



Equipment D20 / Grenade Gun

Grenade Gun

Model: Mandolorian Arms Thermal Grenade Launcher "Devastator"

Cost: 2, 417 credits, Ammo: 25 credit per shell

Damage: 6d10, Double shot burst 6d20, timed mode (goes of 3 secs after hits target) 4d10

Critical: 20

Range Increment: it'll go as far as you need it to

Weight: 10 kg

Stun Fort Save: -

Type: Piercing

Size: Tiny

Group: Simple

Ammo: 2, has to be reloaded after every two shots: reload time: 1 round

Game Notes: If your wondering what it looks like it's basically what the Terminator has in Terminator 2. If timed mode is used on a person then the rocket will go through them, causing 4d8 damage.

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

All text and stats by Sam92552@aol.com, 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](#).