## Equipment D20 / DD9 Spitfire



DD9 Spitfire

When SoroSuub introduced their Renegade heavy blaster pistol both BlasTech and Merr-Sonn scrambled to produce more powerful designs in an attempt to become "king of blasters." Shortly after the SoroSuub release of the Renegade, Merr-Sonn introduced their Spitfire.

The Spitfire was designed off of the popular DD6 model and resembles a bulkier version of the weapon. The Spitfire did acheive its goal of outclassing the Renegade, but Merr-Sonn was forced to admit defeat when BlasTech demonstrated its T-6 Thunderer (which packed more of a punch than the average light repeater).

The Spitfire traded ammunition and range for sheer firepower, something that the Renegade and Thunderer did not have to do. The Spitfire was taken off of the market shortly after the introduction of the Thunderer.

Weapon: Merr-Sonn DD9 "Spitfire" Type: Energy Group: Blaster pistols Size: Medium Weight: 1.5 kilograms Cost: 800 credits Damage: 3d8 Critical: 20 Range Increment: 8 meters Stun Damage / Fort DC: 1d8/DC 18

> Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga All text and stats by Ryan Matheny, HTML and logos done by FreddyB Images stolen from an unknown website at some remote time in the past. Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster <u>FreddyB</u>.