

ACME Weapons

ACME: Kill your Enemies with Style

ACME Musical Barrel:

Astonish your enemies with the ACME Musical Barrel! Available for nearly all weapons, best buy for MachineGuns and SubMachineGuns. This barrel will play a note of the musical piece burned in the chip chosen every time a bullet is fired. Just imagine the joy of killing your enemies on the theme you prefer! Buy it NOW at only 300 eb. National Hymns chips available!

ACME Musical Barrel expansion chips:

A brand new set of expansion chips for your ACME Musical Barrel:

Wagner: Ride of the Valkyries

Greig: In the Hall of the Mountain King

Mussorgsky: Night on the bare Mountain

HellBlast: Your Corpse is Mine!

Tokiro: Hangin'down

Albano&Romina: Il ballo del qua-qua

Now available at only 10 eb each.

ACME Gunscent:

Tired of that burnt nitrocellulose smell in your hair after a gunfight?

Can't stand the scent of gun oil on your solo?

Then we have the product for you. Our engineers recently began testing additives in caseless propellant to improve performance. The tests were not terribly successful (although Mr. Faust is almost all healed up now), but they did notice one thing:

The additives changed the standard reek of scorched propellant. What a concept! So now we are proud to offer the new **ACME Gunscent**!

Gunscent come in two forms: Ammo and Gun Oil. Simply choose a scent (so far we have Cinnamon, PotPourri, Coffee, Burnt Napalm [don't ask. -Faust], Wintergreen, Jalapeno, Fruit Medley [again, don't ask. -Faust] and Ozone, with more planned). For custom jobs, we can use any perfume you can hand us and tailor it to your particular handgun.

Rounds cost 1.5x normal price for standard scents, up to 5x for special scents.

Gun Lubricant costs 25 eb per tube for standard scents, up to 5x that for a special one.

Design By: [Matthew Pullen](#) (Faust.)

ACME Duelling Hammer:

A synthetic wooden mallet with a six inch striking face, contoured wooden grip and adjustable trigger. When the trigger is depressed, the striking face of the hammer falls open and a boxing glove on a memory metal leaf spring extends to a maximum distance of three metres, delivering a sizeable impact and retracting back into the glove. For a mere 100 eb more the glove can be fitted with a taser array (see Techtronica Black-Zap in Chromebook 1 for stats). For a nominal fee, a lasersight can be built into the trigger guard, increasing accuracy. It may not be the most powerful weapon you own, but it will be the most stylish.

Cost	Type	Acc.	Con.	Avail.	Damage	Ammo	ROF	Rel	Range
350eb	Ex	0 (+1)	L	P	1D6 (plus taser)	N/A	2	ST	3m

Design By: [Matthew Pullen](#) (Faust.)

ACME Duelling Hammer MK II:

An improvement over the standard ACME Duelling Hammer (see description)

Cost	Type	Acc.	Con.	Avail.	Damage	Ammo	ROF	Rel	Range
680eb	Ex	0 (+1)	L	P	1D6+4 (plus taser)	N/A	1	UN	6m

ACME Portable Hole:

A popular device for those B&E friends, the portable hole is just that. It consists of a hollo memory plastic hoop compressed to the size of a paperback book and filled with Detcord (yay!). When the hoop is activated (by pulling a tab releasing a chemical) it decompresses into a circle one meter in diameter. Press it to the wall in your way, pull the second chemtab and five seconds later...PHOOM!! Instant hole. Why ask why? Only 300eb for this beauty.

GM Notes: It needs a flat surface to work properly, if you fix it on a person's chest it will do only 2D6 damage due to the gas expansion.

Main Design By: [Mattew Pullen](#) (Faust.)

ACME Portable Hole: Wallet Model

Works as the original Portable Hole, but comes in a wallet sized package.

Diameter: 0.5m

Price: 180eb

ACME Portable Hole: 24h Suitcase Model

Works as the original Portable Hole, but comes in a 24h Suitcase sized package with a useful handle.
Diameter: 3m
Price: 900eb

ACME Stuka Tracers

These bullets, available only for Rifle calibers and up, are simply standard tracer rounds with a twist. We bored out the round a little more than usual for the incendiary component and changed the chemical mixture to create different colours. Colours currently available are: Red, Yellow, Pink, Green, Purple, Orange and Blue. The various chemicals used for the colours cost pretty much the same, so mixing colours in a mag doesn't cost any more.

The second adjustment cost a little more and was more dramatic. We sauntered on down to Night City University and got on their CAD/AM mainframe and figured out the new ballistics, then we carefully laser bored a shaped hole all the way through the round. This messes up penetration a little, but the extra effects were really worthwhile. The hole through the round causes a small amount of airflow, ensuring the combustion of the tracer mixture and **coincidentally** causing a loud, unnerving whistling noise. With experimentation we managed to manufacture a round that emits a low, buzzing drone as well.

