**“Whistler” CB9000 Fusion Shot**

**From The Hunt**

Since the invention of the Hawethorne Safety Teleportation Device armies have needed to develop weapons that can do a lot of damage, and do it quickly. The “Whistler” is a direct response to that need. Created by Cement Bunker, the company owned and operated by Sir Charles Henry, the CB9000 fires a direct bolt of Cold Fusion energy from a small power generator located in the center of the gun.

It gets its nickname as a direct result of the ultra cool blast it fires. When discharged, the cold fusion energy freezes the barrel quickly, and for only a second. The quick contracting and subsequent expansion of the molecules in the metal that makes up the barrel creates a short, annoying whistling sound.

Despite its unassuming nickname, the affect of this shot is devastating. A direct hit from the CB9000 causes a localized explosion that is just as powerful as a nuclear blast without all the nasty radioactive fallout. There is a drawback, however. The shot cannot be fired too quickly, otherwise the chamber will super-cool, causing the gun to fall below absolute zero for a second while the generator recalibrates. This is highly uncomfortable for the user, so only experienced hunters are allowed the use of this gun.

Until the CB9000 was developed, one of the major complaints users had about the “Whistler” was the fact that there was no defense if the shooter was charged upon by the intended victim, whether it be an ornery borafant or an opposing soldier on the battlefield. To please consumers Cement Bunker introduced and new “short barrel” mode when they developed the CB9000. When activated, the scope and the barrel retract, and the energy output of the weapon is greatly reduced. This helps the user defend themselves without the risk of overheating, although the damage done is minimal compared to a “full barrel” shot.

**Firing Mode 1 –Scoped Fusion Shot**

**Damage:** Extreme

**Charge Up/Cool Down:** One second cool down if player fires three times in less than one second.

**Projectile:** Long, bright blue laser

**Range:** Long

**Special Instructions:** Blows enemies up

**Firing Mode 2 –Non-Scoped Fusion Shot**

**Damage:** Low

**Charge Up/Cool Down:** None.

**Projectile:** Short, bright blue laser

**Range:** Medium

**Special Instructions:** Only weapon without a cool down/charge up because of its low damage.

