Equipment D20 / Boarding Carbine

Boarding Carbine

When fighting in close quarters a blaster carbine is usually the preferred weapon. Blaster rifles often prove to be too bulky and hard to handle in small spaces while blaster carbines tend to be smaller and better suited for such situations.

Kashan Systems contracted its sister company, Kashan Industries, to design a weapon to be used during boarding operations by the navy troopers of the Palvar Defense Force (PDF). The resulting weapon was the TTI-S carbine.

The TTI-S blaster carbine is one of the best weapons ever created by Kashan Industries. The blaster carbine has a faster recycle rate than most blasters and features an under-barrel micro-grenade launcher which stores a pair of concussion stun grenades (they can be replaced with smoke grenades). To make the TTI-S more versatile, Kashan Industries added a folding stock that easily locks in and out of the extended position. For boarding operations in starships with lighting problems, a built in flashlight may be activated by using a thumb switch that is located just above the barrel.

The weapon has proven extremely effective in its intended role, and nearly 90% of all PDF navy troopers make it their weapon of choice. It is rumored that Kashan Industries plans on exporting the weapons out of the Palvar Sector, perhaps selling the design to either Merr-Sonn Munitions or BlasTech.

Weapon: Kashan Industries TTI-S Blaster Carbine
Type: Energy/piercing (dual mode)
Group: Blaster rifles/slugthrowers (dual mode)
Size: Medium
Weight: 4.6 kilograms
Cost: 1,170 credits
Damage: 5d4 (blaster)
Stun Damage / Fort DC: 1d8/DC 18 (grenade)
Critical: 20
Range Increment: 20 meters (blaster), 6 meters (4) (grenade)

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