

## BlasTech T-6/H Heavy Blaster Pistol

After SoroSuub came up with their Renegade, advertised as the most powerful heavy blaster pistol on the market, BlasTech began a mission to beat that record. What they came up with was the Thunderer. Though extremely bulky and heavy, the Thunderer remains just under the size limit to still be considered a pistol. When BlasTech proudly demonstrated the Thunderer for the first time, both Merr-Sonn and SoroSuub ceded the victory to BlasTech, "king of the blaster wars."

After the initial release of the Thunder, tinkers across the galaxy began experimenting with various modifications to the Thunder in an attempt to create the galaxy's most powerful blaster pistol. BlasTech itself was able to increase the firepower to dramatically that its power output is even more damaging than the infamous E-Web heavy repeating blaster.

Unfortunately, such dramatic changes in the initial design have cut the ammunition down to a mere five shots, drastically reduced the range, and slowed the recharge rate to three times the original. In addition to these errors in overall performance, the Thunderer has proven to be highly unstable in that parts need constant replacement (particularly the focusing lense and the power couplings, which need replacing between power packs) and it has been known to ionize or even explode almost randomly.

BlasTech only designed the modified Thunderer to prove that they still were, and always will be, the king of blasters and only produced a few dozen, most of which were presented as gifts to various individuals, including some strong advocates of blaster ownership in the New Republic Senate as well as some of BlasTech's top customers.

Model: BlasTech T-6/H "Thunderer"

Type: Modified heavy blaster pistol

Scale: Character

Skill: Blaster: heavy blaster pistols

Ammo: 5

Cost: 2,350 (power packs: 25)

Availability: 4, X

Fire Rate: 1/3

Range: 0-4/7/15

Damage: 8D+1

Game Notes: The T-6/H requires extremely frequent maintenance in order to keep it in working condition. Focusing lenses and power couplings need replacing between power packs to prevent a catastrophic failure in performance.

On a wild die roll of 1, reroll on the following table:

REROLL    ACTION

- 1        - Blaster explodes, doing 5D damage over 2 meters.
- 2-5     - Blaster components ionize, requires at least 15 minutes to repair.
- 6        - Blaster functions normally.

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