

Cornshot

It's like buckshot, only made out of candy corn. Before you ask: yes, there was quite a lot of ridiculous gunsmithing involved in getting these things shot out of a gun without having them shred, ignite, and/or go all over the landscape. Eventually the designers had to give up and just create a special gauge and propellant load in order to make the design work. So: you fire cornshot from a Special-Load, Short-Range Coach Gun (SLSRCG). That's the name of the weapon, by the way. It is **not** officially called a 'cornholer' by troops in the field. Period. End sentence.

So, why have cornshot in the first place? Because it destabilizes ghosts, one-shot drops Voudonista-style zombies, and explosively punches through most evil witchcraft wards like the wards didn't even exist in the first place. All of this is at rather short range, mind you: cornshot dumps velocity at a ferocious rate (much like the bags used in the game... 'cornhole'). But if you're practicing Dark Magic within twenty feet of a Marine with a cornholer and an unhappy look in his eye, hit the floor. Or don't. They'd prefer that you don't, actually.

Yup, this gun and ammo is standard issue for US Marines. Well, certain types of Marines. The ones that they send out to do the toy drives. You'd be amazed how many malign magic-users out there are dumb enough to try to take advantage of this...

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