

## Lumnar Shear Trigger 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 Shear Trigger has a reputation for being a dangerous but very powerful weapon. Rather than a blaster like its two predecessors, the Shear Trigger uses a disruptor. They managed to coax a high efficiency out of a disruptor pistol getting a full ten shots, at a lower power level than normal. However the blast was still much more powerful than the predecessors. The disruptor had a tendency to feedback causing a deadly explosion and the blade was not as accurate or smooth in handling. There was a chance the wielder could hit himself if not careful. These weapons were expensive, and because of how dangerous they were they didn't see a great response though they were still bought in sufficient quantities to keep the line going.

Model: Lumnar Industries "Shear Trigger" Gunblade

Type: Enhanced Sword

Scale: Character

Skill: Melee Combat: Gunblade ; Blaster: Disruptor

Cost: 5700 (100 for a powerpack)

Ammo: 10 (shots for the disruptor)

Availability: 2,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 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 multi-action. 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 maximum damage is increased to 7D+2.

On a Wild die roll of one do not use standard rules. If the re-rol is an odd number the Disruptor in the blade explodes doing 6D damage to the wielder. If it's a 2 or 4 the attack automaticly fails. If it's a 6 the wielder strikes himself doing full damage.

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