

Weapons D6 / Lumnar Magnum GunBlade

Lumnar "Magnum" GunBlade

Lumnar Industires was a corproation founded on advanced concepts, and utter ruthlessness in the buisness field. They were always looking to crush any competition they encounterd to put themselves at the head. They were willing to hire mercenaries, assassins and 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 jmur on this and destroy their msot 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 simailr construct to what HattMark sued, but rather than attaching slugthrowers they attached energy weapons. These energy weapons released their blasts through a chmaber carved out in the weapon and expands out through a conduction process, thus actualy butting a tempoorary burst of energy throguh the blade itself. The energy weapons were all modified to give their best energy output into the blade.

The Magnum was an improvement on the original revolver design. Lumnar had purposely elft room for improvement to release several variants. This way they could cater to different atstes as well as different levels of wealth. This gavce them a more compelte coverage of the market, the better to smother HattMark with. The Magnum sued for it's blaster a stripepd down Bryar pistol. The pistol grip was larger and could betetr support the weight of the blade. The blaster also delivered a more pwoerful punch while offering the same ammount of ammunition per powerpack. However this blade was deemed illegal by the New Republic. It remained legal in all other parts of the galaxy though, and actualy found good markets in imperial space.

Model: Lumnar Industries "Magnum" GunBlade

Type: Enhanced Sword

Scale: Character

Skill: Melee Combat: GunBlade ; Blaster: Heavy Blaster

Cost: 3700 (25 for a powerpack)

Ammo: 25 (shots for the blaster)

Availability: 2, R or X

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 opponnet. 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 bets the

opponent's dodge then the blast was timed correctly. The damage of the weapon is upgraded to STR+3D+2 and max damage is increased to 7D+1.

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