



## Weapons D6 / N-7 Anti-Tank Blaster Rifle

### N-7 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-7 is an upgraded model of an anti-tank rifle, causing greater damage over a more spread out blast radius.

The N-7 can pierce most light repulsortanks as well as most APCs, which are usually a main target for both anti-tank rifleman and anti-tank gunners. The N-7's explosive blast bolt can effectively pierce an APC and explode inside, causing mortal damage to riding infantrymen.

Model: Shey'Lar Armaments N-7 Anti-Tank Blaster Rifle

Type: Anti-tank rifle

Scale: Character

Skill: Blaster: N-7

Ammo: 10

Cost: 2100 credits (blast clips: 25)

Availability: 2, R or X

Range: 5-90/515/1.8 km

Blast Radius: 3 m

Damage: 3D+2 (speeder-scale)

Game Notes: Range: The N-7 has a very limited range even with it's taper-bore barrel. Therefore, damage from 515m+ 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](#).