Lumnar "Revolver" GunBlade

Lumnar Industires was a corproation founded on advanced concepts, and utter
ruthlessnes 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 revovler GunBlade was the first of these models. It used a simple blaster pistol of a somewhat
ifnerior design. These weak pistols were used because they were cheap and cost effective. A simple
channel was carved form the blaster ehad throguh the blade, with secondary channels running off at
regular itnervals to conduct the energy as evenly as possible. There were some complaints about the
pistol grip of the blade being too small for such a heavy sword and wrist strain became a problem.

Model: Lumnar Industries "Revolver" GunBlade
Type: Enhanced Sword
Scale: Character
Skill: Melee Combat: GunBlade ; Blaster: Pistol
Cost: 3000 (25 for a powerpack)
Ammo: 25 (shots for the blaster)
Availability: 2,R
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:Pistol 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+3D
and max damamge is increased to 7D.