



Weapons D6 / Kashan Technological D

Portable Railgun

In order to achieve the upper hand over both the Imperial and Republic forces in the sector, the Palvar Defense Force needed a new type of weapon, more powerful than a blaster rifle and the same merciless firepower of a slugthrower.

Aarlis Nacirem, owner of Kashan Systems and head of the Palvar Defense Force, knew that the resources under his direct command were insufficient to produce the type of weapon he desired. Taking a new leap for Kashan Systems, Nacirem made a proposal to one of the galaxy's top firearms manufacturers, Mestic Munitions. Mestic agreed to codevelop such a weapon only if they would be given sole licensing rights and a contract to manufacture the completed weapons for the PDF. Knowing the importance of outgunning the Imperials and Rebels, Aarlis agreed.

Mestic and Kashan's top scientists worked day and night for nearly a year developing concepts, designing, and finally constructing prototypes of the weapon. The final finished product came to be known as the Type I Portable Rail Gun (PRG).

The PRG incorporates new technology into the firearm market. The PRG fires razor tipped armor piercing rounds via magnetic propulsion that effectively throws the round several times the speed of sound so effectively that the intended target is long dead before he hears the shot that killed him. The actual firing of the weapon is nearly silent as there is no internal explosion propelling the rounds as in other firearms.

The Type I PRG is a fairly large weapon, requiring a back pack battery or generator to supply power to the powerful electro magnets. It is 154 centimeters in length (not counting the back pack and attachment cable) and comes painted in a flat dark grey. An advanced targeting scope is attached to the top right left of the weapon and it can easily penetrate thin walls, brush, and other insignificant cover and display an accurate image of what may be attempting to hide under such cover (the PRG can easily penetrate anything that the scope can scan through).

The PRG was issued to only a handful of heavy weapons specialists in the PDF Army and is most often used for long ranged engagements.

Model: Kashan Technological Development/Mestic Munitions Type I PRG

Type: Enhanced slugthrower

Scale: Character

Skill: Firearms: railgun

Ammo: 50

Cost: 13,760 credits (standard ammo clips: 100, explosive ammo clips: 500)

Availability: 3, X

Range: 4-45/150/350

Fire Rate: 2

Damage: 7D (standard), 9D (explosive)

Game Notes: Scanning Scope: +3D to Firearms, requires a Moderate Sensors

roll to sight in a target (+1D Sensor bonus when sighting in moving targets, targets with significant variations in heat signature, and targets wearing metal-based armor).

Silent Operation: Very Difficult Perception roll to hear within 5 meters, Heroic within 10, impossible past 10 meters.

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](#).