

Lumnar "Ice" Shard Rifle

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. The rifle version of the "Ice" system carries larger calibre shards with a bigger acid capsule in them. It also carries an extended clip and a powerful macroscope. It is a very powerful tool of assassination.

Model: Lumnar Industries "Ice" Shard Rifle

Type: Slugthrower: Ice

Scale: Character

Skill: Firearms: Ice

Ammo: 15

Cost: 6,500

Availability: 3, X

Fire Rate: 1

Range: 3-40/150/500

Damage: 6D+1

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 Wound or higher the projectile rips right through them. If they suffer a Wounded, Wounded Twice, or Incapacitated level wound though, they then take 5D acid damage for two rounds.

Scope: Adds +2D to hit for medium and long ranges. Requires a moderate Sensors roll to use.

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](#).