MattCorp MAD Repeater

The MAD Repeater is a repeater built along the same lines as the MAD Rifle. It is composed of a dart-firing railgun and a light repeating blaster. Being a repeater, the darts and blaster bolts both do more damage than the rifle varient. Because of the increased damage caused by a repeater over a rifle the MAD Repeater can fire only 25 blaster shots per power pack. This negates the increased economy of blaster mode found on the rifle. No larger combination railgun/blasters were developed past the design stage because they were found to be too cumbersome and not have enough of a perfomance increase over existing medium and heavy repeating blasters

Model: MattCorp Magnetically Accellerated Dart Repeater
Scale: Character
Skills:Missile Weapons: MAD Repeater
Blaster: MAD Repeater
Ranges: 3-40/200/400
Damage: Darts: 4D*(the dart gets +1D damage per turn that
the the trigger is held before firing,
to a maximum of 8D)
Blaster: 6D
Ammo: Darts: 25 (darts per clip and shots per power pack)
    Blaster: 25
Availibility: 3, X
Cost: 4,000 (clips:10 power packs:25)

Special Additions:
- Radioactive Darts:
    Damage: 1D per turn to target after impact. Damage indcreases
    by +1"pip" per turn. Only works on armoured targets because
    the protctive casing is stripped by passing through the armour.
    Cost: 100 per clip