Weapons D6 / BlasTech Industries E-11 Storr



Model: BlasTech Industries E-11 Stormtrooper blaster rifle
Type: Blaster Rifle
Scale: Character
Skill: Blaster: blaster rifles
Ammo: 100 (power cell), 500 (plasma cartridge)
Cost: 1010 Credits, 25 Credits (power cell), 500 Credits (plasma cartridge)
Availability: 4, X
Range: 3-30/100/300
Damage: 5D (blaster)
Game Notes: Retractable Stock and sight: +1D to Blaster when used for one round of aiming.

Description: The E-11 blaster rifle was a light but powerful blaster rifle manufactured by BlasTech Industries. It served as the standard issue weapon of Imperial stormtroopers, and was based on the DC-15A blaster used by clone troopers during the Clone Wars.

The E-11 blaster rifle combined lethal firepower with impressive range and a versatile design. Featuring three power settings; lethal, stun, and sting, the rifle proved useful for a variety of combat situations. An advanced cooling system resulted in the blaster's superior performance, especially useful for its fully automatic fire setting. The E-11 also included a telescopic range-finding sight and a folding three-position stock, which could convert the blaster into a full-length rifle and could be modified to house a flashlight. Its standard issue power cells carried energy for 100 shots however the rifle could also be loaded with plasma cartridges that could last for more than 500 shots.

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