

NOTORIOUS APC'S

Here are a few new weapons for your Justifiers campaigns, sent in by William Niebling:



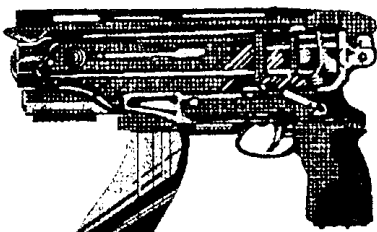
• Electron-Javelin

A long metal pole powered with a compact energy generator similar to those found in Electro-Nucks.

1 attack per round
x4 range (thrown)
3d10+8(+DB) damage
Cost: 4000C

SPECIAL: Uses battery clip good for three strikes. Has a cumulative 1% chance of backlash on the person holding per use, just like the Electro-Nucks.*

(Corporate SourceBook, Page 85... Your Obedient Editor)



• Snigger Assault Sub-Machine Gun

Named the Snigger for the curious sound it makes when fired. Includes an over-under grenade launcher. The Snigger is very lightweight and collapsible to about the size of the standard sub-machine gun.

6 attacks per round
800 foot range
2d6+4 damage
Cost: 2500C

SPECIAL: Clip fed - holds 50 rounds.



• United Industries Mark IV Electromagnetic Projectile Pistol

Pre-runner to the Mark VII, still found on some small out-colonies, old mining colonies, and penal colonies.

2 attacks per round
1200 foot range
4d6+10 damage
Cost: 800C

SPECIAL: Clip fed - holds 20 rounds. Clip acts like battery, just like those used for the Mark VII.



• Flechette Pistol

Large handheld pistol-like weapon that fires miniature grenades which contain 25 flechettes each.

1 attack per round
1200 foot range
d6 per flechette damage
cost: 1000C

SPECIAL: Clip fed - holds 5 shots.



• Vibro-Blade

Small motorized knife that utilizes two blades moving in opposite directions. Capable of cutting through almost any material.

1 attack per round
1 foot range (range x1 if thrown)
2d6+2(+DB) damage cost: 75C

SPECIAL: Ignores 30% of all armor except Carbide.

• Plasma Bazooka

A long, hollow tube containing a shaped plasma charge.

1 attack per round
1800 foot range
(10d6+8)x5 damage
Cost: 1200C

SPECIAL: Damage over 20 foot radius (area of effect). Usable only once.



• Auto-Slayer 20mm Personal Assault Cannon

A large, very heavy automatic rifle including a semi-automated (+20% to hit) harness and an over-under grenade launcher. Requires heavy projectile weapons skill to use. Used primarily by assault troops, heavy weapons squads, and ARIES heavy weapon marines.

6 attacks per round
1800 foot range
4d6+8 damage
Cost: 3500C

SPECIAL: Clip fed - holds 30 shots. Can be used "Full Auto," doing so uses 15 shots off clip but does 1d100 damage to anyone within 10 foot radius area. "Full Auto" can only be used if the clip is at least half-full. (Treat this as Area of Effect Fire)

So long...

Well that's it for this issue. We'll be back in 90 days with another...expanded issue of GameStar. New features will include: **The View From The Floor** (or "My Life as a Star-Dog") as well as the return of our popular letters column, and all our regular features. (Including stuff so secret we haven't even thought of it yet)...Bye.