

Gun creation system

by The UK Cyberpunk Thinktank

Used with permission from Paul Tobia

This allows the creation of a variety of new and unusual firearms, by a simple option system to use, follow the steps one by one, choosing one of the choices and noting down the stats given.

Step 1:

Frame size	WA	Ammo type				Concealability	Cost
		Light	Medium	Heavy	Very heavy		
Pocket	-2	10	7	4	2	P	150
Small	-1	15	8	5	3	J	250
Medium	0	20	15	8	5	J	350
Large	+1	25	20	10	7	J/L	450
Ammo can vary +/-		5	5	2	1		

Step 2:

Mechanism	ROF	Ammo	Notes
Break open	#barrels	*	Can fire all barrels at once (1 or 2 barrels)
Revolver	+0	6	
Bolt action	1	-	Usually target pistols
Gas Automatic	+0	-	
Gas Automatic MP	+0	-	*
Electric	+0	-	Electric motor driven and never jams
Electric MP	+5	-	*

*Machine Pistols can fire at normal ROF with single shots, fire 3 round bursts or full auto at MP ROF

Step 3:

Propellant	Ammo	Notes	Ammo Cost
Cased rounds	-	Metal or plastic cased	-
Caseless rounds	+20%	MP's get ROF+5	-
Plastique	-	High power. Damage +D6	x2
Binary liquid	+50%	Need mag+bottles to reload. Big muzzle flash	-
ETC	-20%	damage +2D6, ROF=1 Max	x5
NB! Gas Powered and Gauss Weapons not included			

Step 4:

Caliber	Damage	PEN	WA	NOTES
Light				
.22 short	D4	0	+2	
.22 long	D6	0	+2	
.22 long rifle	D6	0	+2	
.22 magnum	D6+1	0	+2	ROF-1
5mm	D6	0	+2	
6mm	D6+1	0	+2	
.25 ACP	D6	0	+2	
.32	D6+2	A	+2	
7mm	D6+2	A	+2	
Medium				
.380 auto	2D6-1	A	+1	aka 9mm short ROF+1 (max=3)
.38	2D6	A	+1	
.38 special	2D6	A	+1	bullet counts as a 'Tumbler'
8mm	2D6	A	+1	ROF +1 (Max=3)
9mm	2D6+1	A	+1	aka 9mm parabellum
9mm AE	2D6+2	A	+1	
10mm Auto	2D6+3	A	+1	
.40 S&W	2D6+3	A	+1	
Heavy				
.41 AE	3D6	A	0	
.408 S&W Tac	3D6+2	A	0	
.45 ACP	3D6	A	0	not 2D6+2 as in CP2020
.357 Magnum	3D6	A	0	not 2D6+2 as in CP2020
11mm	3D6	A	0	
Very heavy				
12mm	4D6	B	-1	
.44 Magnum	4D6+1	B	-1	
.454 casull	4D6+3	B	-2	Ammo -1
.50 AE	4D6+2	B	-1	
.50 Magnum	5D6	B	-3	Ammo -1
.577Webley	5D6+1	B	-3	Ammo -1
14mm	6D6	B	-4	Ammo -2
AE = Action Express ACP = Automatic Colt Pistol S&W = Smith And Wesson				

Notes:

.45 and .357 have been upgraded for FID use as the CP2020 figures where too low. The 10mm Auto was designed as a intermediate between .45's power and 9mm's accuracy and large mag space. This suggested that .45 did more than 2d6+2. This is a personal modification, and can be ignored at will.

Penetration values are on the HARDWIRED quick armour system.

Step 5:

Calibre	Base ROF	Notes	Machine Pistols	MP Notes
Light	3		30	
Medium	2	3 with heavy frame	20	
Heavy	1	2 with heavy frame	15	
Very heavy	1		10	Not recommended

Step 6:

Quality	Reliability	WA Mod	MP ROF
Low	UR	-1 or 0	-5
Normal	ST	0	0
High	VR	0 or +1	+5

Step 7:

Cost modifiers		
Ammunition	If uses different class of ammo. Pocket frame is same size as light ammo etc.	+50
Mechanism	Electric	+75
	Other	+0
Quality	UR	-50
	ST	+0
	VR	+100
	Unreliable guns can be made Dangerous. 10% chance of jam/mailfunction/critical failure barrel burst/pin snaps/explosion etc. Cannot be smartgunned	x.5
WA mod	-1	-50
	0	+0
	+1 Normal mechanism	+100
	+1 Bolt action mechanism	+50
MP	3 rd burst only	+50
	3 round and full auto	+100
	Full auto only	+75
Smartgun	+2 to hit	x2
Material	Normal	+0
	Non-metallic	x2

Working examples:

Target pistol	Step	WA	Conc	DAM	Ammo	ROF	Rel	Cost
	1. Large frame	+1	J/L		25			450

2. Gas auto								
3. Cased ammo								+50
4. .22LR	+2		D6					
5. Light cal						3		
6. High							VR	+100
7. WA mod	+1							+100
Final	+4	J/L	D6	25	3	VR		700

Very heavy handgun	Step	WA	Conc	DAM	Ammo	ROF	Rel	Cost
1. Large frame	+1	J/L			6			450
2. Gas auto								
3. Plastique				+D6				
4. .50 magnum	-3			5D6	-1			
5. Heay cal						1		
6. Normal							ST	
7. None								
Final	-2	J/L	6D6	5	1	ST		450

Light machine pistol	Step	WA	Conc	DAM	Ammo	ROF	Rel	Cost
1. Medium frame	0	J			15			350
2. Electric feed						+0/+5		+75
3. Caseless					+20%	+0/+5		
4. 8mm	+1			2D6		+1/+0		
5. Medium cal						2/20		
6. Normal							ST	
7. Full auto								+100
Final	+1	J	2D6	21	3/30	ST		525

Polymer one shot	Step	WA	Conc	DAM	Ammo	ROF	Rel	Cost
1. Small frame	-1	J			8			250
2. Gas auto								
3. Cased								
4. .380	+1			2D6-1		+1		
5. Medium cal						2		
6. Unreliable							UR	-50
7. Dangerous WA mod	-1							x.5 -50
Final	-1	J	2D6-1	8	3	UR		75

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