Equipment D20 / 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 foward 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 accidentily removing the clip in the tense situations of combat (there have been accounts of a soldier accidentily 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
Cost: 1,700 (power packs: 50)
Damage: 3d10+2
Critical: 19 - 20
Range Increment: 40 m
Weight: 4.3 kg
Stun Fort Save: DC 18
Type: Energy
Size: Medium
Group: Blaster Rifle
Ammo: 60
Game Notes: The LR-22 is hooked up to the helmet by micro transmiters, giving the user a little crosshair on his sensory visor, giving an additional +3 to RAB. - will only work with metacorp military made helmets.

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