Weapons D6 / Colonial Warriors Laser Pistol



Colonial Warrior's Laser Pistol

Model: Colonial Laser Pistol
Type: Pilot's personal sidearm
Scale: Character
Skill: Blasters: Pistols
Ammo: 50
Cost: 800
Availability: 1 (for colonials)
Range: 3-7/25/50
Damage: 5D+1
Rate of Fire: 1 laser blast per attack!
Game Notes:

The laser pistol is the standard sidearm of Colonial Warriors. Laser pistols are energy based weapons.

Colonial military laser pistols contain readouts that can indicate whether or not they has been recently fired (Murder on the Rising Star).

The energy signature in each weapon is unique, allowing tests to be conducted to prove if a particular pistol was used in a given instance (Murder on the Rising Star).

NOTES:
-At the beginning of the series, the laser volley emitted from the pistol is invisible to the eye, with the exception of the accompanying flash from the muzzle. Later during the series run, particularly in "Take the Celestra" and "The man with Nine Lives", the laser blasts become red bolts due to the fact that Universal Hartland became the SFX factory for the Original Series.

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