



## Weapons D6 / Du-90/2 Sniper/blaster rifle

Du-90/2 Sniper/blaster rifle

Model: Custom frame and model by Devastor Lakanddra

Type: Sniper/Blaster rifle

Scale: Character

Skill: Blaster/ DU-90/2

Ammo: (see game notes)

Concussion Grenade launcher

Cost: Not for Sale

Personally modified blaspacs. Pre-modified: 25

Concussion Grenade: 50

Energy cells (for scope):15

Liquid nitrogen cylinder (for cooling system): 15

Availability: 5,X

Fire Rate: Varies, (see notes)

Range:DU-90(see notes)

Grenade launcher: 15-30/55/75

S scope: 4 miles

FEAR scope: 3 ? miles

Damage: DU-90: (see game notes)

Game Notes: The DU-90 is a one of a kind rifle, literally. There is only one made by Devastor Lakanddra. The only backup of the blueprints is on a datadot implanted under his left arm under the skin. Also the gun gives a 75 volt charge through the outside frame of the rifle, and if Devastor selects it 6 titanium blades instantly retract from the handle after 5 seconds of being in someone else's hands. The gun's scope is custom made also, it has a F/E (friend/enemy) system in it witch locks onto targets and uplinks itself to all available databases and finds a match sending to the holo screen in the scope. If the person is "friendly" a green recticle "lights up" the target, if it is a "unfriendly" target it is "lit up" by a red recticle. If the target is neutral or unknown, it is "lit up" by a blue recticle. If the person has any crimes, prices, or any other information in the uplinked database it is displayed in the holo screen. Also the targets stats, (age, race, occupation, etc) are displayed on the screen. The guns bolt spectrum can modulated to any color spectrum, even spectrums invisible to humans. It has a cooling system and full silencer. The gun's different ammunicions dramatically differ and can be changed with a toggle switch.

99\* ammo: this ammo is like a souped up blast bolt.

Range: 12-30/155/370

Damage: 6D

Shots in MBC: 100

Incendiary: this ammo starts its target on fire but has medium

Range

Range: 6-45/80/120

Damage: Initial: 2D, fire does 2D damage over 2D rounds

Unless put out.

Shots in MBC: 20

HE: this ammo explodes on contact and has a medium range.

Range: 6-45/80/120

Damage: does 5D damage over a 3D meters blast radius

Shots in MBC: 15

Ion: this is a weak Ion ammo used to disrupt electronics like

Blaster rifles

Range: 2-8/26/45

Damage: 3D Ionization

Shots in MBC: 5

Disruptor: this is a disruptor shot that is a little less powerful than a disruptor pistol shot.

Range: 5-15/30/60

Damage: 8D disruptor

Shots in MBC: 5

Armor Piercing: this ammo pierces personal and light armor and starts a fire under it

Range: 10-25/125/300

Damage: 5D Initial, Fire is 4D over 3D rounds unless put

Out

Shots in MBC: 20

Heavy armor piercing: (matter)(ramjet to blastbolt) This ammo can pierce armor up to 8 inches but takes about 1 minute to charge

Range: 10-25/100/215

Damage: Can penetrate up to 4D hull. Does 5D damage Over 1D rounds

Shots in MBC: 10

Long range/sniper: super long range. This ammo has a small but powerful bolt.

Range: 3-40/350/625

Damage: 5D

Shots in MBC: 20

Regular: like a blaster carbine shot.

Range: 0-25/175/250

Damage: 4D

Shots in MBC: 100

Hornet- short range antipersonnel. This ammo is only effective under 10 meters but inflicts major damage. It also runs on compressed argon so it makes no noise except a low hiss. It shoots titanium fletcherette spikes

Range: 10 meters

Damage: 6D within 5 meters, 4D from 6 to 10 meters

Spread: .3 meters spread per meter length

Shots in MBC: 20

Plasma shot. This ammo atomizes 3 ounces of Argon gas into Plasma inside of the ignition chamber, then expels it at high speed since it has little or no weight.

It can travel long distances.

Range: 7-50/400/750

Damage: 8D NOTE: Because of plasma's natural high temperature. Plasma can naturally melt a hole through just about anything, even titanium like a vibroblade through

Bantha butter. Thus giving it such a high damage rate.

Shots in MBC: 2

High explosive long range Antimatter. This ammo is composed of 200 molecules of anti matter between two monopole magnets on impact it is equal to a 250 kiloton dynamite explosion.

Range: 7-50/400/650

Damage: 9D

Shots in MBC: 1

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