

## Gunsmithing I: Combined items

The skill of gunsmithing is the art to craft weapons, to repair or to modify them. The crafted weapons are used with the appropriate weapons skill. On the following sites one finds, among other things, examples for self built weapons, a rough idea on how good the gunsmith must be to create them and what kind of materials they would need.

### **Projectile weapons:**

Projectile weapons are, as the name says, devices that propel projectiles to high speeds. Fundamentally, an experienced gunsmith can without any problem, repair a pre War weapon, as long as he has the fitting replacement part – or, depending on the options that his workshop gives him, is able to fabricate that replacement part.

The following paragraphs lists some simple and not so simple self buildable projectile weapons.

Pipe gun: Basically just a pipe in the diameter of the cartridge caliber. One loads the cartridge into the back, then maybe locks up the shoulder stock and a simple trigger makes sure, that something hits the primer.

One needs a pipe, therefore, something that can act as a hammer or striker, a kind of trigger and enough screws and metal parts to connect all of that together.

Bonuses can be given for using a firing pin or a shoulder stock. Is the pipe smooth and not used for shot, the accuracy will suffer that lack of rifeling,

Weight:	From 1 pound to 7 pounds.	Ammunition:	various
AP:	4 for shooting 5 for aimed shooting <sup>1</sup> 4 to reload	Damage:	Depending on the caliber
Range:	W/o rifeling: max 50 cm With rifeling: max 80 cm	Minimal strength:	3-5 depending on the caliber
Needed material and costs:	1 pipe for the barrel Trigger group Grip Fixtures	40 \$ plus 30 \$ plus 10 \$ plus 5 \$ plus	

Dart pistol: A pistol that shoots small, plastics or metal darts. Since it operates with pressurized air or something similar, it's extremely silent.

The crafting is more complicated than the pipe gun. One needs a pistol grip, a trigger group, a fitting canister of pressurized air and of course the ammunition, as well as possibly an automated or semi automatic ammunition feeding mechanism and at least duct tape to connect all of that ... but proper glue and real tools would be a lot better.

Bonuses can be given, for example, for using high quality materials or real darts as ammunition instead of simple metal balls.

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<sup>1</sup> Only possible if a sight of some sort is added.

Weight:	1pound up to 4 pounds	Ammunition:	Small darts or balls
AP:	4 for shooting 5 for aimed shots <sup>1</sup> 2 or 4 to reload, depending on the ammo feed machanism	Damage:	Depending on the pressure behind the ammunition and the ammunition itself. About 2 or 3 D3.
Range:	Maximum 50 cm	Minimal strength:	2-4 depending on the caliber
Needed material and costs:	1 pipe as a barrel: 15 \$ plus Trigger group: 30 \$ plus Grip: 10 \$ plus Pressurized air can.: 30 \$ plus Important small parts:30 \$ plus		

Nail gun: Similar to the dart pistol – only fresh out of an ever sicker mind. This weapon fires large nails, like those used for train tracks, for example. One needs a strong energy source, like a car battery or a micro fusion battery, as well as a barrel and a trigger group and something to propel the nails – be it pressurized air or electromagnetic rails. Depending on the weight of the weapon, it might be one that only a supermutant can hold.

Weight:	From 4 pounds up to 20 pounds	Ammunition:	Nails or various sorts
AP:	4 for shooting 5 for aimed shooting <sup>2</sup> 2 or 4 for reloading, depending on the ammo feed mechanism	Damage:	2 D6
Range:	80 and upwards	Minimal strength:	4 - 7
Needed material and costs:	1 pipe as a barrel 40 \$ plus Trigger group 30 \$ plus Grip 10 \$ plus Fixtures 5 \$ plus Fusion battery 75 \$ plus or Pressurized air canister 30 \$ plus each magazine 15 \$ plus		

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2 Only possible if a sight of some sort is added.

### Slingshot:

A spanable sling, that shoots clunky projectiles like stones (or even hand grenades) far. Everything one needs is a kind of grip (pistol grip, shoulder stock, whatever, and good, stable rubber for the sling). Especially good versions have folding sights like those found on grenade launchers or mechanical help to span, like a tooth gear, which lowers cadence but raises the range.

