



# Weapons D6 / Model T-17 Plasma Pistol

## Plasma Pistol

Model: Model T-17 Plasma Pistol

Type: Plasma Pistol

Scale: Character

Skill: Plasma weapons: pistol

Ammo: 60

Cost: At least 2,500 credits

Availability: 4,X

Fire Rate: Low 3, Med 2, High 1

Range: 3-10/30/100

Damage: Low 2D+2, Med 4D+2, High 6D+2

The plasma pistol may be fired in three fire modes: Low, Medium or High.

Low power uses one shot, Medium uses two shots and High uses three shots.

The plasma pistol recharges itself while not in use. It must be set to recharge. While on recharge mode it regenerates 1 shot per second so it is fully loaded in a minute.

The color of the plasma bolt is different in each of the power settings:

Low: Red

Med: Green

High: Blue

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

All text and stats by Erik Alt, HTML and logos done by FreddyB

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