



Weapons D6 / Imperial Heavy Assault R

Imperial Heavy Assault Repeater

The RB-XII is a new repeater that has recently been introduced into the Imperial Army. The original prototype weapon, the RB-XI, designed by Imperial Intelligence was field tested and used in actual combat situations by one of their Adjustments agents, Colonel Flac Drivin.

The Empire contracted both BlasTech and Merr-Sonn to create a newer version of the weapon with a grenade launcher. As a result, both BlasTech and Merr-Sonn are manufacturing identical copies of the RB-XII. Merr-Sonn finished their first prototypes nearly a month before the return of Emperor Palpatine, leaving BlasTech baffled. By some miracle of fate, BlasTech turned out an exact duplicate of Merr-Sonn's version only a week after Merr-Sonn begin manufacturing them in semi-large numbers.

The weapons were sold to the Empire in small numbers, only a few Army and stormtrooper divisions were ever issued the weapon.

Model: BlasTech/Merr-Sonn RB-XII Medium Repeater

Type: Repeating blaster/micro-grenade launcher

Scale: Character

Skill: Blasters: repeating blasters

Missile weapons: micro-grenade launcher

Ammo: Blaster: 200

Micro-grenade launcher: 5

Cost: 2,500cr (power packs: 100; grenade magazine: 200)

Availability: 3, X

Fire Rate: Blaster: 5

Micro-grenade launcher: 1

Ranges: Blaster: 3-60/150/400

Micro-grenade launcher: 1-250/350/500

Damage: Blaster: 6D+2

Micro-grenade launcher: 5D

Game Notes: Two rounds to reload grenade magazine.

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