

Meks in mektown are skilled ork engineers and weapon-mongers and armourers who can set you up with an assorted lot of useful gear, weapons and vehicles.
But not all meks are as good, and some just feel like tinkering from time to time.

Or it might even be your own spanner or some weedy grot who managed to cobble together something.

To represent this, ANY mob may use acquire kustom gunz using these rules.
It is assumed that they either build it themselves or manage to get hold of someone who can do it.

The model trying to get the gun cannot dig or perform other actions in the campaign turn. He's busy getting hold of the gun.

After it is done, it will cost D3+1 teef, either in materials or fees.

It will get these stats.

	Str	Pen	Ammo roll	Special
Kustom gun	D3+1	X	X	X

Size: Roll to see how big the gun is.

1-2: It is a pistol.

3-6: It is a two-handed rifle... of sorts.

Penetrashun: The gun can be extra piercy... or not.

1: The weapon has +1 save modifier.

2-5: 0 penetration

6: The weapon is ded piercy! -1 penetration.

Range short: Roll to define short range.

1: Short range 2

2: Short range 4

3: Short range 6

4: Short range 8

5: Short range 10

6: Short range 12

Range long: Roll to define long range.

1: As short range +2

2-4: As short range +6

5-6: As short range x2

Snipin: Roll to define to hit bonuses.

1: -1 on short and long

2: -1 on long

3: -1 on short

4: No mods

5: +1 on short

6: Roll again, 1-3= +1 on long. 4-6= +1 on short and long.

Firin' speed: The weapon will either be some sort of cannon(or bow?) or possibly a rapid fire one.

1: It shoots 1 shot and gets the Move or fire rule from the crossbow.

- 2-5: It shoots 1 shot.
6: It has 1 sustained fire die.

- Ammo: Roll to define the ammo rating.
1: Weird ammo, ammo roll automatic failure.
2: Ammo roll 6+
3: Ammo roll 5+
4: Ammo roll 4+
5: Ammo roll 3+
6: Super usual ammo, like nuts n' bolts or sumfink, roll again.
1-4= Ammo roll 2+. 5-6= Ammo roll Automatic success!

These values are defined once and never (usually) re-rolled.
Remeber to name your masterful creation.

If taken to proper mek for kustomisin', the mek will take a good long look at this oddball creation and give your warrior an odd hateful look.

Then he will take it out back and work on it. Re-roll the entire gun, as the mek tries to rework the parts he didn't approve of.

The new weapon will have the kustomisation you wanted tho, if you get it that is. Rolling the usual tables for kustomisin'.

The mek will take an additional +1 teef on the roll because of the extra work.

The worst and best gun you can get from this table.

	Short range	Long range	Str	Pen	Ammo roll	Bonus	Special
Worst gun 4 teef	2	4	2	+1	Fail	-1	Move or fire, 2-handed
Best gun 2 teef	12	24	4	-1	Success +1	Pistol, 1	Special sustained fire die