



## Weapons D6 / BlasTech DL-35 Variable

### BlasTech DL-35 Variable Output Blaster

Seeing the chance to combine two of the most popular hand-held weapons ever created, the blaster pistol and the heavy blaster pistol, BlasTech set out to design a combination weapon that could be switched between the two. The DL-35 is generally only used by those people who prefer the heavy firepower but also understand the need for the extended range that heavy blaster pistols don't offer.

To switch between settings, the user must pull down or push up a lever (depending on what it was set to) that is on the butt of the pistol and can be reached with the user's thumb (if they have one). The DL-35 functions because it contains the components of a standard blaster pistol AND the components of a heavy blaster pistol. This makes it quite large, heavy and prone to malfunctions. There has been more than one instance where the weapon has exploded, killing or maiming its user.

Model: BlasTech DL-35 Variable Output Blaster Pistol

Type: Adjustable output blaster pistol

Scale: Character

Skill: Blaster: blaster pistol

Blaster: heavy blaster pistol

Ammo: 100

Cost: 600 (power packs: 25)

Availability: 3, R or X

Fire Rate: 1

Range: blaster pistol mode: 3-10/35/120

heavy blaster pistol mode: 3-7/25/50

Damage: blaster pistol mode: 4D

heavy blaster pistol mode: 5D

Game Notes: Modes: Switching between modes counts as a free action.

When in heavy blaster pistol mode, reduce the ammo by 4 for every 1 shot fired.

Rolling a mishap results in the weapon overloading, it will explode in 1D rounds causing 5D damage.

---

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

All text and stats by Ryan Matheny, 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](#).