



Weapons D6 / Mestic Munitions Type III

Portable Railgun

The Type III PRG is an improved version of the original Type I (which is in limited use by the Palvar Defense Force Army) that removes the need for a back pack power generator to power the powerful electromagnets that propel the shells out of the gun at amazing velocity.

To negate the need for a separate power generator, Mestic technicians developed new power couplings for the PRG's internal interface that required only a small percentage of the power that the Type I PRG used. The Type III uses a pair of standard issue blaster rifle clips to power the electro-magnets.

Model: Mestic Munitions Type III PRG

Type: Enhanced slugthrower

Scale: Character

Skill: Firearms: railgun

Ammo: 50

Cost: 14,130 credits (clips: 100, power packs: 50)

Availability: 3, X

Range: 4-45/150/350

Fire Rate: 2

Damage: 7D

Game Notes: Scanning Scope: +3D to Firearms, requires a Moderate Sensors

roll to sight in a target (+1D Sensor bonus when sighting in moving targets, targets with significant variations in heat signature, and targets wearing metal-based armor).

Silent Operation: Very Difficult Perception roll to hear within 5 meters, Heroic within 10, impossible past 10 meters.

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

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