

Weapons D6 / Cyclor rifle

Name: Cyclor rifle
Type: Slugthrower
Purpose: Long range combat
Scale: Character
Skill: Firearms: Cyclor rifle
Ammo: 1
Fire Rate: 1
Cost: 800 credits (ammo: 5)
Availability: 3, X
Range: 3-40/180/500
Damage: 5D



Description: Cyclor rifles were crude yet reliable rifles designed to fire solid projectiles. They could hit targets at extreme ranges and penetrate energy shields. Used primarily by primitive cultures and hunters, they were strong enough to tear whole limbs from a body. Among Tusken clans, the cyclor rifle was the less popular weapon, because despite its crude design, the rifle could hit targets reliably at long ranges but the fire rate was typically slow.

Cyclor rifles were notably used by the Tusken Raiders of Tatooine. The Raiders had been observed sniping at passing podracers in the desert. At long range, the cyclor rifles proved powerful enough to destroy the podracer of Teemto Pagalies, causing it to crash during the Boonta Eve Classic.

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