

## Weapons D6 / Imperial Repeating Rifle

### Imperial Repeating Rifle

The RB-XI is the personal weapon of choice of the Imperial Intelligence Adjustments agent, Colonel Flac Drivin. The Tech department of Intelligence worked for months just developing the concept behind such a powerful, hand-held weapon. It took eleven versions of the weapon before a safe power source could be developed, all of the first ten prototypes of the weapon overloaded and exploded, killing the tech operating it each time.

The final production, the RB-XI, features several unique power converters and internal mini couplings to regulate the power flow, thus preventing an overload. The power pack attaches underneath the barrel, "hugging" it, and not giving the repeater a bulky extension that could get in the way during a critical moment.

Like most personal repeating blasters, the RB-XI is a little more than a meter in length and weighs quite a bit, it is definitely a two-handed weapon meant for use with a shoulder strap. The sighting macroscope aids in all medium to long range shots, almost insuring a direct hit on the target. The motion detector display was a concept taken from an elite group of Imperial commandos serving out in the Harvlis Sector.

Model: Imperial Intelligence RB-XI Repeating Blaster

Type: Medium repeating blaster

Scale: Character

Skill: Blasters: repeating blasters

Ammo: 40

Cost: 35,000 credits (power packs: 500)

Availability: 4, X

Ranges: 3-60/200/500

Damage: 7D

Game Notes:

Sighting Macroscope: Adds +3D to medium and long range shots. Requires a Moderate Sensors roll to sight-in a target.

Motion Detector: A small display screen extends off the left side of the RB-XI, just below the sighting macroscope, which displays all moving objects within 100 meters.

Flash Light: The RB-XI also has a flash light mounted directly above the barrel that can be switched on and off using a small switch above the handle within reach of the user's thumb.

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