



Weapons D6 / Fragmentation Grenade

Fragmentation Grenade Launcher

Model: Gualtero Arms Frag. Grenade Launcher

Type: Grenade Launcher

Scale: Character

Skill: Rocket Weapons: Frag. Grenade Launcher

Ammo: Fragmentation Grenade (See Below)

Cost: 3,050 credits

Availability: 3, R

Range: 100 meters

Fire Rate: 1

Game Notes: Used by neither the Empire nor the Republic, this weapon is generally purchased and used by kill happy bounty hunters or assassins with a hunger big bangs. Due to the size of the ammunition, and the medium size of the gun (great for hiding under trench coats), you can only fire 2 shots before reloading, which takes 1 round.

Model: Standard Fragmentation Grenade

Type: Explosive

Scale: Character

Cost: 200 credits

Availability: 1, R

Blast Radius: 0-2/4/6/10

Damage: 5D/4D/3D/2D

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

All text and stats by Andrew Young ,Set Anu-bith, 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](#).