

## VerdanTech Freezer Pistol

This weapon is truly state of the art, though fairly expensive. It uses Kalparian waves, which are the opposite of micro-waves. Rather than making water molecules vibrate it makes them stop moving and condense. Also the weapon pulls water particles from the air and carries it along the blast. The result is that the bodily fluids of living beings are frozen, and the water molecules from the air slip between molecules of inanimate object then freeze. The effects of this weapon on a living being are quite nasty as their body will freeze and sometimes even explode out in shards. This weapon can also be used well against blast doors or walls to weaken the structure of them to the point that a fist could be put through it. Armour will protect a target from this weapon fairly well for the first shot, but in most cases the first shot causes the wearer's armour to freeze and break leaving the target vulnerable for the next shot.

Model: Verdant Technologies Incinerator Freezer Weapon

Type: Cold Weapon

Scale: Character

Skill: Blaster

Ammo: 10

Cost: 4,600 credits (energy packs: 200)

Availability: 2, X

Fire Rate: 1/2

Range: 3-4/10/25

Blast Radius: 3 meters

Damage: 6D

Effects: Against a Living Target: Stunned: Numbness (reg dmg effect)

Wounded: Frostbite (reg dmg effect)

Incapacitated: Gangrene

Mortally Wounded: Blood freezes

Kill: All body fluid freezes and causes the person's body to shatter

Against an Inanimate Target: Lightly Damaged: Weakened, -1D to resist

Heavily Damaged: Severely Weakened, -3D to resist

Severely Damaged: Resist Lowered to 1D automatically

Destroyed: Object freezes then shatters

Game Note: If the blast hits a living being wearing armour and the blast hits ON the armour, the weapon instead does damage versus the armour's energy resist without the character's strength added in.

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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