



# Weapons D6 / Imperial CQ-55 Blaster C

## Imperial CQ-55 Blaster Carbine

With the fall of the Empire as a whole many supply lines to outlying sectors were cut off. This was the case in the Imperial-held territory in the Palvar sector. Moff Jerr Uhlmann, Imperial commander in the Palvar sector, tried to compensate for the lack of new supplies by buying supplies and weapons from local corporations who jacked up the prices seeing an increased demand in their products. In order to save money (in both manufacturing and shipping), Moff Uhlmann ordered his meager research and development teams to work on a cheaper alternative to the Kashan weaponry that he had been purchasing. The resulting designs that the R&D engineers came up with was transferred to the Delfii factories to go into immediate construction.

The CQ-55 blaster carbine was the third weapon produced by Palvar Imperial Munitions and the most powerful (with the exception of the RB-XIIa repeater). It was intended to be issued to Imperial navy troopers as it is fairly small for its class, only slightly larger than your typical heavy blaster pistol. The CQ-55 comes standard with a laser sight and a retractable stock.

Model: Palvar Imperial Munitions CQ-55 Blaster Carbine

Type: Heavy blaster carbine

Scale: Character

Skill: Blaster: blaster carbines

Ammo: 50

Cost: 875 credits (power packs: 25)

Availability: 3, X

Fire Rate: 1

Range: 3-25/50/250

Damage: 5D+1

Game Notes: Laser sight and retractable stock: +1D to Blaster if used for one round of aiming.

+5 to difficulty to hit past 200 meters.

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All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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