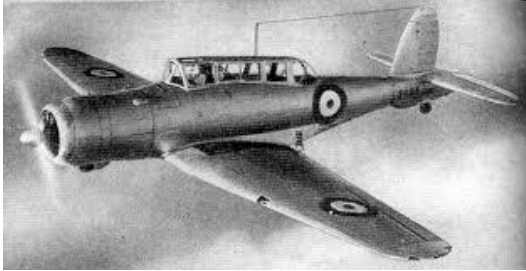
HEAVY FIGHTER

Acceleration 20
Top Speed 140, Climb 1
Toughness 14 (4)
Crew 1
Passengers 0
8xHMG (50/100/200, ROF 3, AP4, 2d10 HW)



DIVE BOMBER

Acceleration 20
Top Speed 140, Climb 2
Toughness 12 (2)
Crew 2
Passengers 0
4xHMG (50/100/200, ROF 3, AP4, 2d10 HW)
2 Small Bombs, small burst, 3d8, AP10 HW



LIGHT BOMBER

Acceleration 15
Top Speed 100, Climb 1
Toughness 14 (2)
Crew 6
Passengers 0
6xLMG (24/48/96, ROF 4, AP2, 2d8)
8 medium bombs med bu, 4d8. AP20 HW
or 16 small bombs, sm bu, 3d6, AP10 HW



HEAVY BOMBER

Acceleration 10
Top Speed 100, Climb -1
Toughness 16 (2)
Crew 10
Passengers 0
HMG x6 (50/100/200, ROF 3, AP4, 2d10 HW)
12 medium bombs med bu, 4d8. AP20 HW or
6 large bombs, lrg bu, 5d8, AP40, HW



TORPEDO BOMBER

Acceleration 20
Top Speed 140, Climb 1
Toughness 12 (2)
Crew 2
Passengers 0
4xLMG (24/48/96, ROF 4, AP2, 2d8)
Torpedo: 5d8, AP40, HW, 500 range



CROP DUSTER

Acceleration 10
Top Speed 30, Climb 0
Toughness 11 (1)
Crew 1
Passengers 1



CARGO PLANE

Acceleration 15
Top Speed 100, Climb 0
Toughness 12 (2)
Crew 2
Passengers 4



AIR LINER

Acceleration 15
Top Speed 100, Climb 0
Toughness 12 (2)
Crew 4
Passengers 24



MAIL PLANE

Acceleration 20
Top Speed 120, Climb 1
Toughness 10(1)
Crew 1
Passengers 3



AUTO-GYRO

Acceleration 10
Top Speed 30, Climb 1
Toughness 11 (1)
Crew 1
Passengers 1
Very short take-off and landing, won't stall



RACING PLANE

Acceleration 30
Top Speed 200, Climb 2
Toughness 12 (2)
Crew 1
Passengers 1



SEAPLANE

Acceleration 15
Top Speed 100, Climb 0
Toughness 12 (2)
Crew 2
Passengers 18
Can land and take-off from water



CIVIL LIGHT PLANE

Acceleration 10
Top Speed 80, Climb 1
Toughness 11 (1)
Crew 1
Passengers 4



FORD TRIMOTOR

Acceleration 10
Top Speed 90, Climb 1
Toughness 11 (1)
Crew 3
Passengers 9



OBSERVATION PLANE

Acceleration 20
Top Speed 180, Climb 2
Toughness 10 (1)
Crew 1
Passengers 2



LONG RANGE COURIER

Acceleration 20
Top Speed 140, Climb 2
Toughness 12 (2)
Crew 2
Passengers 2
Has a longer non-stop range than most planes



FLOAT PLANE

Acceleration 8
Top Speed 70, Climb 1
Toughness 11 (1)
Crew 1
Passengers 4
Can land and take-off from water



