



Weapons D6 / Deathtek Slicer Cannon,

Slicer Gun

The Slicer gun was, quite simply, far too dangerous to be used by the Republic military, and thus was used almost exclusively by criminals and mercenary groups. Its bizarre ammunition, a small disc with 4 razor wires attached, resulted in quite a few ricochets and deaths among the testers. The more expensive, and hazardous, exploding slicer discs were even more dangerous, sometimes causing buildings to collapse on the firer, and such. For a criminal, though, one sight of a Slicer disc going straight through a man's leg and embedding itself in the wall will generally get him to want one.

Model: Deathtek Slicer Cannon, DK-1/6

Type: Slicer Gun

Scale: Character

Skill: Firearms: Slicers

Ammo: 6 (clip)

Cost: 3,500 credits (ammo: 10/bolt, 70/clip, 3 times as much for explosive)

Availability: 3

Fire Rate: 1

Range: 3-10/50/150

Damage: 6D (Ignores 1D of armor), 5D/3D

Game Notes: Explosive slicer bolts will deal the first damage, 5D to the target they hit, and the second, 3D, to targets within 3 meters.

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