



Weapons D6 / HattMark SG-7 Shotgun

HattMark SG-7 Shotgun

The SG-7 is another innovation on the shotgun design, taking Mestic's Auto-Loader and the double shotgun design. The result is a 'rapid-fire' shotgun capable of emptying 20 rounds in less than a minute.

Model: HattMark SG-7 Shotgun

Type: Auto-loading shotgun

Scale: Character

Skill: Firearms: shotguns

Ammo: 20

Cost: 4,000 credits (30 per box of 15 shells)

Availability: 3, X

Range: 3-5/25/80

Fire Rate: 2

Damage: 5D+2 (single barrel); 6D+1 (dual barrels)

Game Notes: If you fire a second time in a round with the shotgun, take a -2D penalty instead of the regular -1D. It takes two full rounds to load up the SG-7. In order to lift the SG-7, the user must make a Moderate Lifting roll.

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

All text and stats by Paul Hattrem, HTML and logos done by FreddyB

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