

Model: Energy Cage Wrist Launcher

Type: Restraining Device

Scale: Character

Skill: Missile Weapons; Energy Cage Wrist Launcher

Ammo: 1 (can be reused if retrieved)

Cost: 1,600 credits

Availability: 2 X

Fire Rate: 1

Range: 1-10/18/35

Damage: 0D

game notes: This weapon does no damage, instead creating a 6D Strength bubble of energy to restrain the target. The bubble is generated from a small device which is fired from the wrist launcher, which may be deactivated from outside the bubble and reloaded and recharged in the launcher.

Description: A wrist mounted device which fires a single small projectile which generates a restraining force cage around the target that it is fired at. May be dodged or parried like an energy or projectile weapon, but on a successful hit it restrains the target instantaneously.



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