



# Weapons D6 / Steyr 9mm TMP

Machine Pistol

Model: Steyr 9mm TMP

Type: Machine Pistol

Scale: Character

Skill: Firearms: Machine pistol

Availability: 2, R or X

Ammo: 15 or 30 depending on clip (clips; 15 round: 20, 30 round: 35)

Cost: 700

Fire Rate: 1 (semi-auto), 3 (3 round burst), 15/30 (full auto)

Damage: 3D+2 (semi-auto), 4D+1 (3 round burst), 5D/6D (Full auto)

This weapons was designed to be a small and compact killer for police and SWAT teams. The size allows someone to operate the weapon with one hand, leaving the other hand open for blimbing or opening doors. The high rate of fire may make the weapon seam rather unstoppable, yet it doesn't hold much stopping power and it cossumes ammo much quicker than a normal pistol.

Game Notes: After using the weapon twice on full auto, the gun must cool for for 5 minnutes.

Because of how fast the weapon spits out ammo on full auto, only one target will take the full brunt of the bullets

Scope; If used for one round add +1D to the skill: firearms

Full Auto: After hitting once, all targets 1 meter away may be hit at one difficulty lower. Because of the speed the shots are fired, each target is hit with 3 bullets for 4D+1 damage

---

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

All text and stats by Ben Studebaker, 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](#).