Model: Kalvarek Consolidated Arms MM9 Rocket System

Type: Wrist-mounted rocket launcher

Scale: Character

Skill: Missile weapons: wrist weapons

Ammo: 1

Cost: 2,500

Availability: 2, R

Range: 2-6/20/80 (unless otherwise noted)

Damage: Varies with rocket type (see below)

Game Notes:

Locris Syndicated Securities Type-12A Explosive Antipersonnel Rocket

Blast Radius: 0-1/2/3/4

Damage: 5D/4D/3D/2D

Cost: 400

Availability: 2, X

Merr-Sonn K26 Explosive Antivehicle Rocket

Scale: Speeder

Range: 3-10/30/120

Blast Radius: 0-1/2

Damage: 5D/4D

Cost: 500

Availability: 2, X

Locris Syndicated Securities Type-12B Hollow-Tip Rocket with FGA-583 Nerve Toxin

Damage: 3D on impact; if the weapon does damage, target must make a Difficult stamina roll or suffer a -2D Strength penalty.

Cost: 600

Availability: 4, X

Locris Syndicated Securities Type-12B Hollow-Tip Rocket with Accudrop Stun Gas

Damage: 3D stun damage; the weapon fills the target area with a 2-meter-radius cloud of gas. The gas is as inhaled
poison, victim must make a Difficult stamina roll or suffer a -1D Dexterity penalty.

Cost: 400

Availability: 2, R

Locris Syndicated Securities Type-12B Hollow-Tip Empty Rocket

Damage: 3D

Cost: 200

Availability: 2

Merr-Sonn DEMP Ionization Blast Rocket

Blast Radius: 2 meters

Damage: 4D ionization

Cost: 400

Availability: 2, R

BlasTech Lumablast Rocket

Range: 3-10/30/120

Blast Radius: 4 meters

Damage: Every creature within the blast radius must make a Difficult stamina roll or be blinded for 1D rounds.

Cost: 400

Availability: 2, R

Kelvarek "Dumb" Energy Quarrel

Damage: 3D

Cost: 450

Availability: 1, R

Description: The MM9 mini concussion rocket launcher, also known as an MM9 wrist rocket, was a wrist rocket launcher that fired various types of wrist rockets.