



Weapons D6 / Lumnar Industries XV-1

Lumnar CEP Pistol

Lumnar began leading an extensive market in personal energy shields resulting in a drastic increase in their frequency and popularity. To capitalize on this they designed a weapon capable of negating most of the advantage of a personal energy shield. CEP, or Charged energy Projectile, weapons fire special electromagnetic rounds, charging them with energy in the chamber just before firing. Because of the electromagnetic 'aura' encompassing the rounds, they pass through energy shields much more easily than other weapons could.

The CEP pistol is very unique in appearance. It has a standard pistol grip with a rectangular casing around the barrel like many firearms. However the clip is inserted in the underside of that casing at the very end of the barrel. This is because the rear of the chamber is devoted to the charging mechanism. The rounds are pushed up into the chamber and when the trigger is pulled the round is charged and then almost instantaneously fired, using the energy from the charging process to propel the round. This method of propulsion also gives the weapon a fairly quiet but very distinct sound when fired. The CEP pistol has slightly more stopping power than a DL-44 blaster and with its unique attributes can end up being deceptively more powerful.

Model: Lumnar Industries XV-10 CEP Pistol

Type: Charged Energy Projectile Weapon

Scale: Character

Skill: Blaster: CEP Pistol

Ammo: 25

Cost: 1,150 (clips:100)

Availability: 2, R or X

Fire Rate: 5

Range: 3-10/25/100

Damage: 5D+1

Game Notes: Energy shields only add 1/3, rounded down, their normal protection against a CEP weapon.

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