

## Weapons D6 / Belecuu Firearms LMG-

### Belecuu LMG-I "Minigun"

When Belecuu Firearms designed the LMG-I "Minigun" it was attempting to create a more efficient way of killing large sums of people in a shorter amount of time.

The LMG-I features a rotating tri-barrel configuration to help prevent any one barrel from being exposed to a constant stream of fire and making it extremely hot. The weapon itself is composed of a light weight alloy which makes the weapon only a mere 11.4 kilograms in weight, light enough for most sapient species to handle without much of a problem. The ammunition is fed from a backpack ammunition container via a chain.

The weapon comes standard with a sturdy, padded shoulder strap as well as a grip on the top of the weapon with the main handle extending from the right or left side (depending upon user preference) for easier handling.

The LMG-I offers three fire modes, semi-automatic, burst mode and constant fire mode. The user may toggle between modes with no more than a flip of his thumb.

Model: Belecuu Firearms LMG-I "Minigun"

Type: Light minigun

Scale: Character

Skill: Firearms: minigun

Ammo: 300

Cost: 3,100 credits (ammo backpacks: 250)

Availability: 4, X

Range: 3-30/150/500

Damage: 5D+2, 7D (6 round burst)

Game Notes: On constant-fire mode the LMG-I fires a burst of 15 rounds per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

---

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

All text and stats by Ryan Matheny, 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](#).