

Blackjack's Weapons #4 - The Cutting Edge

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted March 10, 1997



Savage Lightblade

The Savage is constructed of light weight materials and a diamond glazed cutting edge, thus providing the user with a wieldy weapon that delivers the damage of weapons five times its weight.

Conceal: NA

Reach: +2

Damage: (Str+4)M

Weight: 1 Cost: 35,000

NOTES: When the blade strikes a hard object (steel, brick, etc.) roll 2D6. On a roll of 11 or 12 the Savage shatters and cannot be repaired. Hardened armor is not considered a hard object in this case because it consists of strengthened plastics. For every month of use the Savage loses 1 point off the power of its damage code due to blade degradation. The blade can not be repaired by normal armorers.

>>>>I once saw a physad going through forms with one of these. It was a graceful dance between the elf and her weapon.<<<<

-Tigger (22:32:12/03-01-58)



Hades Thermoblade

The Sword Of Hades utilizes advanced thermo alloys and technology to achieve a blade temperature of nearly a thousand degrees, melting through plastics and flesh like it was nothing.

Conceal: NA

Reach: +2

Damage: (Str+5)M

Weight: 6.5

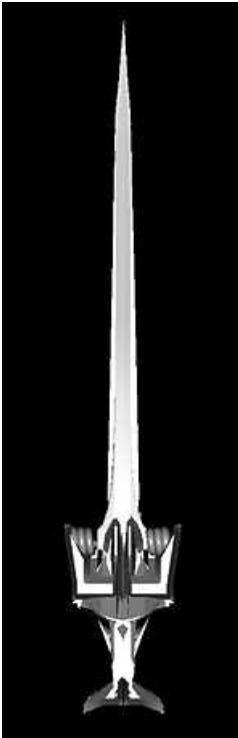
Cost: 75,000

Replacement Battery: 3,500

Duration: 15 minutes

NOTES: Full damage is only used when the weapon is used against plastics, flesh, and other objects with similar melting characteristics. Otherwise use a damage code of (Str)S. +1 modifier to use for every point of strength below 6. Blade takes 60 seconds to reach full temperature. If used before fully heated calculate damage as +1 for each ten seconds since activation. Duration of use before recharge is calculated from moment of activation. Weapon takes 30 minutes to recharge and may be recharged with included adapter at any electrical outlet. Must be placed in special included scabbard after use if not "cool". Weapon takes a full ten minutes to "cool off".

>>>>There are a few things Mr. Notes forgot to mention. Number one is the fact that if you toss water on it, or even stand in a rainstorm while it's "hot" the damn thing will shatter. You can drop it in the sewer muck when it's cool and nothing will happen, the electronics are insulated, but do that while it's even a bit warm and smasharoo. Second: If you decide to hack into a vehicle engine with it odds are you'll hit something flammable; oil line, battery...something that will ignite and blow up. Same goes with explosive ammo and even some regular ammo and grenades if you hit them right. Be careful with this one.<<<<



Tremor Vibroblade

The Tremor is like an electric turkey carver on methamphetamines, slicing through hardened plastics and even steel with frightening ease.

Conceal: NA

Reach: +2

Damage: (Str+5)M

Weight: 12

Cost: 125,000

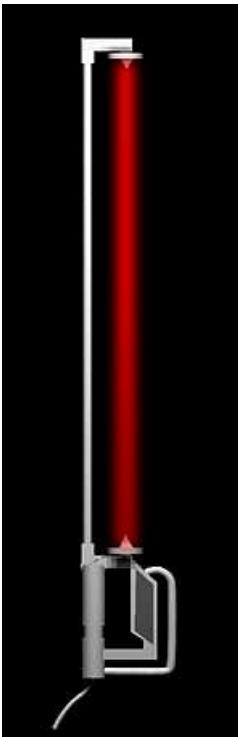
Replacement Battery: 3,500

Duration: 20 Minutes

Use dikote rules for this weapon. +1 modifier to use for every point of strength below 8. Weapon takes 30 minutes to recharge and may be recharged with included adapter at any electrical outlet.

>>>>A bit heavy, but still a great weapon. You also have to deal with the fact that it makes a slightly audible humming sound and makes you feel like all your teeth are going to shake out of your head when you get it stuck in something. But, still, it's not a bad trade off.<<<<

-Tigger (03:12:43/03-03-58)



Bloodline Laserblade

Still in the testing phase, the Lasersaber is destined to be the melee weapon of the future.

Conceal: NA

Reach: +2

Damage: 15M

Weight: 4.5/6 (Sword/Battery Pack)

Cost: Not Yet In Distribution

Duration: 1 minute (15 minutes with battery pack attached.)

>>>>Someday this may be a cool weapon...but not yet. The problems are numerous. First off, it works by bouncing a laser beam between the hilt and a mirror mounted on the end of a high strength steel rod. Although this works great in theory all it takes is a hard hit to the mirror or rod in order to knock everything out of alignment. This also means you can't stab with it because all you'll be doing is poking them with the butt of the mirror. Second, the damn thing is unwieldy. It's not bad if you're using it without the pack but once you get an extension cord running out the base of the hilt everything starts to suck. Third is that you almost have to train with it to use it right. Strength isn't a factor: actually, the harder you hit the more chance you have of messing up the alignment, mirrors, etc. You have to give the laser enough time to burn everything out of the way so you don't have that problem. This means you have to hit slowly, and we all know the word slow isn't in a street sam's

vocabulary. And last, a troll can do a hell or a lot more damage with a monosword than they could ever do with this thing.<<<<

-Preacher Ned (23:12:43/03-04-58)

>>>>You obviously didn't take it for a test drive. Blackjack let me test one of these suckers out and I fell in love with it. He also gave me a startling demonstration of its value in a sword fight. He turned it on, asked me to hold it, and then took a swipe at me with a monosword. My reflexes kicked in and I blocked and the fragging monosword BLEW APART as soon as it hit the beam. I quickly realized that this weapon required its user to take completely different approach to melee combat. Sure you have to train, but.....the monosword BLEW APART! And, by the way, not everybody is a troll.<<<<

-Detox (03:23:54/05-04-58)

>>>>What if you hit it with a really shiny monosword?<<<<

-Gump (23:12:43/04-04-58)

>>>>Damn nitpickers...<<<<

-Blackjack (01:03:41/04-05-58)