

Weapons D6 / Lumnar Industries Ice S

Lumnar "Ice" Shard Pistol

The "Ice" series is so named because the projectile it launches looks like an ice crystal. It is a sharp gem shaped with either end coming to sharp points and it is clear ice blue. Inside the projectile is an acid capsule that breaks open when the shard's momentum is broken. This acid capsule disintegrates the projectile leaving no trace that the weapon was fired. If the round does not penetrate a body fully the acid capsule will release inside them or their armour. This works to the firer's advantage because it gives the one round a second chance to finish its target off. Victims of assassination have often been found with strange acid burns in the floor or street around them. This weapon is rarely found outside the hands of professional assassins.

Model: Lumnar Industries "Ice" Shard Pistol

Type: Slugthrower: Ice

Scale: Character

Skill: Firearms: Ice

Ammo: 10

Cost: 4,500

Availability: 3, X

Fire Rate: 1

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

Damage: 5D

Game Notes:

Stealth:The "Ice" series weapons make no sound and emit no flash when they are fired. It is impossible to detect the firing of an "Ice" shard weapon.

Acid: If the target suffers Mortal Wounded or higher the projectile rips right through them. If they suffer a Wounded, Wounded Twice, or Incapacitated level wound though, they then take 4D acid damage for two rounds.

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