



# Weapons D6 / Mestic Munitions HGG-1

## Mini Gun

The HGG-1 (Heavy Gatling Gun), nicknamed the "Mini Gun" (this is an obvious oxymoron as the HGG-1 is the largest personal weapon manufactured by Mestic Munitions), is perhaps one of the most devastating personal weapons to date. A meter and a half in length and weighing much more than most other weapons, the HGG-1 has six barrels that rotate at a high velocity when the weapon is in operation. It is supported by a handle on the top with the trigger and a thumb operated mode toggle switch with a second handle that is usually placed near the middle section of the weapon on its left side (this can be moved to the right side for left handed users) and a thickly padded shoulder strap. The ammunition is fed in on a belt through the right rear end of the weapon, usually from a back pack ammunition container worn by the user.

The HGG-1 is the perfect heavy weapon to supplement any squad and can decimate most landspeeders, enemy troops, and even buildings in some cases. The Mini Gun can be mounted onto a specialized tripod (much like an E-Web) for security or prolonged fire from a stationary position and be continually fed ammunition as long as the operator (this is assuming that a second person come to help out the gunner) keeps respinning the ammo belts.

Model: Mestic Munitions HGG-1 "Mini Gun"

Type: Personal gatling gun

Scale: Character

Skill: Firearms: mini-gun

Ammo: 40 (belt), 150 (back pack ammo container)

Cost: Mini Gun: 15,150 credits

Ammo: 40 round ammo belt: 175 credits

150 round ammo container: 500 credits

Tripod: 150 credits

Availability: 4, R or X

Range: 3-25/65/150

Fire Rate: 3 (semi-auto)

Damage: 6D (semi-auto), 7D+1 (burst of 5 rounds), 8D+2 (burst of 10 rounds)

Game Notes: On constant-fire mode the HGG-1 fires a burst of 20 rounds per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

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 the proper tripod.

Bulkiness: Due to the extreme bulkiness of the HHG-1, there is a -1D penalty to Dexterity and related skills when carrying it.

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