

Weapons D6 / Merr-Sonn MSD-10 Hold-Out

Merr-Sonn MSD-10 Hold-Out Disruptor

Soon after Merr-Sonn developed the MSD-36 disruptor pistol, Merr-Sonn was pressured to develop a concealable version of the weapon for covert operations. The result was the MSD-10 hold-out molecular disruption pistol. Like all other disruptors, the Merr-Sonn MSD-10 works by breaking down objects at the molecular level.

Merr-Sonn designers faced several problems while designing the MSD-10, the main one being the massive amounts of power that a disruptor requires to fire even a single shot. The designers were forced to completely redesign the power couplings several times and went through numerous prototypes before finally settling on a suitable design.

The final design elements were incorporated into the frame of Merr-Sonn's B22 hold-out blaster. Incorporating it into this frame makes the MSD-10 nearly identical in appearance to the B22. In addition to outward appearance, the MSD-10 also uses the same power packs that the B22 requires, making them easy to come by. However, the massive power drain of the disruptor drains the entire power pack in a single shot and greatly reduces the overall range of the weapon.

Model: Merr-Sonn MSD-10 Hold-Out Disruptor

Type: Hold-out molecular disruptor

Scale: Character

Skill: Blaster: hold-out disruptors

Ammo: 1

Cost: 3,200 credits (power packs: 25)

Availability: 4, X

Range: 0-1/2/3

Damage: 5D

Game Notes: Difficult Perception roll required to identify the MSD-10 as a disruptor rather than a Merr-Sonn B22 hold-out blaster.

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