



Weapons D6 / Th Ta Manufacturing TA

Th'Ta Manufacturing TA-16 and TA-16H Blaster Rifle

type: selective fire blaster rifle [squad automatic weapon]

skill: Blaster: auto rifle

availability: 3 X

cost: 1500 (25) [1650 (25)]

range: 3-30/100/200 [3-25/90/200]

modes: semi auto and burst (4 shots/burst) [burst (10 shots/burst) or full auto (50 shot/burst)]

ammo: 100

damage: 4D+2

Capsule: The Th'Ta TA-16 is a good, though relatively unknown, blaster rifle. The TA-16 is calibrated to be fired in single shot and burst fire modes, while the TA-16H squad automatic weapon is designed to be fired in long bursts only. They both use standard power cells, and have the typical layout of most rifles, although they are a little larger than average. The TA-16 and -16H may be readily differentiated by the thicker barrel and ventilated hand guard on the TA-16H. Other, less noticeable differences include the higher cyclic rate, lack of a bayonet lug and larger, less accurate sight on the TA-16H. (note: the stats for the TA-16H appear in the brackets]

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