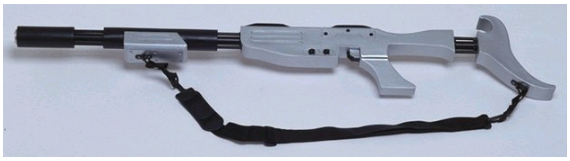
Weapons D6 / SoroSuub Corporation Mk II Pa



Model: SoroSuub Corporation Mk II Paladin blaster rifle
Weight: 7 kg
Type: Blaster carbine
Scale: Character
Skill: Blaster: blaster carbines
Ammo: 100
Cost: 4,000 credits (32 BBY), 3,250 credits (0 BBY), 7,500 credits (c. 5 ABY)(power packs: 25)
Availability: 2, X
Range: 3-30/120/300
Damage: 5D (5D Stun Prod function when used in Melee)
Game Notes: Retractable stock: +1D to Blaster if used for one round of aiming.
+5 to difficulty past 200 meters.

Description: The Mk II Paladin was a blaster rifle used by the Senate Guards of the Galactic Republic.

Commissioned by the galactic Senate for the use of the Senate Guard, the Mk II Paladin was manufactured by SoroSuub Corporation. This distinctive black-and-silver weapon was powerful and highly accurate in the right hands, and all Guardsmen were trained in rifle proficiency as new recruits. The blaster also carried a stun setting and a stun prod useful for crowd-control situations. Although designated as "ceremonial" weapons, these rifles saw increased use during the latter decades of the Republic's rule. Capable of both single-shot and rapid-fire, they were equipped with collapsible stocks.

By the time of the Galactic Civil War, the rifles were largely stored in the armories deep within the Imperial Palace. A rare sight in the greater galaxy, some remained available as collectors items on the black market.

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