Name: BlasTech Industries DC-15A Blaster Carbine

Scale: Character

Skill: Blaster; blaster rifle

Ammo: 500 (normal)

Cost: 1,500

Availability: 2,X

Range: 3-30/100/250

Damage: 5D

Description: The DC-15A blaster carbine, also referred to as the DC-15S blaster, was a blaster carbine model used by the Grand Army of the Republic. It was part of the DC-15 family. While smaller than the larger DC-15A blaster rifle, both could be referred to as blaster rifles. It was one of the most common weapons issued to clone troopers during the Clone Wars and were used during many battles. Clone stormtroopers and other Imperial troops, such as TK troopers, continued to make use of the blaster throughout the early years of the Galactic Empire.

Description

The DC-15A blaster carbine had the same shot capacity as the DC-15A blaster rifle, but a shorter range. One of the standard-issue weapons for the clone troopers during the Clone Wars, the DC-15A was a reliable blaster capable of both sustained fire and slower, long-range accuracy. The variable power output could be controlled by the clone trooper and included a low-powered stun setting. The blaster was fitted with a folding stock that could be extended for extra stability. The weapon could also be mounted on a tripod. DC-15A carbines could be outfitted with sniper scopes and also worked in conjunction with the holographic data readouts inside a clone's helmet. Clone troopers could also attach ascension cables to their carbines to scale high walls.

The blaster was also initially the standard-issue weapon of Imperial troops until the introduction of the E-10 blaster rifle and later the E-11 medium blaster rifle. Despite it being outdated, Captain Rex still continued to use one when he trained Ezra Bridger in blaster training. Rex's carbine was able to shoot yellow bolts.