



Weapons D6 / Deathtek Boltrifle DK-9

Boltrifle

The Boltrifle, Bolter, or Boltgun, as it can be called, is the standard combat weapon of DeathTek's mercenary branch. With the ability to deal just as much damage as the standard blaster rifle, as well as the fast firing rate, not to mention the lack of empty bullet casings to slip on due to the caseless ammunition, this weapon was ideal for those who needed something that anti-energy shielding wouldn't protect against, but that would also provide some real hitting power.

Model: Deathtek Boltrifle DK-9

Type: Boltrifle

Scale: Character

Skill: Firearms: Rifles

Ammo: 42 (2 clips)

Cost: 2,500 credits (ammo: 1/bullet, 30/clip)

Availability: 2

Fire Rate: 4 bursts/round, or 1 Sweep.

Range: 3-12/50/150

Damage: 5D/Burst/Sweep

Game Notes: In Burst mode, the rifle fires three rounds with each depression of the trigger, for boosted chance to hit and injure, but higher ammunition expenditure. (+1D to hit and damage) In Sweep mode, the rifle fires a full-auto spread of 9 rounds, And all targets within brief arc must make a dodge check at Moderate difficulty or be hit by a single round. (Target up to 4 squares that touch each other, or a 20X5 ft. rectangle, all targets in this space make a dodge check or take a hit.)

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

All text and stats by Daniel Hassell, 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](#).