



## Weapons D6 / Mestic Munitions Type I

### Portable Railgun

The Type III PRG is an improved version of the original Type I (which is in limited use by the Palvar Defense Force Army) that removes the need for a back pack power generator to power the powerful electromagnets that propel the shells out of the gun at amazing velocity.

To negate the need for a separate power generator, Mestic technicians developed new power couplings for the PRG's internal interface that required only a small percentage of the power that the Type I PRG used. The Type III uses a pair of standard issue blaster rifle clips to power the electromagnets.

Model: Mestic Munitions Type III PRG

Type: Enhanced slugthrower

Scale: Character

Skill: Firearms: railgun

Ammo: 50

Cost: 14,130 credits (clips: 100, power packs: 50)

Availability: 3, X

Range: 4-45/150/350

Fire Rate: 2

Damage: 7D

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.

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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

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