



# Weapons D6 / Lumnar Industries Ice Shard

## 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 firers advantage because it give the one round a second chance to finish it's target off. Victim 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 emanate no flash when they are fired. It is impossible to detect the firing of an "Ice" shard weapon.

**Acid:** If the target suffers Mortal wound 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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Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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

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