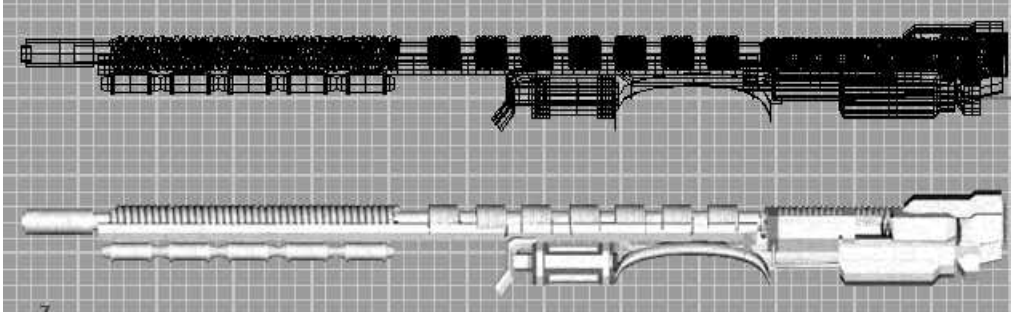


## Blackjack's Weapons #7 - Railed

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted August 11, 1997

### LongTom Rail Gun



**Type:** Special  
**Concealability:** NA  
**Ammo:** 1 (rear)  
**Batteries:** 5 (top barrel)  
**Mode:** SS  
**Damage:** 15D  
**Weight:** 28  
**Cost:** 1.2 Million  
**Ammo Cost:** 50 per 1  
**Battery Cost:** 1000 per 1  
**Max Range:** 2.5 Kilometers (2500 Meters)

Perhaps the longest ranged slug weapon in existence, the LongTom rifle can fire a ten centimeter slug nearly two and a half kilometers with unparalleled speed and accuracy. Utilizing redundant rings of EM generators/capacitors and BattBurn 1.5 million volt high discharge disposable batteries, the LongTom provides power and distance normally associated with rail gun artillery.

NOTES: The LongTom is 2.25 meters long (yup, it's big) and can be broken down into two parts, each weighing 14kg and each possessing its own padded carrying case. The LongTom is very fragile; simply carrying it extended distances without the case may damage the barrel alignment. It is also extremely vulnerable to water, excessive heat, and competing electromagnetic fields. Slug rounds load into a chamber at the rear of the weapon and 5 batteries line the front of the barrel. Each shot burns out a battery which can be replaced at any time, as long as the weapon is not charging or holding a charge (see below). BattBurn batteries cannot be recharged.

Before firing, the weapon must be 'charged', a process that takes a full 30 seconds. After charging, the weapon must be fired within the next 2 minutes or the charge (and the battery) is lost and the process must be started over. In other words, there is a two minute 'window' during which the weapon must be fired or you've wasted a battery.

The LongTom is incompatible with just about every type of weapon enhancement, including Smartgun links, with the exception of extremely powerful MagScopes (I can't see 2.5 kilometers, can you?) and tripods.

>>>>>[Even though this thing is designed to be shoulder fired, I wouldn't advise it. While it's pretty well balanced front to back, it's still a damned heavy weapon to have sitting on your shoulder. Put it on a tripod.]<<<<<<

Tigger (22:39:12/07-02-58)

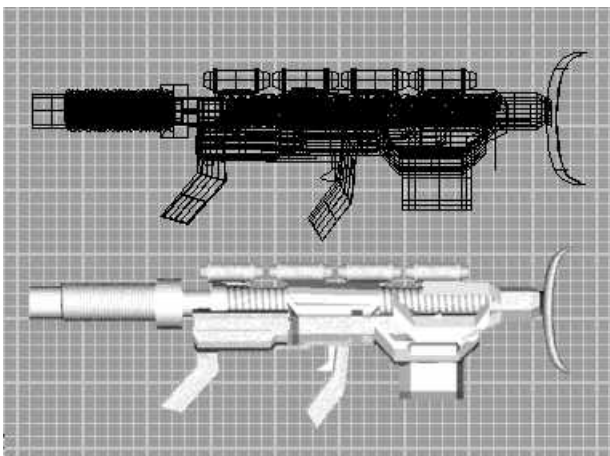
>>>>>[I agree. Use a tripod. Even if you're a troll who can comfortably piggyback an American, odds are you won't be able to aim precisely enough if you're firing at max distance. A one millimeter drift magnifies tremendously over a km and a half. Also, it's kinda scary having 1.5 million volts sitting right next to your brain.]<<<<<<

Volt (02:10:21/07-03-58)

>>>>>[7.5 million, if you count all the batteries.]<<<<<<

Tigger (03:19:22/07-03-58)

## Zenith Rail Gun



**Type:** Special  
**Concealability:** 2  
**Ammo:** 4 (clip)  
**Batteries:** 4 (top)  
**Mode:** SS  
**Damage:** 10D  
**Weight:** 10  
**Cost:** 950,000  
**Ammo Cost:** 50 per 1  
**Battery Cost:** 1000 per 1  
**Max Range:** 1 Kilometer (1000 Meters)

While the Zenith may resemble an overweight SMG, it is actually a compact single shot rail gun, firing a high velocity depleted uranium slug farther and faster than any other weapon its size.

NOTES: Rules regarding vulnerability to water and BattBattery burn out and replacement are the same as those applied to the LongTom. Unlike the LongTom, the Zenith does not require pre-charging. The

Zenith is incompatible with just about every type of weapon enhancement, including Smartgun links.

>>>>[Now we're talking. The range and power of a sniping rifle packed into a neat little carrying case.]<<<<<

Tigger (19:55:18/07-03-58)

>>>>[Why do the batteries burn out at the same rate as the 'Tom? The Zenith is smaller and the range is less. I don't get it.]<<<<<

Pugg (20:41:29/07-03-58)

>>>>[The LongTom takes time to charge its rather long barrel, sending the juice through a series of transformers and capacitors so it can 'spread the joy' properly through its near mile of electromagnetic and capacitor coils. When the LongTom is fired, the round has a decent amount of time to speed up in the barrel. Since the round is so heavy, speeding it up slowly is simply more efficient than tossing it out of the barrel with a single jolt. (Remember, 'slowly' in firearm terms is still very, very, very, very fast.)

The Zenith doesn't have the luxury of a long barrel, so it has to push as hard as it can as soon as you hit the trigger. While this makes for a smaller weapon, you pay a great price in terms of range, accuracy and efficiency.]<<<<<

Tigger (22:02:52/07-03-58)