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
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