



# Weapons D6 / Arbitron Sonic Smasher Rifle

## Arbitron Sonic 'Smasher' Rifle

Arbitron created this sonic rifle in basically the same way as many others of its kind with one exception, it was intended for underwater use. It is strictly illegal when underwater because it can easily punch through a small airlock and allow easy entry. As with many other weapons Arbitron has produced, this weapon is thought to have been built with a less credible purpose in mind.

Model: Arbitron Sonic 'Smasher' Rifle

Type: Sonic Blaster

Scale: Character

Skill: Blaster: Sound Weapon

Ammo: 50

Cost: 5,500 (Price doubles on black market, and doubles again in a place that is covered in water, such as Calamari where such a weapon would have devastating uses.)

Availability: 3, X

Fire Rate: 3

Range: 0-5/15/30

Damage: 6D+2/5D+1/4D, or 4D+2/3D+2/3D stun

Game Notes: When underwater all ranges are tripled and all damage is doubled.

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