Needless to say, the ballistics of the round make it less physically efficient (-1D6 damage from the lighter round), but the stronger jacket materials we added later left penetration unchanged overall, and the psychological effects are absolutely incredible. A burst with a few Stukas in it sounds like an artillery barrage, especially after we added the customized ACME (tm) Loudener (co) and the portable speakers <grin>
My personal favourite was that 100 round belt we put in our minigun.

It was solid Stuka Tracer. We backed it up with a trio of ACPA Vehicle adapted 4.6 Pyrotechnic packs and totally routed the Chicago PD ESWAT Team.
They never knew what hit them.

Ammo Cost: x2.5-x3

Design By: [Matthew Pullen](#) (Faust.)

ACME Special Department

ACME Neural Mace (ITEM#:CVB260101)

COST: 160eb EX O P C -3REF 6 1 ST

An effective close range weapon from ACME engineers. This stun weapon releases an Electromagpulse which temporarily "short circuits" the nervous system. It also has effects on a persons neural cyberware. Handy for self defense, an ambush, or close range conflicts.

NOTE: Target must make a stun save -3
Effects last 1D6/2 for each hit by mace
Effects neural cyberware for 1D4 turns

Design By: [Shane Neal](#) (Zaxxs Rotzville - Independant Solo)

ACME C-7 "Havoc" Assault rifle/grenade launcher (ITEM#:CVB260103)

COST: 1850eb/2050eb "smart" RIF +1/-1 N C 5D6/** 80/12 50/3 VR

ACME's premiere over/under Heavy Assault weapon. The C-7 provides you with all of the necessary firepower you need to blast your way out of any situation.

The upper portion is a 7mm(caseless), fully automatic assault rifle with an 80rnd. capacity. Unique only to ACME's weapons is the freon-cooled barrel, which allows a high ROF and optimum performance. Below is a 18mm grenade-launcher with a 12rnd. capacity. ACME's revolutionary auto-pump system allows semi-auto fire of these projectiles! The rifle has a range of 450m and the launcher 385m.

This weapon is also fitted with our "standard issue" passive nightvision scope.

Available as a "smart" rigged weapon. Being durable, reliable and competitively priced, this is the weapon of choice.

**Depends on projectile.

Design By: [Shane Neal](#) (Zaxxs Rotzville - Independant Solo)

ACME 18mm "ASSAULT" GRENADES (ITEM#:CVB260104)

COST: VARIES

NAME	TYPE	COST	DAMAGE	RANGE
ACME 18mm "Frag"	Antipersonnel	22eb ea.	2D6+2	5m
ACME 18mm "Scorch"	Incendiary	25eb	4D6,armor1/2 SP	5m
ACME 18mm "Gravedigger"	High Explosive	30eb	6D6	3m
ACME 18mm "Cloud"	Smoke	12eb	no damage,obscures the area with very dense colored smoke.	5m

Design By: [Shane Neal](#) (Zaxxs Rotzville - Independant Solo)

ACME Exploding Knuckles (ITEM#:CVB261101)

COST: 200eb + 20eb per Ek cartdrige

A close range weapon from Death to Humans Inc. engineers.

"As humans quickly learned the power of violence, they soon after started to create weapons to give more power to their attacks. Now, one of the simplest weapon was brass knuckles, which were simply created to give more sturdiness to one's punch.

And now as we have advanced in the field of technology, what is the current most advanced model of the brass knuckles? The Spiked Knuckles!? This ridiculous error is now fixed by the technicians of the Death to Humans Inc. Death to Humans Inc. now proudly presents you Da Exploding Knuckles!"

EKs looks a lot like the brass knuckles, the difference between those two is in the knuckles. In EKs, the knuckles look much like small mines, and work like that as matter a fact. An EK is inserted in the modified brass knuckle by pressing it in the top of one the knuckles. The EK is activated by turning it 360 degrees, now it's in stand-by mode. After that, it must be hit hard enough to trigger the effect (in gameterms, a cumulative 20% change for every point of damage the attack would have caused to unarmored opponent).

The EK has same amount of energy as 9mm x 19mm HEP bullet. The wielder is protected by quite thick kevlar layer (+some secret layers which of we aren't allowed to talk about), although this won't protect fully the wielder. That's why it isn't recommended to use more than one (1) knuckle at the time.

(in gameterms)

Amount of knuckles	Protection provided to wielder	Damage to target (PV is 0)
1	8	1D6+4
2	12	2D6+4
3	16	2D6+8
4	18	2D6+12

The damage is rolled at the after the normal punch, and checked if any damage went through the wielders armor.

After checked how much the normal punch would do to target after penetrated it's armor, include the damage from the EKs as one big punch.

Max damage to wielder is 2, but every hitpoint over 2, if succesful body check isn't rolled (body type halved), one finger is lost (randomly selected, no thumb).

Even if not in stand-by mode, the EK may explode as the EK next to it explodes (in gameterms, 80% no spaces between/40% 1s/20% 2s change).

Design By: [Death to Humans Inc. an ACME InC. Subsidiary](#)