

Weapons D6 / Menotrop Arms Subsonic

Name: Stun grenade

Model: Menotrop Arms Subsonic Stun Grenade

Type: Grenade

Scale: Character

Skill: Grenade

Cost: 300

Availability: 2, R

Range: 3-4/7/12

Blast radius: 0-2/4/6/10

Damage: 5D/4D/2D/1D (stun)

Game notes: The damage done by this grenade is only stun damage, but some species may be especially vulnerable or immune to its effect. Species relying on a keen hearing sense get double damage from the grenade, while species like Hutts, which do not have a skeleton or similar hard, body supporting tissue, get +2 dmg per dice.

Description: Stun grenades emit a low frequency supercoherent, subsonic energy field capable of knocking most galactic species unconscious. The frequency of the energy field is too low to be picked up by the ears, it is rather *felt* via the skeleton, causing its stunning effect. Most armor offers no protection. The stun grenade is made on Crooloy by a division of the mighty Menotrop Corporation.

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

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