Weapons D6 / BlasTech Munitions Strumgew


Model: BlasTech Munitions Stg-44 Sniper

Model: BlasTech Munitions Strumgewehr STG-44 & Sniper Model
Type: Gas-Operated Repeating Slugthrower
Scale: Character
Skill: Firearms (S) STG-44
Ammo: 30 (Per Feed Device)
Crew: 1
Cover: None
Cost: 1900
Availability: 4, X
Fire Rate: 1/30
Range: 4-40/220/600(Optics Only)
Fire Control: 0D
Damage: 4D+2 Single Fire/Burst (5-6 shots) in/or Full Auto Fire (30 Shots)
Body: 0D
Game Notes:
A burst in/or Full Auto mode, fires a burst (5-6) can do from cover or 30 rounds NO COVER and cannot dodge. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower. No other action can be done this round while in burst or full auto fire mode.

Sniper Model: Has an added optics mounting rail, a factory option only.

Accessories

Model: BlasTech Munitions Telescope w/STG-44/K43 Mounting Bracket
Type: Compact x4 Magnification
Scale: Character
Cost: 1250
Availability: 4, X
Range: 4-40/220/600
Fire Control: +1D to aiming

Model: BlasTech Munitions Feed Device
Ammo: 30 (Per Feed Device)
Cost: 150
Availability: 4, X

Model: BlasTech Stg-44 Device Pouch
Scale: Character
Ammo: 180 (x30 Per Feed Device, Holds x6 Feed Devices)
Cost: 600 (Pouch w/Fully Loaded Feed Devices)
Availability: 4, X

Stats by Vaughn99, Images from unknown.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.