



Equipment D20 / Grenade Gun

Grenade Gun

Model: Mandalorian Arms Thermal Grenade Launcher "Devastator"

Cost: 2, 417 credits, Ammo: 25 credit per shell

Damage: 6d10, Double shot burst 6d20, timed mode (goes off 3 secs after hits target) 4d10

Critical: 20

Range Increment: it'll go as far as you need it to

Weight: 10 kg

Stun Fort Save: -

Type: Piercing

Size: Tiny

Group: Simple

Ammo: 2, has to be reloaded after every two shots: reload time: 1 round

Game Notes: If your wondering what it looks like it's basically what the Terminator has in Terminator 2. If timed mode is used on a person then the rocket will go through them, causing 4d8 damage.

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

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