



Weapons D6 / Arbitron LT-Banger

Arbitron LT-Banger

Ever felt the need to shoot those large caliber rounds out of your smaller more concealable pistol? Well, Arbitron has the pistol for you. The LT-Banger has two major advantages, a very large punch and a very small size. The disadvantage? The size of the gun wasn't meant to handle such a round and the barrel splinters causing light shrapnel and the gunpowder has a slight chance of blinding whoever fires it. This means you'll have to replace the barrel with every shot and most likely wear eye protection, or shut your eyes the instant before you pull the trigger. The weapon is only about an inch longer than a .50 cal round and is made of certain alloys that render the gun very difficult to find by scanners and rather hard to find when searching a person. A very nice weapon for those who want to make sure the person they assassinate stays quite dead. A popular specialty round was put into production due to a special request. The bolo shot consists of two small metal balls being shot out, inbetween which is strung a two foot high density cable. When shot at any human or living being it can have very nasty results such as decapitation, loss of limbs, being cut in half, etc. It is normally ineffective against armor though.

Model: Arbitron LT-Banger

Type: Single shot pistol

Scale: Character

Skill: Firearms: LT-Banger

Ammo: 1, (Box of 50 rounds: 180, Box of 10 Bolo's: 500)

Cost: Gun: 3,000, Barrel: 500

Availability: 4, X

Fire Rate: 1

Range: 1-7/8-12/13-17

Damage: 6D (bolos are -2D against armor)

Game Notes:

-Various side effects of the design cause the barrel to intentionally split/shatter when fired. This causes light shrapnel which isn't heavy enough to do any real damage. The powder from the shot may cause temp blindness if the shooter forgets to cover his/her eyes when firing. It has also been known to completely explode on occasion causing upwards of 5D damage to a few foot radius.

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