

Weapons D6 / Lumnar Shear Trigger C

Lumnar Shear Trigger 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 an dother 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 jmup 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 temproary burst of energy throguh 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 it's two rpedecessors, the Shear Trigger uses a disruptor. They managed to coax a high efficency out of a disruptor pistol getting a full ten shots, at a lower pwoer level than normal. However the blast was still much more powerful than th predecessors. the disruptor had a tendency to feedback causing a deadly explosion and the blade was not as acurate or smooth in handling. There was a chance the wielder could hit himself if not careful. these weapons were expensive, and ebcause of how dangerous they were they didn't see a great repsonse thoguh they were still bought in sufficent 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 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+4D and max damage is increased to 7D+2.

On a Wild die roll of one do not use standard rules. If the re-roll 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 automatically fails. If it's a 6 the wielder strikes himself doing full damage.

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