

Lumnar "TigerEye" 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 whatever it took 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 putting 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 Tiger Eye was made to be an improvement of the Shear Trigger GunBlade. It uses a dual blade pressed in close proximity. The channel was more precisely cut for energy flow, right between the two blades. The accuracy was made better and the feedback problem was partially solved. A safety was added that would prevent the feedback from hitting the powerpack, which is what caused the explosion. Instead the pistol would melt should feedback occur. The meltable parts were made so that they could be removed and replaced with ease, albeit with good cost. The fact that the weapon was still rather dangerous and expensive in of itself, much less maintenance costs and having to occasionally replace the fire mechanism, prevented this from making much of a hit on the galactic market. The line was discontinued after only a few thousand were made galaxy wide. They later became somewhat of a collector's item due to the beautiful scrollwork and etchings on the blade.

Model: Lumnar Industries "Shear Trigger" GunBlade

Type: Enhanced Sword

Scale: Character

Skill: Melee Combat: GunBlade ; Blaster: Disruptor

Cost: 9800 (100 for a powerpack)

Ammo: 10 (shots for the disruptor)

Availability: 3,X

Damage: Str+3D (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:Heavy Blaster 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+4D and max damage is increased to 8D.

On a complication roll 1D. if the roll is even then the Disruptor overheats and melts, it will need to be replaced at a cost of 2800 credits. If the roll is odd, the wielder strikes themselves or another in close proximity doing full damage.

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