

## Planet Mercenary Catalog additions.

Custom Weapon Qualities		
Name	Cost	Effects
Awkward Configuration	-3	Increases reload range by 2
Bayonet	+2	May attach a 1 Grip melee weapon to a Carbine. Damage is the same as the Melee weapons.
Modular Construction	+6	Weapon may change between two configurations. Pistol to Carbine, or Carbine to Longarm.
Rapid Reload	+2	Reduces reload range by one.

### Carbines

Blattco 10mm “Hammer Blow”

Reload: 1-2 Grips: 2 Cost: S10 Military

Damage: Gunfoam 2d6, Underslung Grenade Launcher varies by type of ammo

Quality and Notes: Sturdy Construction, Armor Piercing, Underslung Launcher

The 10mm “Hammer Blow” is Blattco Arms latest entry into the carbine market. It fires the newly developed 10mm Armor piercing gunfoam round and comes stock with an attached underslung grenade launcher, which gives troopers options in engaging a wider variety of targets with only a single weapon.

### Exotic Melee Weapons

BFF Autocutlery Chainbayonet Mark III

Grips: 1 Cost: S3 Restricted

Damage: Melee + 1d6

Qualities & Notes: Bayonet

While most Professionals at Arms tend to rely on firepower. Some prefer to get up close and “Decisively Engaged.” Good for either clearing a path through undergrowth without the risk of being unarmed, or for really making an impression with hostile opponents, lifeforms, or whatever happens to be impeding your advance at the moment.