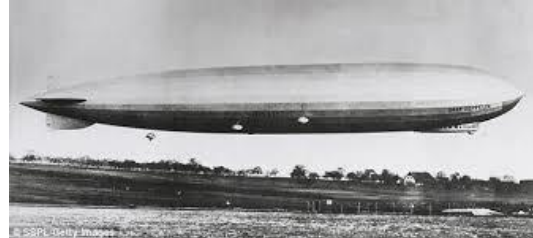
POLICE AIRSHIP

Acceleration 10
Top Speed 120, Climb -2
Toughness 14 (0) Gondola: 12 (1)
Crew 5 (2 pilots, engineer, 2 snipers)
Passengers 0



PASSENGER ZEPPELIN

Acceleration 10
Top Speed 90, Climb -2
Toughness 18 (4) Gondola 14(0)
Crew 8
Passengers 36 (or 12 for luxury version)



CARGO ZEPPELIN

Acceleration 10
Top Speed 80, Climb -2
Toughness 18 (4) Gondola 14 (0)
Crew 8
Passengers 14
Large Cargo Bay



ZEPPELIN BOMBER

Acceleration 10
Top Speed 80, Climb -2
Toughness 18(4), Gondola 14(0)
Crew 8
Passengers 0
6xHvyMG (50/100/200, ROF 3, AP4, 2d10 HW)
64 medium bombs med bu, 4d8. AP20 HW



SECTION 3: WATERCRAFT

ROWBOAT

Acceleration 1
Top Speed 2
Toughness 8(2)
Crew 1
Passengers 3



CIGARETTE BOAT

Acceleration 20
Top Speed 40
Toughness 10(2)
Crew 1
Passengers 3



LAUNCH

Acceleration 5
Top Speed 15
Toughness 10(2)
Crew 1
Passengers 6



SPEED BOAT

Acceleration 20
Top Speed 60
Toughness 10(2)
Crew 1
Passengers 2



TUG BOAT

Acceleration 2
Top Speed 10
Toughness 15(3) Heavy Armor
Crew 6
Passengers 6



SMALL FREIGHTER

Acceleration 1
Top Speed 15
Toughness 30(8) Heavy Armor
Crew 8
Passengers 4 (plus many if crammed into cargo hold)



FISHING TRAWLER

Acceleration 2
Top Speed 10
Toughness 13(2)
Crew 6
Passengers 0



SMALL YACHT

Acceleration 2
Top Speed 10
Toughness 13(2)
Crew 1
Passengers 9



DESTROYER

Acceleration 2
Top Speed 15
Toughness 72 (20) Heavy Armor
Crew 200
Passengers 100
8x120mm guns: 100/200/400, 4d8 damage, AP30 medium burst, HW
8 Torpedo Tubes: 5d8, AP40, HW, 500 range
Depth Charge Racks x2: med bu, 4d8. AP20 HW



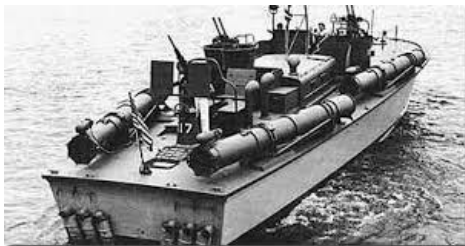
U-BOAT

Acceleration 2
Top Speed 12
Toughness 50(15) Heavy Armor
Crew 30
Passengers 0
4 Torpedo Tubes: 5d8, AP40, HW, 500 rng
Deck gun: 75/15/300, 4d8, AP5 HW



PT BOAT

Acceleration 3
Top Speed 10
Toughness 13(2) Heavy Armor
Crew 10
Passengers 0
2x HMG(50/100/200, ROF 3, AP4, 2d10 HW)
4 torpedo tubes: 5d8, AP40, HW, 500 range



PATROL BOAT

Acceleration 3
Top Speed 12
Toughness 15(4) Heavy Armor
Crew 4
Passengers 4
2xHMG: (50/100/200, ROF 3, AP4, 2d10 HW)

