



Starships D6 / Reaver Machine Gun

Reaver Machine Gun

This weapon may seem expensive, however it is a relatively new technology.

The fired projectiles have a useful feature of being able to penetrate shielding with no reduction in damage.

Model: HattMark MG21C Reaver

Type: Shipmounted Machine Guns

Scale: Starfigher

Skill: Starship Gunnery: Machine Guns

Ammo: 250 bursts

Cost: 4,000 (100 for replacement ammo)

Fire Rate: 3 bursts

Fire Control: 1D

Space Range: 1-5/10/15

Atmosphere Range: 100-500/1000/1500

Damage: 3D

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All text and stats by Paul Hattrem, HTML and logos done by FreddyB

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