

RanCorp Heavy Thunder MiniGun

The Heavy Thunder minigun was created by RanCorp to give those preferring firearms the most firepower possible withing a single maned weapon. The Heavy Thunder can be belt fed or fed from a backpack. It can fire at a maximum of four rounds per second on full automatic or just under 1 round a second in semi-auto mode. These weapons are often used by one or two people in a group to lay down a lot of supression fire into enemy positions to give cover to their allies.

Model: Rancor Munitions Corporation HT-5 Minigun

Type: Personal gatling gun

Scale: Character

Skill: Firearms

Ammo: 50 (belt), 150 (back pack ammo container)

Cost: 5,600

Availabilty: 3, R or X

Range: 3-25/65/150

Fire Rate: 6 (semi-auto)

Damage: 5D+2 (semi-auto), 7D+2 (burst of 5 rounds), 8D+1 (burst of 10 rounds)

Game Notes: On constant-fire mode the HGG-1 fires a burst of 20 rounds per shot. When firing a 'spray', a hit is established, then a number of 'rounds' equal to the number to hit beat the difficulty or dodge by or 20 whichever is lowest, hits the target. If multiple targets are within the spray, roll once while rolling dodges for all within the spray, if hits are established they are spread sequentially over all the targets. (i.e. if there's 3 targets and 11 rounds hit, then you assign one hit to 1st guy, 1 hit to second, one hit to 3rd, then another to 1st and so on till you have 4 hits on the first two and 3 on the last)

Weight: When using, the character must make a Moderate Lifting roll each round in order to support the weight of the gun unless the mini-gun is mounted on a proper tripod.

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

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