

Weapons D6 / BlasTech DC-17m Blaster Rifle

Name: DC-17m Commando Rifle
 Model: BlasTech DC-17m Blaster Rifle
 Scale: Character
 Skill: Blaster; Blaster Rifle
 Ammo: 60 / 5 / 4
 Cost: 3,000 (Power Packs: 25)
 Availability: 2,X
 Range (Rifle): 3-30/100/300
 Range (Sniper): 5-50/150/600
 Range (Grenade): 6-14/40/80
 Damage (Rifle): 5D+2
 Damage (Sniper): 7D
 Damage (Grenade): 8D/5D/2D
 Blast Radius: 0-3/6/10



Description: The DC-17m Blaster Rifle is the standard issue blaster for the Clone commandos. This weapon is a variant of the DC-15 blaster rifle, which is what standard Clone troopers use. The DC-17m is much smaller and lighter than the DC-15. It is an effective weapon that can be used with deadly force, and can be field-stripped, and outfitted with a modular sniper attachment or anti-armor attachment. The DC-17m's primary Blaster attachment has a magazine capacity of sixty rounds, with Clone Commandos carrying up to five magazines for a total of three hundred rounds. The Sniper attachment has magazines holding five high-powered rounds, with each Commando carrying up to four magazines for a total of twenty sniper shots, while the anti-armor attachment only chambers one shaped-charge anti-armor grenade at a time though a Commando may carry an additional three in reserve. The weapon has a readout that keeps track of and displays the total amount of compatible ammunition and ordnance currently being carried by the Clone Commando. Switching the barrel attachments requires one action.

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