

Weapons D6 / Double-barrel repeating blaster

Model: Double-barrel repeating blaster
Type: Repeating blaster
Scale: Character
Skill: Blaster: repeating blasters
Ammo: 100 x2 (power pack), Unlimited (generator)
Cost: 2,400 credits (power packs: 25)
Availability: 3, X
Range: 3-30/120/350
Damage: 6D



Game Notes: On constant-fire mode the blaster fires a burst of 4 blasts per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

Decription: This repeating blaster appeared to be based on the design of the smaller E-5 blaster rifle commonly used by the Separatist Droid Army. Larger in scale than the E-5 blaster, it required a tripod mount, and like other repeating weapons, fired rapid successive bursts. It was maneuvered by two handles, one for each barrel, and could be fired by a single operator.

During the Battle of Ryloth, two of these repeaters were housed inside bunkers guarding the entrance to the city of Nabat. They were very successful holding the forces of Ghost Company at bay until Jedi General Obi-Wan Kenobi used the Force to levitate one droid popper into each bunker, disabling all the B1 battle droids located within. These weapons were also used by Geonosian insurgents during the Second Battle of Geonosis.

Stats by FreddyB, Descriptive Text from WookieePedia

Image copyright LucasArts.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).