



Weapons D6 / Perfect Defense Contract

Perfect Defense MagSec 4

The MagSec 4 was designed to be any basic security officer's best friend, delivering an effective blow to any target within range. The MagSec 4 does sacrifice range and accuracy, but is perhaps one of the most reliable hand-held firearms in circulation. It can take almost endless abuse and neglect and still operate almost perfectly.

Its selective fire option is relatively rare and not found on very many slugthrowing pistols. When in burst mode, it rapidly fires three rounds in a blink of an eye. However, in burst mode, the weapon becomes highly inaccurate, thus making it only truly effective at very close ranges.

Model: Perfect Defense Contractors' MagSec 4

Type: Selective fire pistol

Scale: Character

Skill: Firearms: pistols, firearms: auto-pistols

Ammo: 9

Cost: 800 credits (ammo: 25 per clip)

Availability: 2, R or X

Range: 3-7/25/50

Damage: 4D+1, 5D (burst mode)

Game Notes: Burst mode: Fires three rounds per shot and adds +1 to difficulty to hit at short range, +1D at medium range and +2D at long range.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).