Weight:	from 3 pounds up to 6 pounds	Ammunition:	Stones, grenades
AP:	4 for shooting 4 for reloading	Damage:	Stones or other simple, solid objects: 1 D6 + 4 Grenades: Usual damage of the grenade
Range:	75	Minimal strength:	4
Needed material and costs:	Trigger group Grip Fixture	30 \$ plus 10 \$ plus 5 \$ plus	

### Close combat weapons:

On the following pages are a few suggestions for self built, better close combat weapons. As with the projectile weapons before, these are just a few limited suggestions. If you have a good idea for a melee or unarmed weapon, that can not be found in the rules but would be easy to build in the post apocalyptic Wasteland, create it yourself.

Shot-Glove: The Shot-Glove is a glove with a small firing pin attached behind a 12 gauge shot shell. The firing pin hits the primer when one hits someone with the fist. The result is a horrible, often very well aimed shotgun wound. The fact that it lacks a proper barrel is inconsequential in this design, since the shot does not have to travel any range.

Weight:	1 pound	Ammunition:	12 gauge
AP:	Like a normal hit 4 to reload	Damage:	Like a normal hit + the damage by the 12 gauge
Range:	0	Minimal strength:	1
Needed material and costs:	Glove: Firing pin: Spring mechanism:	ab 15 \$ ab 10 \$ ab 20 \$	

Shishkebab: The Shishkebab is, to make it short: a flaming sword. What's needed is a blade, a tank for the napalm (or whatever other flammable liquid one uses), a hose and of course a grip with a built in method of not only soaking the blade with napalm (or whatever) but igniting it, too.

Weight:	From 3 pounds up to 9 pounds	Ammunition:	Napalm or an other flammable, viscous, liquid.
AP:	2 for each hit/cut	Damage:	2 D3 + (ST -2) :2 Normal + 1 D6 fire damage
Range:	0	Minimal strength:	3
Needed material and costs:	Blade of at least 20" : Tank: Hose: „Fire“:	ab 60 \$ ab 20 \$ ab 10 \$ ab 10 \$	

## Bombs, Traps and mines:

Improvised claymore directional mine: Claymores (also called directional mines) are rather simple constructions with a gigantic potential for destruction. They are composed of a piece of explosives with a detonator on one end and a load of shrapnel on the other side. They are obviously easily self built. All one needs is explosives, a load of shrapnel and a detonator.

Needed material:	<ul style="list-style-type: none"> <li>- a pack of nails, bottle caps, can rings, pebbles or whatever else one wants to use as a shrapnel load</li> <li>- Explosives, about 1 pound</li> <li>- Duct tape to connect all</li> <li>- detonator for the explosives</li> </ul>
Damage:	2 D3 Explosive damage + 3 D6 Normal damage
Range:	10 cm in a 90° arch (best checked with the grenade template, by putting its center on the claymore).

One can of course secure a room with a claymore, by using the skill *Hunting traps* in conjunction with a tripwire and the claymore.

Pipe bomb: Pipe bombs are simple, self built hand grenades. They are made of primitive explosives in a pipe, often just simple black powder, often with a load of shrapnel and – of course – a simple detonator. The black or smoke-free powder can be taken from ammo. If you dismember a cartridge, it would be advisable to also take the primer as a detonator.

Needed material:	<ul style="list-style-type: none"> <li>- Pipe</li> <li>- Black powder or smoke-free powder</li> <li>- Primer</li> <li>- OPTIONAL: further load of shrapnel</li> </ul>				
Damage:	<table style="width: 100%; border: none;"> <tr> <td style="width: 15%;">W/o shrapnel:</td> <td>1 D6 Explosive damage + 1 D3 Normal damage</td> </tr> <tr> <td>with shrapnel:</td> <td>1 D6 Explosive damage + 3 D3 Normal damage</td> </tr> </table>	W/o shrapnel:	1 D6 Explosive damage + 1 D3 Normal damage	with shrapnel:	1 D6 Explosive damage + 3 D3 Normal damage
W/o shrapnel:	1 D6 Explosive damage + 1 D3 Normal damage				
with shrapnel:	1 D6 Explosive damage + 3 D3 Normal damage				
Range:	ST + PE + 12				

Molotov Cocktail: The probably most simple to craft weapon there is. One only needs a bottle, a rag and a flammable liquid.

Needed material:	<ul style="list-style-type: none"> <li>- Rag</li> <li>- Bottle</li> <li>- Flammable liquid (alcohol, gas, napalm, spirit)</li> </ul>
Damage:	2 D6 Fire damage
Range:	ST + PE + 12