Equipment D20 / Imperial D1 Blaster Rifle

Imperial D1 Blaster Rifle

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 design that the R&D engineers came up with was transferred to the Delfii factories to go into immediate construction.

The D1 blaster rifle wasn't all that Moff Uhlmann had hoped for, being much larger than the Stormtrooper One/E11 rifle that was standard in the Imperial military for so long yet less powerful. However, the D1 was less expensive than the blasters and handful of firearms that was being purchased from Kashan Industries and Mestic Munitions and as soon as enough D1s were in service, Moff Uhlmann cut off all purchasing contracts with them.

Model: Palvar Imperial Munitions D1 Blaster Rifle
Cost: 1,165 credits (power packs: 25)
Damage: 3d8+2
Critical: 19 - 20
Range Increment: 35 m
Weight: 4.7 kg
Stun Fort Save: DC 18
Type: Energy
Size: Medium
Group: Blaster Rifle
Ammo: 100

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