



## Weapons D6 / ConsuleTec A-A7 Assault

### ConsuleTec A-A7 Assault Weapon

The ConsuleTec A-A7 is basically a blatant rip-off of the concept BlasTech used in their E11/S. Like the E11/S, the ConsuleTec A-A7 is a combination of a blaster rifle and a slug throwing rifle.

ConsuleTec used its A-1 blaster rifle as the base weapon and added their specially designed A7 under-barrel slugthrower rifle attachment which has a built in silencer. The A7 unit can be removed from the main weapon but can't be fired unless it is attached to a ConsuleTec A-1 blaster rifle as the A7 was designed specifically for the A-1 and nothing else.

The A-A7 is 78 centimeters in length (with stock extended) and greatly resembles the ConsuleTec A-1 blaster rifle. The under-barrel slugthrower uses specialized armor-piercing rounds (but can also use exploding rounds) to cut through most modern body armor with ease.

Model: ConsuleTec Corporation's A-A7 Blaster/Firearm Rifle

Type: .56 caliber slugthrower/blaster combination

Scale: Character

Skill: Blaster: blaster rifles; Firearms: rifles

Ammo: 110 (blaster), 12 (slugthrower)

Cost: 3,185 credits (power packs: 25, ammo clips: 10)

Availability: 3, X

Range: 3-30/100/300 (blaster), 3-30/75/250 (slugthrower)

Damage: 4D+2 (blaster), 5D (slugthrower)

Game Notes:

Silencer: The slugthrower has an attached silencer that requires a Very Difficult Perception roll to hear within 2 meters, Heroic within 4, impossible beyond 4.

Retractable Stock: +1D to Blaster/Firearms if used for one round of aiming.

Firearm Ammunition: The A7 slugthrower attachment can fire two types of ammo, armor piercing (+1D against armored targets) and exploding rounds (5D/3D/1D; blast radius 1/2/3).

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