Weapons D6 / Kalvarek Consolidated Arms M



Model: Kalvarek Consolidated Arms MM9 Rocket System
Type: Wrist-mounted rocket launcher
Scale: Character
Skill: Missile weapons: wrist weapons
Ammo: 1
Cost: 2,500
Availability: 2, R
Range: 2-6/20/80 (unless otherwise noted)
Damage: Varies with rocket type (see below)
Game Notes:

Locris Syndicated Securities Type-12A Explosive Antipersonnel Rocket
Blast Radius: 0-1/2/3/4
Damage: 5D/4D/3D/2D
Cost: 400
Availability: 2, X

Merr-Sonn K26 Explosive Antivehicle Rocket
Scale: Speeder
Range: 3-10/30/120
Blast Radius: 0-1/2
Damage: 5D/4D
Cost: 500
Availability: 2, X

Locris Syndicated Securities Type-12B Hollow-Tip Rocket with FGA-583 Nerve Toxin
Damage: 3D on impact; if the weapon does damage, target must make a Difficult stamina roll or suffer a -2D Strength penalty.
Cost: 600
Availability: 4, X

Locris Syndicated Securities Type-12B Hollow-Tip Rocket with Accudrop Stun Gas
Damage: 3D stun damage; the weapon fills the target area with a 2-meter-radius cloud of gas. The gas is as inhaled
poison, victim must make a Difficult stamina roll or suffer a -1D Dexterity penalty.
Cost: 400
Availability: 2, R

Locris Syndicated Securities Type-12B Hollow-Tip Empty Rocket
Damage: 3D
Cost: 200
Availability: 2

Merr-Sonn DEMP Ionization Blast Rocket
Blast Radius: 2 meters
Damage: 4D ionization
Cost: 400
Availability: 2, R

BlasTech Lumablast Rocket

Range: 3-10/30/120
Blast Radius: 4 meters
Damage: Every creature within the blast radius must make a Difficult stamina roll or be blinded for 1D rounds.
Cost: 400
Availability: 2, R

Kelvarek “Dumb” Energy Quarrel
Damage: 3D
Cost: 450
Availability: 1, R

Description: The MM9 mini concussion rocket launcher, also known as an MM9 wrist rocket, was a wrist rocket launcher that fired various types of wrist rockets.

Based on Arms and Equipment Guide (pages 27-28), Descriptive Text from WookieePedia.
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