



Weapons D6 / GAICO GANT (Gauss-Action Needle Thrower)

Galactic Arms Industries Company's

GAICO GANT (Gauss-Action Needle Thrower)

Weapon Type: Gauss Pistol

Scale: Character

Skill: Firearms: Gauss Pistol

Ammo: 30

Availability: 3, R

Body: 1D+1

Range: 3-20/60/180 (3-15/40/120)

Damage: 3D (2D+2)

Cost: 750 cr, 20 cr (clip)

Alternative range and damage are for subsonic setting. In normal setting, darts produce a booming sound when they break the sound barrier, but in subsonic setting the weapon is completely silent except the faint whining sound produced by a flying dart.

Usually needlers use special ammo to enhance damage.

Here's two examples:

Shredders:

A multi-tipped needle. Flies in a single-needle position, but opens into a cross-shaped position when hits a target. The multiple needles inflict very much pain, causing a -1D penalty (only if stunned or more) until the wound is treated. Severe hits from shredders can cause massive bleeding. Shredders have -1D against armor, and have no effect on hard armor (like stormtrooper armor...).

40 cr per clip (3,X)

Paralyzers:

Needles are tipped with a paralyzing (functions only on humans and most near-humans) poison. If a needle hit causes a wound or more, the victim will be paralyzed after 1-3 (1D/2) rounds, and will remain paralyzed for 1D+4 hours or until treated with an antidote.

50 cr per clip (3,X)

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

All text and stats by Ben Wafer, 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](#).