



Weapons D6 / MattCorp MAD Repeater

MattCorp MAD Repeater

The MAD Repeater is a repeater built along the same lines as the MAD Rifle. It is composed of a dart-firing railgun and a light repeating blaster. Being a repeater, the darts and blaster bolts both do more damage than the rifle variant. Because of the increased damage caused by a repeater over a rifle the MAD Repeater can fire only 25 blaster shots per power pack. This negates the increased economy of blaster mode found on the rifle. No larger combination railgun/blasters were developed past the design stage because they were found to be too cumbersome and not have enough of a performance increase over existing medium and heavy repeating blasters

Model: MattCorp Magnetically Accelerated Dart Repeater

Scale: Character

Skills: Missile Weapons: MAD Repeater

Blaster: MAD Repeater

Ranges: 3-40/200/400

Damage: Darts: 4D*(the dart gets +1D damage per turn that the the trigger is held before firing, to a maximum of 8D)

Blaster: 6D

Ammo: Darts: 25 (darts per clip and shots per power pack)

Blaster: 25

Availability: 3, X

Cost: 4,000 (clips:10 power packs:25)

Special Additions:

- Radioactive Darts:

Damage: 1D per turn to target after impact. Damage indcreases by +1"pip" per turn. Only works on armoured targets because the protctive casing is stripped by passing through the armour.

Cost: 100 per clip

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

All text and stats by Matthew Kubinec, HTML and logos done by FreddyB

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