Weapons D6 / BlasTech Industries EC-17 Hol



Model: BlasTech Industries EC-17 Hold-out blaster
Type: Hold-out Blaster
Scale: Character
Skill: Blaster: Hold-out
Ammo: 50
Cost: 300 (power packs 25)
Availability: 2, X
Range: 2-10/24/60
Damage: 3D+2

Equipped With:
Targeting Scope: +2 to blaster skill when using scope

Description: The EC-17 hold-out blaster, also known as the scout pistol, flash pistol, or scout trooper blaster, was a standard-issue hold-out blaster pistol for Imperial scout troopers and Patrol stormtroopers, manufactured by BlasTech Industries.

A compact, small, one-handed weapon manufactured by BlasTech Industries, the EC-17 featured a built-in targeting scope to assist its user's aim, and a short-range laser emitter. Some models were additionally equipped with a small but intensely bright light appended to the primary barrel that could be triggered to "flash-stun" a target, temporarily blinding them. The pressure-sensitive grip located on the weapon's left side made it easier to fire while wearing gloves. The blaster was designed for short-range targets, and therefore lost accuracy over greater distances.

The EC-17 became the standard-issue sidearm of scout troopers of the Galactic Empire, and was commonly holstered in a trooper's boot. The pressure-sensitive grip instead of a trigger accounted for the user's gloves. The weapon was also used by soldiers of the Rebel Alliance during the Galactic Civil War, and was wielded by scout troopers on Endor during the Battle of Endor.

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