

Weapons D6 / Merr-Sonn Farbang Blaster

Model: Merr-Sonn Farbang Blaster Grenade

Type: Blaster Grenade

Scale: Character

Skill: Missile Weapons

Cost: 300

Availability: 3, R

Range: Half blaster

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

Damage: 5D/4D/3D/2D



Description: The Farbang Blaster Grenade is a finned grenade with a small drive in its tail. It is placed over the muzzle of a blaster, which is then fired on stun powering the grenades drive enabling it to achieve far superior range compared to a thrown grenade. This weapon only works however on blasters which have small enough barrels for the grenade to fit around them, and thus has been only a limited success. However, for those that can use it, the Farbang can be really handy in a situation where you can't get close enough to use a hand grenade, thus generating enough sales for Merr-Sonn to continue producing the weapon.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Alex Panzerkit, HTML and logos done by FreddyB

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