



# Weapons D6 / Arbitron Ice Blazer One

## Arbitrons Ice Blazer One

Arbitron had a more scrupulous task in mind when it created the IB-1. Though they publicly deny this, it is a well known fact that the gun was made with assassinations in mind. Because of the way this weapon fires it leaves virtually no evidence behind. Using controlled magnetic waves the IB-1 slows molecules of water, or almost any other liquid, down to the freezing point and infuses small metal atoms in with it. It then uses the properties of a rail gun, magnets, to propel the ice cicle out at high velocities. Upon striking the person it will do much the same damage as a bullet, but the evidence quickly melts away, leaving a lot of quessing to be done by the authorities. There is a small problem though, the range is limited because the ice cicle will melt slightly in its flight through the air, and get softer as it goes along.

Model: Arbitron Ice Blazer One

Type: Slugthrower: Ice Blazer

Scale: Character

Skill: Firearms: Ice Blazer

Ammo: Enough room for 5 shots worth of water, batteries hold enough charge  
for 20 shots (Battery: 50, Recharger: 500)

Cost: 7,500

Availability: 4, X

Fire Rate: 1

Range: 5-15/15-25/25-30

Damage: 5D+2/4D+1/4D

Game Notes: Because the projectile is made of ice it may in fact go farther  
or shorter than the range indicates due to varying temperature  
extremes. Range should be modified at the GM's discretion.

---

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

All text and stats by Ben Studebaker, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).