Equipment D20 / BlasTech 98k Blaster Rifle

BlasTech 98k Blaster Rifle

Derived from the classic BlasTech 98, the BlasTech 98 Karbine version is a shorter and much improved version of the earlier rifle's success. It served the StormElite up to the end of the Thrawn era, even when much more practical rifles were in the field.

The rifle was developed by Moff Adrian Kr?el, commander of StormElite Field Operations Headquarters on Coruscant. It was built around the complaints of Shock Troops in the field, saying how it lacked the stopping power necessary to bring down most modern opponents.

The 98k blaster rifle looks and operates a lot like older generation weapons, such as its predecessor the 98a. The rifle is loaded by pulling back the blast bolt on top of the weapon and inserting a blast clip. Once the bolt is pushed forward again, the weapon is ready for firing. The weapon is semi-automatic, so every time the trigger is pulled, a shot is fired.

Once all 50 shots have been expended, the bolt on top slides back automatically, and sends the expended clip flying out of the chamber. This makes the reloading process very easy for the soldier at hand.

Model: BlasTech 98 Karbine Blaster Rifle
Type: Fixed-stock, blaster rifle
Cost: Not available for sale
Damage: 4d8
Critical: 19 - 20
Range Increment: 40 m
Weight: 4.5 kg
Stun Damage/Fort Save: -
Type: Energy
Size: Medium
Group: Blaster Rifle
Ammo: 50

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