Weapons D6 / Merr-Sonn Munitions, Inc. GRS



Name: Merr-Sonn Munitions, Inc. GRS-1 Snare Rifle
Type: Non-lethal hunting weapon
Scale: Character
Skill: Firearms: GRS-1 snare rifle
Ammo: 12
Cost: 1,100
Availability: 2, F, R or X
Fire Rate: 1
Range: 3-25/75/150
Damage: Special
Notes: A snare rifle fires a burst of shockstun mist, as well as a liquid spraynet. A character hit by this weapon is assumed to be effected by both attacks. The shockstun mist forces a character attempt a Difficult Strength roll. Failure indicates that the character is knocked unconscious for 5D minutes. In addition, the liquid spraynet covers a target, entangling him. A character thus ensnared suffers a -1D penalty to all attack rolls, a -2D penalty to his Dexterity score, and can only move at half of his Move score. The fibers of a spraynet are hard to break, and resist damage as if they have an effective Strength score of 4D+2.

Description: The GRS-1 was a snare rifle used by the Gand bounty hunter Zuckuss, among others. It caused no damage on impact but instead fired a shock/stun spray and a liquid spraynet to immobilize the stunned target. Manufactured by Merr-Sonn Munitions, Inc., this weapon required two cartridges to operate; a shockstun mist canister and a liquid spraynet dispenser. The cartridges could fire up to twelve shots before replacement.

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