



Weapons D6 / Belecuu Firearms LMG-I

Belecuu LMG-I "Minigun"

When Belecuu Firearms designed the LMG-I "Minigun" it was attempting to create a more efficient way of killing large sums of people in a shorter amount of time.

The LMG-I features a rotating tri-barrel configuration to help prevent any one barrel from being exposed to a constant stream of fire and making it extremely hot. The weapon itself is composed of a light weight alloy which makes the weapon only a mere 11.4 kilograms in weight, light enough for most sapient species to handle without much of a problem. The ammunition is fed from a backpack ammunition container via a chain.

The weapon comes standard with a sturdy, padded shoulder strap as well as a grip on the top of the weapon with the main handle extending from the right or left side (depending upon user preference) for easier handling.

The LMG-I offers three fire modes, semi-automatic, burst mode and constant fire mode. The user may toggle between modes with no more than a flip of his thumb.

Model: Belecuu Firearms LMG-I "Minigun"

Type: Light minigun

Scale: Character

Skill: Firearms: minigun

Ammo: 300

Cost: 3,100 credits (ammo backpacks: 250)

Availability: 4, X

Range: 3-30/150/500

Damage: 5D+2, 7D (6 round burst)

Game Notes: On constant-fire mode the LMG-I fires a burst of 15 rounds per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

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