Weapons D6 / Praetorian Guard Vibro-Voulge

PRAETORIAN GUARD VIBRO-VOULGE



Model: First Order Praetorian Guard Vibro-Voulge
Type: Vibro melee weapon
Scale: Character
Skill: Melee combat: vibro-voulge
Cost: Not available for sale
Availability: 4, R
Difficulty: Difficult

GAME NOTES:

Each of the Praetorian Guard's melee weapons was paired with an ultrasonic generator that created a high-frequency vibrating edge for greater striking and cutting power. They each also had an electro-plasma filament that produced a small blade that could parry a lightsaber. Effectively a polearm weapon, a pole or staff with a blade on the end of it, and similar to a glaive in design. This would give the user more reach than most other melee weapons. Unlike the glaive of history, the Vibro-Voulge'sblade was large and heavy, closer to that of an axe, which could imply more weight and striking power. As voulge's are also sometimes called "pole cleavers", this is not inaccurate. Vibro-Voulge damage is Str+3D, with an extended reach in melee combat of +1 meter.

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