Weapons D6 / MariTech BS-120 Noisy

Noisy Cricket

The MariTech BS-120 "Noisy Cricket" (even though the name may make you think otherwise) is reputedly the most powerful hand-held weapon in existance. It is slightly smaller than your average hold-out blaster but does more damage than a heavy repeater. There is a major drawback to the Noisy Cricket, however. It fires such a highly concentrated and powerful blast that it has more kick than a large slugthrower.

The weapon's first field test was an assassination of a local official (no one big, MariTech just needed a target to test it on). The assassin walked right up behind him, slid the Noisy Cricket from his wrist holster, leveled it at the target's back, and fired. The target was reduced to nothing more than several chunks laying scattered over a few dozen meter diameter. The assassin was thrown backwards roughly ten meters into a brick wall, breaking his back upon impact. MariTech observers, who were placed in various spots around the area, were able to recover the Noisy Cricket prototype and escape the scene.

Model: MariTech BS-120 "Noisy Cricket"
Type: Hold-out pulse gun
Scale: Character
Skill: Pulse Weapons: hold-out
Ammo: 4
Cost: 15,400 (power packs: 50)
Availability: 4, R or X
Fire Rate: 1
Range: 3-6/12/50
Damage: 10D
Game Notes: This weapon, even though extremely small in size, produces a powerful kick when fired. This kick will propel the firer back 2D meters in the direction opposite that he/she has fired. Any GMs should take into consideration what the firer may land in or on or against when firing this weapon and apply applicable damage as they see fit.

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