

## Lumnar CEP Rifle

Lumnar began leading an extensive market in personal energy shields resulting in a drastic increase in their frequency and popularity. To capitalize on this they designed a weapon capable of negating most of the advantage of a personal energy shield. CEP, or Charged energy Projectile, weapons fire special electromagnetic rounds, charging them with energy in the chamber just before firing. Because of the electromagnetic 'aura' encompassing the rounds, they pass through energy shields much more easily than other weapons could.

The CEP Rifle has a shotgun-like stock at the back of it and a smooth, rounded barrel casing. Like the pistol, the clip is inserted in the underside of the barrel casing, however in the rifle the clip is a little further back, but still near the end of the barrel. The rounds pop up from the underside clip into a charging mechanism in the barrel. When the trigger is pulled the round is charged and then electromagnetically fired at high speed. The firing of a CEP weapon has a distinct sound that is quieter than most blasters but still quite audible. The rifle also does not overheat the way a blaster or firearm might and so it can be fired as quickly as it takes the next round to enter the chamber, and the user to pull the trigger again. The CEP Rifle can come with or without an underbarrel glowrod mounted just forward of the clip. This glowrod provides a small spotlight straight ahead where the weapon should fire, but is not really useable as a laser sight.

Model: Lumnar Industries XU-10 CEP Rifle

Type: Charged Energy Projectile Weapon

Scale: Character

Skill: Blaster: CEP Rifle

Ammo: 50

Cost: 2,500 (clips:125)

Availability: 2, R or X

Range: 3-30/100/300

Damage: 6D

Game Notes: Energy shields only add 1/3, rounded down, their normal protection against a CEP weapon.