



Weapons D6 / RanCorp Encounterer H

RanCorp Encounterer Heavy Blaster Pistol

Made by the unknown Jer`segan engineer who designed the Nova plasma rifle, the encounterer was also made to solve a problem. How to let troops have a strong pistol that could allow them to fire quickly against multiple targets. The design is based off of a Bryar pistol. The blaster holds more ammo than most Heavy Blasters can and has an average punch to it. The downside is that it's range is very small. This weapon is favored by government troops across the galaxy.

Model:RanCorp Encounterer Blaster Pistol

Type: Heavy blaster pistol

Scale: Character

Skill: Blaster: heavy blaster

Ammo: 35

Cost: 900 (power packs: 25)

Availabilty: 2x

Fire Rate: 3

Range: 3-10/30/50

Damage: 5D

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

All text and stats by Dave Maloney, Set Anu-bith, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).