



Weapons D6 / HattMark ATG-4 Anti-Ta

ATG-4 Anti-Tank Rifle

Model: HattMark ATG-4 Anti-Tank Sniper Rifle

Type: Sniper rifle

Scale: Speeder

Skill: Firearms: rifle

Ammo: 5

Cost: 17,500(50 for a clip of ammo)

Fire Rate: 1/2

Availability: 3,X

Range: 10-100/750/2000

Damage: 7D/6D/4D+1

Blast Radius: 0-3/5/8

Retractable Scope: If the scope is used for round of aiming, the character receives an additional +1D to Firearms.

Infra-Red Toggle: Can be used at night for no penalties.

Tripod: Due to the sensitive nature of this weapon, unless the tripod is used the character must roll a difficult Dex check when standing up or moderate when lying down or suffer a -1D penalty to firearms.

Remote Explosives: The explosive rounds can be either set to explode upon contact with a target or on a remote set on the rifle. If the remote is used, each extra round does an additional 1D damage to any targets within range.

Proximity Sensor: The remote can also be used with a proximity sensor so that it will explode whenever it gets close to the highlighted target. Note that the target must be 'highlighted' by the scope in order to be effective.

(In games terms, this means that the player not make any other actions for the proximity sensor to be effective.)

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

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