

Blattco 40mm “Crosspeen”



The Crosspeen is an experimental weapon designed to be the end all, be all in utility weapons for the discerning combatant. In the Crosspeen Blattco has answered the difficult question of what to take when we don't have enough intel to choose load outs? In scatter mode, the Crosspeen launches a cluster of electromagnetically accelerated high impact carbide flechettes dealing a proper close combat surprise to any targets available. But should you need a more accurate punch, with a barely thought switch your now in carbine mode. Here the Crosspeen's magnetic chamber work a bit of "magic", induction welding that same cluster into one large, frangible AP slug guaranteed to remove any obstacle (or at least it's head) that stands in the way. In the process of changing mode, aperture sights adjust to fit each firing skill, but it should be noted that training is needed to get the most out of both (*Each uses the appropriate skill to hit*). Additionally, the Blattco engineers have included a unique "overcoil" system to control recoil and improve control for repeated shots. This system can be reversed as needed, increasing muzzle velocity by 50%, but including a significant increase in both recoil and gauss flux leakage. (*in game, this shown as +1D6 damage, and 1D6 damage to the player firing.*) Because of the harm it can cause, there is a safety interlock that must be cycled (*entering overdrive mode takes 1 action every time it is used, but is a free action to disable*). Blattco recommends saving this for emergencies only, as it can cause a massive failure, but in a pinch it can match some heavy weapons for damage sent downrange. If you only can take one gun, make it the Crosspeen.

Stats – Cost S11, RL:1-3, 2 Grips, Sturdy Construction, Failure prone in Overdrive mode

<i>In Scatter Mode:</i>	<i>In Carbide Mode</i>
Damage: PEA 2D6 +6, Scatter (if missed, target still takes 1D6)	Damage: PEA 2D6 +6, AP (Ignore first 2 DR)
<i>Overdrive mode, Scatter, 1 Action to activate:</i>	<i>Overdrive Mode, Carbine, 1 Action to activate:</i>
Damage : PEA 3D6 +6, Scatter, Failure prone, Shooter takes 1D6 Damage, DR applies	Damage : PEA 3D6 +6, AP, AVPL, Failure prone, Shooter takes 1D6 Damage, DR applies