

Lumnar "Revolver" GunBlade

Lumnar Industries was a corporation founded on advanced concepts, and utter ruthlessness in the business field. They were always looking to crush any competition they encountered to put themselves at the head. They were willing to hire mercenaries, assassins and do other scum to hurt the operations of their rivals. HattMark at one point was seen as a rival but one that was slowly weakening. Lumnar decided to jump on this and destroy their most popular product, the GunBlade. Lumnar had already created BlastSword and BlastPikes used primarily for dueling. so they decided a hybrid was in order. Lumnar took sword blades of a similar construct to what HattMark used, but rather than attaching slugthrowers they attached energy weapons. These energy weapons released their blasts through a chamber carved out in the weapon and expands out through a conduction process, thus actually butting a temporary burst of energy through the blade itself. The energy weapons were all modified to give their best energy output into the blade.

The revolver GunBlade was the first of these models. It used a simple blaster pistol of a somewhat inferior design. These weak pistols were used because they were cheap and cost effective. A simple channel was carved from the blaster head through the blade, with secondary channels running off at regular intervals to conduct the energy as evenly as possible. There were some complaints about the pistol grip of the blade being too small for such a heavy sword and wrist strain became a problem.

Model: Lumnar Industries "Revolver" GunBlade

Type: Enhanced Sword

Scale: Character

Skill: Melee Combat: GunBlade ; Blaster: Pistol

Cost: 3000 (25 for a powerpack)

Ammo: 25 (shots for the blaster)

Availability: 2,R

Damage: Str+2D+1 (Max 6D)

Game Notes: The user may attempt to pull the trigger at the right time for a 'critical hit' against their opponent. To do this they must roll either Blaster or Blaster:Pistol as well as their melee combat roll. The target only has to dodge the attack once, however firing the blaster does not count towards multiaction. Assuming the melee combat hit rolls, if the user's blaster roll also beats the opponent's dodge then the blast was timed correctly. The damage of the weapon is upgraded to STR+3D and max damage is increased to 7D.

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