Imperial Repeating Rifle

The RB-XI is the personal weapon of choice of the Imperial IntelligenceAdjustments agent, Colonel Flac Drivin. The Tech deparment of Intelligenceworked for months just developing the concept behind such a powerful, hand-held weapon. It took eleven versions of the weapon before a safe powersource could be developed, all of the first ten prototypes of the weaponoverloaded 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 definately 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
Cost: 35,000 (Power Packs: 500)
Damage: 5d8
Critical: 19-20
Range Increment: 50 m
Weight: 10 kg
Type: Energy
Size: Medium
Group: Blaster Rifles
Ammo: 40
Multifire/Autofire: MF/AF (-2,-4)
Game Notes:
-Sighting Macroscope: Adds +6 to hits to medium and long range shots. (Requires a DC check of 14 to sight in 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 100m.
- 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.