



# Weapons D6 / Mestic Munitions Model 1

## Mestic M-15 Rifle

The Model 15 rifle was, like the number suggests, the 15th design in the M-series line of rifles. The first thirteen designs were either defective in some way, inferior, or a combination of the two. The M-14 was the first one that Mestic's owner approved of, the M-15 was an improvement on that design.

The M-15 weighs 4.15 kilograms, is capable of semi or fully automatic fire, it is able to mount a bipod, and has a folding stock to minimize length for close quarters combat.

Model: Mestic Munitions Model 15 Rifle

Type: 7.62mm selective fire slugthrower rifle

Scale: Character

Skill: Firearms: auto-rifle

Ammo: 20

Cost: 1,200 credits (clips: 25)

Availability: 3, R

Range: 3-10/30/100

Fire Rate: 2 (semi-auto)

Damage: 4D (semi-auto), 5D (burst of 4 rounds)

Game Notes: On constant-fire mode the M-15 fires a burst of 5 rounds per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

Folding Stock: +1D to Firearms if used for one round of aiming.

---

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

All text and stats by Ryan Matheny, 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](#).