



Weapons D6 / GAICO GANT (Gauss-A

Galactic Arms Industries Company's
GAICO GANT (Gauss-Action Needle Thrower)

Weapon Type: Gauss Pistol

Scale: Character

Skill: Firearms: Gauss Pistol

Ammo: 30

Availability: 3, R

Body: 1D+1

Range: 3-20/60/180 (3-15/40/120)

Damage: 3D (2D+2)

Cost: 750 cr, 20 cr (clip)

Alternative range and damage are for subsonic setting. In normal setting, darts produce a booming sound when they break the sound barrier, but in subsonic setting the weapon is completely silent except the faint whining sound produced by a flying dart.

Usually needlers use special ammo to enhance damage.

Here's two examples:

Shredders:

A multi-tipped needle. Flies in a single-needle position, but opens into a cross-shaped position when hits a target. The multiple needles inflict very much pain, causing a -1D penalty (only if stunned or more) until the wound is treated. Severe hits from shredders can cause massive bleeding. Shredders have -1D against armor, and have no effect on hard armor (like stormtrooper armor...).

40 cr per clip (3,X)

Paralyzers:

Needles are tipped with a paralyzing (functions only on humans and most near-humans) poison. If a needle hit causes a wound or more, the victim will be paralyzed after 1-3 (1D/2) rounds, and will remain paralyzed for 1D+4 hours or until treated with an antidote.

50 cr per clip (3,X)

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