



## Weapons D6 / Mestic Munitions M-16h

### Mestic M-16h Heavy Assault Rifle

The M-16h is the most powerful rifle in the M-16 family and is meant to be issued to the heavy weapons operator in a squad. Its main feature is a grenade launcher which is mounted under the barrel. The grenade launcher provides the user with superior firepower and longer range than most standard rifles. Some clever field technicians have been known to modify the grenade launcher to fire a single anti-vehicle missile (3D speeder scale), however, often times this results in the missile becoming jammed in the launcher and usually detonating before the soldier using has a chance to flee.

In Game Terms: Modifying the grenade launcher into a missile launcher requires that all grenades first be removed (either fired or removed by the character for throwing or some other purpose). A Moderate Firearms Repair roll is required to modify the launcher to fire only small missiles (usually small mortar shells). On a Wild Die reroll of 6 when firing the launcher, the launcher becomes jammed and the missile will detonate in 1D rounds. Missiles: 3D speeder scale, blast radius 8 meters.

Model: Mestic Munitions M-16h Heavy Assault Rifle

Type: Automatic slugthrower rifle/mini-grenade launcher

Scale: Character

Skill: Firearms: auto-rifle

Missile weapons: grenade launcher

Ammo: 30 (standard clip), 50 (extended clip)

Grenades: 6

Cost: 1,600 credits (standard clips: 25; extended clips: 40)

Availability: 4, X

Range: Rifle: 3-10/35/100

Grenade Launcher: 3-30/100/250

Fire Rate: Rifle: 2 (semi-auto)

Grenade Launcher: 1

Damage: Rifle: 4D+2 (semi-auto), 5D+2 (burst of 5 rounds)

Grenades: 7D/6D/5D (blast radius: 1-2/4/6)

Game Notes: On constant-fire mode the M-16 fires a burst of 5 rounds per

shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.  
Flash Suppressor: Adds +1 to Difficulty to any visual attempts to locate the M-16's firer at medium range, +2 at long range.

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