



## Weapons D6 / MattCorp Magnetically Accelerated Dart Rifle

### MattCorp MAD Rifle

The MAD Rifle was the result of advances in electromagnetics pioneered at the Bastion Department of Military Research labs. This allowed a railgun to be designed that was powered by standard blaster packs. The new weapon was produced by a front corporation called MattCorp. MattCorp was run by Chiss scientist Seli'may'kubb. MattCorp stands for Maykubb Terminal Technologies.

The MAD Rifle is intended to replace blaster rifles in frontline units fighting the Yuuzhan Vong. The darts fired by the railgun travel at such high speeds that it causes any armour it hits to implode. Thus it causes more damage to targets wearing armour than not. The darts travel so fast that they are not affected by gravity or atmospheric conditions, so the rifle uses the Blaster skill. This also makes it easier for troops to adapt to.

The rifle has a built in blaster rifle with the same range capabilities. This gives troops using the rifle a more economical option when fighting conventional opponents because the railgun mode uses four times as much energy to fire than the blaster mode.

Model: MattCorp Magnetically Accelerated Dart Rifle

Scale: Character

Skills: Missile Weapons: MAD Rifle

Blaster: MAD Rifle

Ranges: 3-30/100/300

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

Blaster: 5D

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

Blaster: 100

Availability: 3, X

Cost: 2,500 (clips:10 power packs:25)

Note: If retractable stock and scope are used for one round

of aiming the character get +1D on his blaster role.

Special Additions:

- Radioactive Darts:

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

Cost: 100 per clip

- Sniper Kit:

Dart Range: 30-100/600/1.2km (due to mini-rocket in dart)

Fire Control: 3D with enhanced scope.

Cost: 5,000 (for scope and first clip, clips 125)

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

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