

Weapons D6 / BlasTech Munitions Stru

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 Munitions Stg-44 Sniper



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.

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