



# Weapons D6 / RahlTech Charger Rifle

## RahlTech Charger Rifle

This weapon is RahlTech's most recent developement available to the public. They have actually had the idea of making a blaster able to store energy for greater damage for a few years but have just figured out how to make it work. The CR-1 looks like the Stormtrooper-1 Blaster Rifle with a thicker barrel to allow room for capacitors which store the energy.

Model: RahlTech CR-1

Type: Blaster Rifle

Scale: Character

Skill: Blaster: Charger Rifle

Ammo: 100

Cost: 3000

Availability: 3, R

Fire Rate: 1

Range: 3-10/30/70

Damage: 4D \*

\* For every 1 round spent charging the rifle, 1D is added onto the damage.

Each round spent charging costs 1 energy unit from a power pack. The damage cannot exceed 8D.

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

All text and stats by Kurt Roach, Set Anu-Bith, HTML and logos done by FreddyB

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