Equipment D20 / Kalpien-Deskua S2 Repeatir

Kalpien-Deskua S2 Repeating Blaster Carbine

A developmental research program experimenting with high-rate of fire blaster weapons was instituted by the Commonwealth Army in the days leading up to the Imperial invasion of the Commonwealth Sector. One of the program's leading prototypes would soon be one of the finest small arms used on the modern battlefield; the result was the S2 carbine.

The well-trusted and efficent Kalpien-Deskua Armaments was given the design order for the S2 carbine, the same corporation that produced over a million copies of the S1 long rifle. At first glance, the S2 looks much like the Kashan AK-47 slugthrower rifle in appearence. Operating with a three-shot burst or full-auto fire capability, the S2 immediately began to equip Commonwealth Army forces.

When the Imperial StormElite forces invaded the sector approximately a year before the Battle of Yavin, the Empire was confident their BlasTech 98k rifles would blow the enemy away. Little did they expect that over a million soldiers would be armed with automatic S2 blasters.

The 98k, although perfect for medium-range conflicts, was somewhat awkward in the street and house-to-house fighting situations that made up the brunt of the infantrymen's fighting. The S2, small and capabale of laying down a large amount of fire, was perfect in these scenarios, where its short range was no handicap. Even Imperial soldiers would grab S2's off of dead Commonwealth soldiers when they had the chance, knowing that ammunition would always be available for them and what damage they could inflict at short-range.

A Commonwealth general upon capture said, "If we wouldn't have possessed the S2 from the beginning of the war, the Imperials probably wouldn't have needed to fight a war in order to beat us."

Model: Kalpien-Deskua Armaments S2 Repeating Blaster Carbine
Cost: 1,012cr (used only; Blast Clips: 35)
Damage: 3d8
Critical: 19-20
Range Increment: 27.5 m
Weight: 7 kg
Type: Energy
Size: Medium
Group: Blaster Rifle
Ammo: 100
Multifire/Autofire: MF/AF (-2,-4)
Game Notes:
On fully automatic fire, once a hit is established on a target, the penalty for each additional shot is -2.

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