

Blackjack's Weapons #6 - Banned

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted July 21, 1997



The following items were deemed too brutal or unethical to be included in Blackjack's inventory. While some may be available from one source or another, they are extremely expensive and all but impossible to obtain.

Buzz Bores

Buzz Bores are shotgun slugs which encase a miniaturized mechanical system which causes the round, on impact, to latch onto the target and then bore through their armor using a diamond tipped cutting blade. Once the round is attached it is extremely difficult to remove and can bore through most armor within a second or two. It reportedly takes the round only four seconds to bore completely through an unarmored torso.

Buzz Bores can be fired only from Remington 990 or the Enfield AS-7.

NOTES: The initial damage from the round is 7S. During the target's next action they may make a strength test of 6 to remove the round as it clasps onto their armor. If the target is unarmored they must also make a willpower test of 6 due to the pain of removal. If they fail, the Buzz Bore begins to drill into the target, boring through 3 points of impact armor per second (this includes Orthoskin, body sheathing, etc.). (A combat round lasts approximately 3 seconds so the GM will have to use some judgment). While the round is boring through armor the target may continue to make Strength tests to remove it.

Once the round penetrates the armor it does 8S damage for each additional second it bores into the target - armor may NOT be used to help resist this damage. If the target was unarmored this damage starts immediately after the round hits. Once the round begins to enter the body a Strength test of 6 and Willpower test of 6 is required to remove it, with the willpower target increased by +2 for each action it's in the target's body.

Astrolite

Essentially a liquid mine, Astrolite is an explosive liquid which remains combustible for approximately four days before evaporation renders it inert. When poured over an absorbent surface (such as grass, dirt or carpeting), Astrolite soaks into the topsoil, leaving no detectable odor. It can be detonated by remote control, trip explosives, or even tracer rounds, creating an explosion encompassing the full area onto which Astrolite was sprayed. The resulting pressure is usually sufficient to kill anybody in the area.

Astrolite, along with most other mine related explosives, is extremely frowned upon, even military circles. Most nations in the year 2050 have banned them all together. Occasionally, however, the substance rears

its ugly head, usually in terrorist or mercenary organizations. Even the megacorporations tend to keep away from this stuff.

NOTES: The base damage for an Astrolite detonation is 8D. The power increases by 2 for each additional square meter.

Thrill-Kill Link

Imagine a smartgun link crossed with a BTL. For every kill, the user experiences a moment of pure ecstasy. With each kill, the need for the feeling becomes more and more intense. The users skills improve rapidly, just so they'll be sure that the next bullet brings on the rush. The user is caught in a cycle of killing and pleasure, turning them into the ultimate murdering monster. This is what the Thrill-Kill Link does.

Originally developed as a training device for a Chinese warlord's army, the warlord quickly discontinued the project in 2051 after one of his trainees wiped out her own unit of 25 men and women. The trainee, Chala Wu, escaped and joined a small paramilitary organization in South East Asia, which she eliminated within a week. After wiping out three villages in Thailand, two in South Laos, and two more in Cambodia, Chala vanished from Asia, taking the Thrill-Kill technology with her.

Twice in 2053 individuals possessing strange cyberware were killed by police forces in Atlanta and Boston while in the midst of homicidal rampages. The ware within the individuals was examined by cybertechnicians, and then promptly destroyed. No explanation was given. Neither of the individuals was Chala Wu.

The warlord who initially instigated the project, Sanyo Min, insists that all research and prototypes associated with the Thrill-Kill technology was destroyed shortly after the Wu incident and that all other trainees installed with the ware were 'fixed'. Numerous independent raids on the warlord's research facility, presumably sponsored by corporations seeking out the technology, seem to confirm Mi's claim. All came back empty handed.

The process by which this technology fell into the hands of the individuals found in Boston and Atlanta is still a mystery. It is important to note that both had accumulated an independent body count of around 45 dead before they were taken down.

Shortly before publishing this edition of Blackjack's Weapons, we received a call from an unknown individual offering to sell us the Thrill-Kill technology. She spoke with a thick Chinese accent and her location was traced to somewhere in Seattle. She also informed us that the technology had been improved: It could now be linked with melee weapons. The price: 100 million nuyen.

We, of course, refused the offer.

NOTES: The Thrill-Kill Link is much more complicated than wiring up a Smartgun link to a Simsense rig. The system calculates how well the individual fought, how much ammo they saved or wasted, how efficiently they eliminated the target, and so on. It then produces a pleasure pattern designed to addict the individual to properly aiming, properly hitting, conserving ammunition, etc. The effect is a fighter who works at peak efficiency, their skills skyrocketing as they work toward the ultimate high.