Equipment D20 / BlasTech E12

BlasTech E12

The BlasTech E12 is a newer version of the widely popular E11. The E12 looks almost identical to the original E11 with the only real physical difference is that the E12's barrel has been extended nearly five centimeters over that of the E11 to provide a marginal range increase.

The BlasTech E12 was actually introduced during the height of the Empire but the Empire was reluctant to purchase the weapon in large numbers fearing that it would be a blatant waste of credits to replace literally billions of E11s that served as the standard rifle in the Imperial military. It did see limited use by some of the Empire's more elite units such as the much feared Imperial Storm Commandoes and a handful of Imperial Intelligence agents.

Model: BlasTech E12 Blaster Rifle
Type: Blaster rifle
Cost: 1,140 (power packs: 25)
Damage: 5d6
Critical: 19 - 20
Range Increment: 32 m
Weight: 4.3 kg
Stun Damage/Fort Save: 1d6/DC 12
Type: Energy
Size: Medium
Group: Blaster Rifle
Ammo: 95

Game Notes:
Laser Sight: +3 to RAB if used for one round of aiming.
Retractable Stock: +3 to RAB if used for one round of aiming. Both may be used in combination for an overall bonus of +6.

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