

Ammo for Gasguns

In my Alternate Weapons List I include "gasguns" but didn't include any ammo. Here's my attempt to rectify that.

The typical load for a gasgun is three shot canister of knock-out gas (see the gas grenade, P. 80-81 of the rulebook) but other canisters are available, each holding three "shots". There are other loads that are available, however...

Aerosols [Cost each: 1cr; Availability : E]

Aerosol loads are intended for use in reducing laser attacks or detecting laser tripwires in the area. The resulting aerosol cloud will cover the area of the gasgun's effective range (20' x 40'). An aerosol cloud of this kind acts as 1W armor against laser attacks, with two or more clouds between the attacker and the target adding cumulative protection.

Adhesive [Cost each: 3cr; Availability : E]

Adhesive loads contain a powerful industrial glue, instantly adhesive with a low viscosity. Such adhesives retain their adherence until completely dried, which typically takes two to three minutes. The adhesive gasgun load is most effective when fired at the feet of the target, forcing a Hard Strength check to avoid immobilization for the turn. An equally powerful solvent will cut through such an adhesive in one or two turns.

Biotoxin [Cost each: (Type I: 22cr, Type II: 50cr, Type III: 120cr); Availability : I]

A Biotoxin is a natural, organic toxin such as that found in certain shellfish or plants. Most biotoxins are most effective when absorbed directly into the skin and the addition of dimethyl sulfoxide accomplishes this, as well as hastening the biotoxin's effects on the target's system. Biotoxin charges for gasguns are available on the black market in three varieties (for simplicity's sake, you can of course add more of your own - Type I: Hard, 2d4 Stun; Type II: Hard, 2d4 Wound; Type III: Formidable 2d6 Wound.

The target, if caught in the Biotoxin cloud, makes a Resistance check with the difficulty depending on the biotoxin type. Failure results in full damage taken; Success reduce damage by half and Extraordinary success reduces damage to 1 (either Stun or Wound, depending on the type). If rendered unconscious, the victim takes the remainder of the damage in Shock points.

Chemical/Blister and Blood Agents [Cost each: 35; Availability : I]

Unlike biotoxins (see above) blood agents are designed to kill, though they generally require inhalation rather than simple skin contact. Holding your breath AND closing your eyes works well enough if you don't have a gas mask or similar protection but open sores or wounds (or open eyes, for that matter) will allow the poison to enter your system at half effect.

Blister agents, however, only require skin contact and will take full effect on anyone not properly protected. Both agents will render their effects each round the victim stays within the cloud (or until they are wise enough to leave) doing 2d6 Wound damage. A Successful Formidable Resistance check reduces the damage by half and an Extraordinary Success reduces it to 2W (the minimum).

Drug [Cost (each): x2 specific drug cost (x3 for dermal delivery); Availability : Varies]

The most common form of gasgun load are various drugs, usually sedatives. Targets are allowed a Resistance check to reduce or eliminate the effects of inhaled drugs with difficulty depending on the drug itself. Skin contact (dermal delivery) forms of drug gasgun loads should, however, be harder to resist, increasing the difficulty one step in most cases. (see the Meds and Chems section)