

Weapons D6 / Genosian Sonic Energy

Name: Sonic Rifle

Model: Geosian Sonic Energy Rifle

Scale: Walker

Skill: Vehicle Blasters; Sonic Rifle

Ammo: 50

Cost: 1,000 (used)

Availability: 2, X

Range: 2-8/25/60

Damage: 4D



Description: The Geosian Sonic Energy Rifle emits sound waves which can be incredibly damaging to any target that it hits, the spread of these sonic waves is quite large which accounts for the fairly short range of this large weapon, but does allow targets to be easily hit (+1D to skill). However this also counts as a disadvantage to the weapon, as the weapon hits an area, so cannot easily distinguish between targets (-1D to skill if target is in close (1m) to another target, or both are hit). This does make the weapon excellent for suppressing areas of enemy troops. The Sonic Energy Rifle was originally designed for the Geosians to use themselves, as a smaller hand-held version of the Sonik Cannon, and it was often used by most of the Confederation forces during the Clone Wars, so once they were defeated became widely available on the black market. The Sonic Rifle is a far less effective weapon than the Sonik Rifle, lacking the Regenerative power supply of the cannon, but was still a fairly powerful, if not cheap weapon.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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