



# Weapons D6 / BLASTECH BT-40 FEATHER

## BLASTECH BT-40 'FEATHER' ULTRALIGHT REPEATING BLASTER

The ultra light repeating blaster is basically a carbine version of its more powerful cousins. It is, however, somewhat costlier to make, considering the amount of workmanship involved in packing a repeater's machinery into the smaller frame. The 'Feather' balances speed and concealability with the additional security of having a repeater in your hands, according to all the latest holos. Very few other companies have made forays into the ultra light field, considering that its biggest market has been among known fringe elements in the Galaxy.

Field testing for the 'Feather' has been excellent, except for one problem that has arisen from having to compact the X-Citer, gas chamber, firing crystal, and repeater mechanism in a smaller space. The weapon is, under conditions of duress, somewhat prone to overheating, and extremely heavy use can actually melt the inside of the barrel and crystal housing, rendering it useless.

The 'Feather' stays true to its namesake, as far as repeating blasters go. The weapon is of comparable size to BlasTech's famous E-11 blaster rifle, if a bit more bulky, and it actually weighs a bit -less- than their A280 model. Rumor has it that the company is working on making a true repeating blaster carbine for the series, but this has not been substantiated by official representatives.

D6

Model: BlasTech BT-40 'Feather'

Type: Ultra light repeating blaster

Scale: Character

Skill: Blaster: repeating blaster

Ammo: 30

Cost: 3,000 (power packs: 25)

Availability: 2, X

Range: 3-50/100/250

Damage: 5D+2

Game Notes: Obvious benefits include the house rules I know we all have regarding repeating blasters, which apply to this weapon, without the need for the light repeater's unwieldiness.

Common mishaps (those pesky Wild Die botches) with this blaster involve overheating, wherein it requires 1D minutes to cool down enough to be used safely again. After a combat in which it has been used heavily, cool-down time should also be given. The barrel melting thing, IMO, would have to be called by the GM.

Discretion, common sense, and a cruel smile for the munchkin are all good things here. If the retractable stock and scope are used, the character gains an additional +1D to his blaster skill when

he uses it to aim.

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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