



Weapons D6 / Yoyodyne z-10 Compression Rifle

Compression Rifle

The z-10 Compression Rifle fires a coherent graviton pulse (or beam), like a tractor beam. The difference is that it is pushing and pulling on the target at the same time in violent conflict, which causes massive damage to all but the strongest beings or materials.

The basic z-10 fires small pulses. However, Yoyodyne designed the weapon to accept modification packages which it was developing. There are small internal slots for the mod packages located under inside the non-retractable stock of the weapon. The cover unscrews easily and the modifications may be applied in the field by untrained personnel (Easy Blaster Repair roll). It was unfortunate that most governments felt the Compression Rifle dangerous enough to outlaw it, but the mods were paid less attention to. They are easier to find, but they are in the hands of greedy arms dealers who charge almost as much (or more) for them as the rifle costs itself.

The Beam mod allows the z-10 to fire a constant graviton beam instead of pulses. It does much more damage, but tests have shown that this extra power passes a point where it is absorbed rapidly and terminates in loss of limbs or function before the damage can radiate to other parts of the target. Yoyodyne is conducting further research into this phenomenon.

Model: Yoyodyne z-10 Compression Rifle

Type: Blaster Rifle

Scale: Character

Skill: Blaster: Blaster Rifle

Unmodified:

Ammo: 100

Cost: 5,000 (power packs 1500)

Availability: 3, R, X

Fire Rate: 2

Range: 3-25/75/150

Damage: 7D+2

Energy Mod:

Ammo: increases to 175

Cost: 4,000

Availability: 2, R, X

Fire Rate: increases to 4

The first modification marketed by Yoyodyne was an Energy Mod pack which improves the efficiency of the rifle, squeezing more shots out of the same type of power pack and doubling the fire rate to 4.

Beam Mod:

Ammo: No change. Each time Beam fire mode is used, power pack is drained by half of full capacity.

Cost: 10,000

Availability: 3, R, X

Fire Rate: if used with Energy Mod, pulse fire rate is 5. If Beam is the only mod installed, pulse fire rate is 3.

Damage: 9D (maim for anything but a head or neck shot)

Special Feature: Enables the rifle to fire a sustained beam of energy.

Target may take a second dodge after he is hit to try to avoid the full effect of being hit by the beam. Rifle user may oppose with a second Blaster skill roll. If dodge is successful, apply pulse damage (7D+2) for initial hit. If unsuccessful, apply Beam damage...

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