



Equipment D20 / N-6 Anti-Tank Blaster

N-6 Anti-Tank Blaster Rifle

Anti-tank rifles are an almost obsolete infantry support weapon due to their inability to pierce armor at long ranges. The N-6 is an example of this weapon type and despite its lack of power is issued in small quantities to poorer-equipped Imperial Army and Imperial StormElite units.

Although the N-6 lacks the power to stop modern repulsortanks, it is extremely efficient when used as a sniper weapon. Mercenaries often use N-6s when other military-grade equipment is not available.

Model: Shey'Lar Armaments N-6 Anti-Tank Blaster Rifle

Cost: 1750 credits (blast clips: 20)

Damage: 3d8+2

Critical: 19 - 20

Range Increment: 120 m (1 m)

Weight: 4.8 kg

Stun Fort Save: DC 18

Type: Energy

Size: Medium

Group: Blaster Rifle

Ammo: 5

Game Notes: Range: The N-6 has a very limited range even with its taper-bore barrel. Therefore, damage from 485m+ is -2.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Craig Marx, Set Anu-Bith, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).