

## Boltpistol

Bolt weapons were created during Deathtek's experimentation with caseless ammunition weapons, and combine the armor-piercing ability normally only in energy weapons with the fast firing rate only a projectile weapon can offer. They tend to run out of ammo in a hurry, but until they do, they are generally rather effective in comparison to the Blaster weapons offered by thier rivals.

Model: Deathtek Bolt pistol DK-3

Type: Bolt pistol

Scale: Character

Skill: Firearms: Pistols

Ammo: 21 (clip)

Cost: 1,000 credits (ammo: 1/bullet, 30/clip)

Availability: 2

Fire Rate: 4 bursts/round max.

Range: 3-8/25/100

Damage: 4D/Burst

Game Notes: When switched to Burst fire, the bolt pistol fires 3 rounds each time the trigger is pulled, increasing the chance of hitting and doing damage at the cost of expending additional ammunition (+1D to hit and damage, expends 3 rounds/shot).

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