



# Weapons D6 / RanCorp SMG Repeating

## RanCorp SMG Repeating Blaster

A small nearly pistol sized repeating blaster the SMG Repeater was designed off of firearm sub-machine guns. The weapon fires a burst that emits no sound. This would-be revolution in blaster technology was one of Elvar Neric's few failures as they soon realized the blasts still made noise when they hit their targets.

Model: RanCorp ELV-SMG Repeating Blaster

Type: Ultra-light repeating Blaster

Scale: Character

Skill: Blaster: Repeating Blasters

Ammo: 50

Cost: 2,900 (power packs: 50)

Availability: 2, X

Fire Rate: 1 (fired in a burst of 5 shots)

Range: 3-45/80/200

Damage: 5D

Game Notes:

Advanced Blaster Silencing system: using soundwave absorption technology

RanCorp designed a silencer that actually silences the firing of a blaster.

No sound is emitted when the weapon is fired.

---

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

All text and stats by Dave Maloney, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).