

DC15a Blaster Rifle

Cena: 2600 Credits

Damage Type: Energy

Weapon Type: Rifle/Marksman Rifle

Mag Size: 25

Firing Modes: Semi-Auto, Stun

Firing Ranges

| Range | Effects |
|--------|---------|
| Short | -3Aim |
| Medium | +5Aim |
| Long | -5Aim |

Damage: 43

Penetrance: 0

Add-Ons

| Add-On | Effects |
|---------------------------|--|
| Basic Scope | +100 Credits, +5Aim |
| Advanced Scope | +200 Credits, +5Aim, +5 Crit Chance, Thermovission |
| Long Range Scope | +150 Credits, -10 Aim Short Range, -0Aim Long Range |
| Advanced Long Range Scope | +250 Credits, -10 Aim Short Range, -0Aim Long Range, +5 Crit Chance, Thermovission |

| | |
|--------------|--|
| Sniper Scope | +275 Credits, -20 Aim Short Range, +10 Aim Long Range, Thermovission |
| Bipod | +60 Credits |
| Expanded Mag | +50 Credits, +5 Mag Size |

Special Atributes: Target Marker (Marksman/Sniper Rifle konfigurace)

