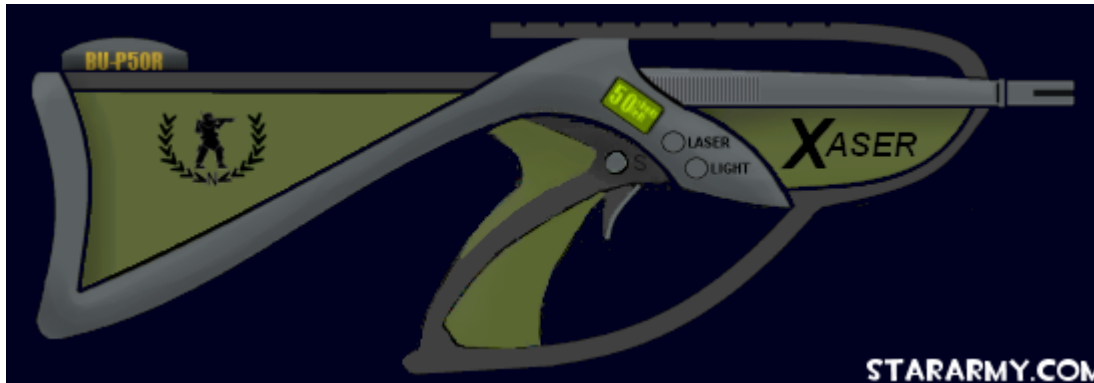


NovaCorp Xaser Assault Rifle (XAR)



Overview

A very, very effective weapon employed primarily by the [Star Army of Nepleslia](#) and designed/produced by [NovaCorp](#). Though of short range, it's incredibly dangerous, as without shields it can effectively burn and mutate a target to death. Multiple shots are needed to do this, of course, but still. The problem is it's made of durable materials such as carbon ring and [Durandium](#). Relatively speaking, these materials are very heavy, making the gun heavy to lug about. Also comes in a textured furniture version.

Statistics

General

Type: X-ray laser Class: Rifle Nomenclature: No-W1-1a **Sub-class:** Assault rifle **Base model:** XAR **Sub-model:** N/A

Specifications

Dimensions: 308 x 103 x ?? mm Mass: 4,000 g Rate of Fire: 500 rnds/min Range: 400 m **Energy ratings:** Severe. X-ray blasts damage only organic targets, while inorganic barriers are useless unless properly shielded. "Heavy" blasts tend to explode, but not like NSP shots.

Damage Rating

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Tier 2, Medium Anti-Personnel

Capacity: 50 through [na-e3300](#) in top of stock. 25 heavy shots.

Controls: Two switches on right side adjust built-in laser and light. Left side features knob to adjust between low, normal and heavy. Light display on right side. Safety above trigger.

Additions: Comes with scope for mounting rail.

OOC Notes

Approved by [Wes](#) on May 18, 2005.

Approval Thread: <https://stararmy.com/roleplay-forum/index.php?threads/xaser-assault-rifle.11544/>

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