

Gunsmithing II: self crafted weapons

Self crafted weapons are replicas of normal weapons, as they were built in large numbers in factories before the Great War (and partly afterwards, too). Some of these weapons are more complex than others and need more materials and better workshops. As a matter of principle, even though the creator of these Pen and Paper rules know more about firearms than the average layman, we do not wish to go into too much detail. The solution that was eventually adopted is complex, but a rather simplified and versatile solution.

The principles are as follows: Each weapon has a number of parts (for example, 25 for the **AR-15** assault rifle). These 25 differ, as far as the rules are concerned, only in which type of workshop one needs to make a replica of them. We have therefore created 5 workshop classes, class A to E where E is the most simple workshop and nothing is impossible in a class A.

If you look into the table below, you will see the name of the weapon to the left and then five columns in which you can look up how many parts need to be built and in which workshop class to make a complete replica.

Name of the weapon	Workshop class A	Workshop class B	Workshop class C	Workshop class D	Workshop class E
AR-15	-	5	20	-	-

The attentive reader will have noticed, that the 25 parts are needed for a *complete replica* – there can therefore also be an *incomplete replica*. If the player lacks the possibility to craft one or two parts of their **AR-15** it then is the **decision of the Master** whether or not the gun works and how it works. The Master can for example say, that the missing part is the sights and the gun can't be properly aimed, or that the missing part is part of the repeating action and the gun won't fire fully automatic without it – only semi. The possibilities are nearly endless.

Apart from the contents of the above shown table, one finds also another value in the following table. That value shows how many skill points a character needs in the skill of gunsmithing, to craft a given weapon. Consider this something like a difficulty level.