



# Weapons D6 / Double Blaster Pistol

## Double Blaster Pistol

Model: none

Type: Modified heavy blaster pistol

Scale: Character

Skill: Blaster: Double blaster pistol

Ammo: 20

Cost: Not available for sale (power cells are 40 credits)

Availability: Has to be specially made

Range: 3-25/50/100

Damage: 7D

Game Notes: It only has a difficulty of Easy but before you roll you have to subtract die from your roll to compensate for the phased beam going away. You must subtract 1D for close range, 2D for medium and 2D+4 for long range.

Example: Player 1: Shoots double blaster pistol at Stormtrooper who is a long ways away." my skill is 6D I have to subtract 2D+4, I rolled 4D to get....15 subtract 4 and I rolled an 11!

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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