Weapons D6 / BlasTech Industries E-11b Blas



Model: BlasTech Industries E-11b Blaster Rifle
Manufacturer: BlasTech Industries
Model: E-11b
Type: Blaster rifle
Length: 0.438 Meters (with stock folded)
Weight: 2.6 kilograms
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
Game Notes: Retractable Stock and sight: +1D+2 to Blaster when used for one round of aiming.

Description: The BlasTech E-11b blaster rifle was an expertly and expensively modified version of the standard issue blaster rifle used by the Imperial stormtroopers during the Galactic Civil War, which were modeled after the DC-15 series used in the Clone Wars. These weapons were often found in the hands of Rebel troops, namely those in the Battle of Endor.

The original BlasTech E-11 blaster rifle was powerful and light, and nigh innumerable due to its use by the Imperial forces. However its inaccuracy and overheating were listed among the item's drawbacks. Modified by skilled BlasTech and SoroSuub armorers who defected to the Rebel Alliance, the BlasTech E-11b's main changes were the addition of expensive cooling units, making these weapons less likely to overheat at higher fire rates.

The basic E-11 and modified E-11b were 438mm long with the folding stock folded, though the E-11b was usually seen extended. Unmodified, the E-11 weighed 2.6 kilograms. The power cell housing opened on the left side of the action housing, above the trigger, giving it a low profile. The original E-11's plasma gas cartridges allowed for over 500 shots, while the powercells lasted for about 100 shots, depending on setting.

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