

Weapons D6 / Model BR55 Battle Rifle



Model BR55 Battle Rifle

The BR55 Battle Rifle is a gas-operated, magazine-fed, mid-to-long range weapon capable of semi-automatic and burst-firing modes. Prototypes of the Battle Rifle were used in 2525 at Harvest, but it entered active service in 2524. The weapon is canonically capable of fully-automatic fire, but only the three-round burst mode is encountered in game. Battle Rifle standard round is s the M634 9.5x40mm X-HP-SAP round from a 36-round magazine, though the weapon can utilizes the 9.5x40mm KURZ[2]. Additionally, the weapon features a scope attachment capable of 2x magnification. It does reasonable damage to enemies, being able to kill most within a few bursts (normally four when enemy is fully shielded), and easily land headshots on unshielded targets, resulting in a one-hit kill. Its accuracy and range are also reasonably high, being able to hit a target from medium to semi-long ranges. It is highly recommended to always have one on hand on higher difficulty levels.

Model: BR55 /BR55SR

Type: Slugthrower Rifle

Skill: Firearms: Scoped automatic slugthrower rifle

Ammo: 36

Cost: 4800 regular/ 5000 SR variant (clips: 40 standard, 60 KURZ)

Fire Rate: 1, 3 (Automatic Burst), 5 (Fully auto only for SR variant)

Availability: 2, R or X

Range: 3-50/150/300

Damage: 5D+2, 6D (Controlled Burst of 3)

Game Notes:

-Controlled 3 Round Burst is ? recoil of fully automatic.

-KURZ rounds do an additional +1 damage to body armor.

-Also if the using a zoom function of the scope and sight are used for a round

of additional aiming but reduce the difficulty of the shot by one level.

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

All text and stats by Bob the Dinosaur, 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](#).