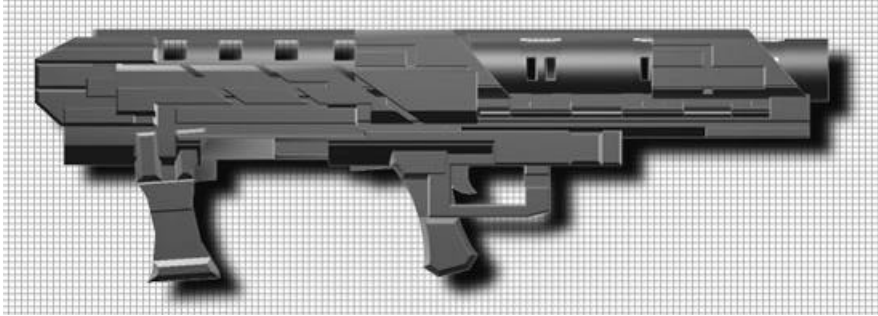


Shockwave Sonic Disruption Rifle

Branson Hagerty (Blackjack's Shadowrun Page <http://shadowrun.html.com/users/blackjack/>) Posted August 23, 1999



Now in the final stages of testing, the Shockwave is essentially a highly specialized (and extremely powerful) tweeter/subwoofer capable of emitting damaging levels of ultra-low and ultra-high frequencies. The Shockwave operates in one of two modes, Shock or Harmonic. In Shock mode, the weapon produces a low frequency hit of sound designed to stun or down isolated targets. The output is barely audible, except by those with low frequency enhancements.

In Harmonic mode, the weapon emits a three second outburst of high frequencies synchronized with the resonance frequencies of glass, Dikote treated steel, and other ultra-rigid substances. If synchronization is successful, the target object will shatter. The output is vaguely audible to individuals with normal hearing, but fully audible to those with high frequency enhancements.

Type: Special

Conceal: 2

Ammo: 20 (Battery)

Mode: SS

Shock Damage: 8S (stun)

Harmonic Damage: See Below

Weight: 6.5

Cost: 750,000

Additional Battery: 4,500

Accessories: Charging Unit (works with any standard outlet, 30 minute charge time)

NOTES: Use Hold Out pistol range category. While in Shock mode, treat weapon as a shotgun with a fixed choke setting of 10 for the purpose of damage adjustment. While in Harmonic mode, roll 1 die for each Firearms success against a target number of 10. Any successes means the target object has shattered.

Gamemasters are welcomed to adjust these rules as they see fit, since many situations (such as the weapon's effect on cyberware) have not been addressed here. This is intended to be a "prop" weapon and should not regularly fall into the hands of everyday runners.