



Weapons D6 / LR-22 Blaster Rifle

LR-22 Blaster Rifle

The LR-22 is the standard issued rifle to almost all MetaCorp military forces. It is a rather bulky rifle, but that is expected in a rifle which packs a more powerful punch and contains expensive electronic components. The rifle is very rectangular shaped and has no stock. There are two optional ways to hold the rifle, one is the standard way, which is generally like any other rifle in the galaxy, or the user has the choice of pulling down a retractable forward grip piece so he may hold it much like a submachine gun (if that's more comfortable). The rifle uses a special LR-20 series clip which is long and narrow, much like a machine pistol clip. The clip slides into place at the top and locked into place. This prevents the user from accidentally removing the clip in the tense situations of combat (there have been accounts of a soldier accidentally losing his loaded clip when brushed against a hard object, or panicked.). The Rifle is generally not for sale, but can be purchased direct from the manufacturing plants with the proper Imperial license.

Model: MetaCorp LR-22 Blaster Rifle

Type: Blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 60

Cost: 1,700 (power packs: 50)

Availability: 3, R, X

Fire Rate: 1

Range: 3-30/150/400

Damage: 5D+2

Game Notes: The LR-22 is hooked up to the helmet by micro transmitters, giving the user a little crosshair on his sensory visor, giving an additional +1D to Blaster. - will only work with metacorp military made helmets.

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