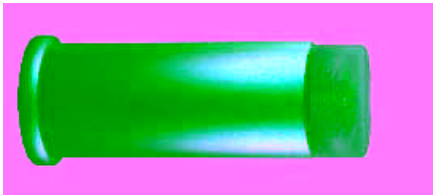


Blackjack's Weapons #8 - Ugly Ammo

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The following are a few rather unpleasant non-lethal ammunition options available off the market. All were developed with the intention of being used in riot related situations, although most proved too impractical or too expensive to be used in the high threat world of 2060 law enforcement. These rounds can only be chambered in shotgun weapons and, as usual, it is up to the GM as to whether or not they will be allowed in the game. Also note that since there seem to be 1000 different variations of rules concerning what constitutes a 'hit' by a non-damaging firearm, I've left it up to the GM to decide on their own system for calculating such attacks.

Riot Gum



Riot Gum rounds spray a cone shaped area (determined by the choke of the shotgun) with a thin, but extremely durable, viscous liquid designed to slow a target's movement. A direct hit imposes a +1 modifier on any skill involving movement (that's a lot of skills), and reduces the quickness of the target by 1. Additional hits add to these modifiers and movement reductions (i.e. getting hit with 4 Riot Gum rounds will give you a +4 modifier and knock down your quickness by 4).

In addition, any mechanical weapons or devices the target is carrying will suffer failure on a 1D6 roll of 1. Weapons will jam, cyberdeck keyboards will lock up, etc. Make this 1D6 only when the device is actually used, and roll only once for each round with which the device was hit (i.e. if the target was shot 3 times with Riot Gum, roll 1D6 three times if they try to fire their gun. If no 1s are rolled, the gun is ok and no further rolls are necessary unless it gets hit with another Riot Gum round). Holstered weapons, covered devices, etc. are not affected.

Riot Gum will disintegrate five minutes after it is fired, regardless of the number of rounds the target was hit with. A special spray catalyst is also available that removes the gum instantly.

Riot Gum Cost (Per Round): 100¥

Catalyst Spray (15 applications): 150¥

Rot Gel



Rot Gel rounds spray a cone shaped area (determined by the choke of the shotgun) with a thin layer of gel that emits a foul smelling, utterly demoralizing scent. A direct hit imposes a +4 modifier for all actions

(due to nausea), reduced by 1 for each successful Willpower roll of 5. In addition, anybody who passes within 5 meters of the affected individual will suffer similar effects. The modifier wears off at a rate of -1 per five minutes once the individual is removed from the vicinity of the aroma (i.e. bystanders can simply walk away, the target must either remove the affected clothing, find a catalyst, or wait for the scent to wear off.) Only one hit is sufficient for the effects of the weapon to be felt, and additional shots do not impose any additional modifiers.

Basic Rot Gel will become inert after 5 minutes; Extended Duration Rot gel goes away after 1/2 hour.

Basic Rot Gel Cost (Per Round): 50¥

Extended Rot Gel Cost (Per Round): 100¥

Catalyst Spray (15 Applications): 100¥