



Weapons D6 / SATAL Arms Flash Pistol

SATAL Arms Flash Pistol

SATAL Arms began development of a new series of energy weapons capable of penetrating enemy armour. With the rise in popularity of personal body armour, especially powerful Akira Co suits, there was a high demand for armour penetration. What SATAL developed became known as 'flash' weapons. These unique weapons use a layered cocoon of energy rather than a solid bolt. This allows it to penetrate deeper, while maintaining an even stopping power through-out. The flash pistol is a small pistol with an easily managed grip. It uses special 50 shot power packs and easily fits in one hand.

Model: Strategic Artillery and Tactical Armaments Limited Flash pistol

Type: Flash Pistol

Scale: Character

Skill: Blaster: flash pistol

Ammo: 50

Cost: 900

Availability: 2 R, or X

Fire Rate: 1

Range: 3-10/30/120

Damage: 4D+2

Game Notes: Any bonuses to target's resist provided by armour natural or worn, is cut in half, rounded down.

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