

RPGGamer.org Weapons D6 / Vetricon BV-14 Blaster Rifle

Vetricon BV-14 Blaster Rifle

The Bv-14 is the primary weapon for Hammer's Slammers Infantry. They often use the BV-14 as they close in, and once they close to close quarters combat they switch over to using the BV-13 carbine for all the closequarters combat. An underbarrel grenade launcher helps add an extra punch to the rifle which allows the wielder to deal with secured emplacements of enemies, such as trenches, foxholes, pillboxes, and bunkers. The BV-14 is generally considered a superior field blaster, at least it's thought so by Hammer's Slammers.

Model: Vetricon Industries BV-14 Assault Rifle

Type: Blaster Rifle

Scale: Character

Skill: Blaster: blaster rifle

Missile weapons: grenade launcher

Ammo: Blaster carbine: 100

Micro-grenade launcher: 3

Cost: 1,400 (power packs: 50, grenade clips: 50)

Availability: 2, R or X

Fire Rate: grenade launcher: 1

Ranges: Blaster: 2-25/40/200

grenade launcher: 3-10/25/100

Damage: Blaster carbine: 5D

grenade launcher: 5D or 5D(stun)

Blast Radius: Grenade Launcher: 8 meters

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

All text and stats by Dave Maloney, 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](#).