

Model: RanCorp Munitions K-98 & Snipers

Type: Bolt Action Repeater Slugthrower

Scale: Character

Skill: Firearms (S) K98

Ammo: 5 (Fixed Feed Device)

Crew: 1

Cover: None

Cost: 1200 Standard Rifle/3500 TypeI-TypeVII

Availability: 4, X

Fire Rate: 1

Range: 3-70/320/800

Fire Control: 0D

Damage: 4D+2

Body: 0D

Game Notes:

Sniper Model: Has an added telescopic mounting system that can be added at any time as all Type I through Type VII rifles were built with integral or installed post accuracy test base system at the factory over the many years in production. Mounting systems are not interchangeable which made replacement parts hard to obtain for repairs. These highly accurate & much sought after rifles are extremely hard to find as they are always in demand.

ACCESSORIES

Model: RanCorp Munitions K98 Telescope w/High Turret

Mounting Bracket

Type: x4 Magnification

Scale: Character

Cost: 2300

Availability: 4, X

Range: 3-70/320/800

Fire Control: +2D+2 to aiming

Model: RanCorp Munitions K98 Telescope w/Long Side Rail Mounting Bracket

Type: x4 Magnification

Scale: Character

Cost: 2300



K-98 Snipers
High Turret



Long Side Rail



Single Claw



Elite Double Claw



Short Side Rail



Sweptback



Sweptback Short Rail



Availability: 4, X
Range: 3-70/320/800
Fire Control: +2D+2 to aiming

Model: RanCorp Munitions K98 Telescope w/Single Claw Mounting Bracket
Type: x4 Magnification
Scale: Character
Cost: 2300
Availability: 4, X
Range: 3-70/320/800
Fire Control: +2D+2 to aiming

Model: RanCorp Munitions K98 Telescope w/Elite Double Claw Mounting Bracket
Type: x4 Magnification
Scale: Character
Cost: 2300
Availability: 4, X
Range: 3-70/320/800
Fire Control: +2D+2 to aiming

Model: RanCorp Munitions K98 Telescope w/High Turret Mounting Bracket
Type: x4 Magnification
Scale: Character
Cost: 2300
Availability: 4, X
Range: 3-70/320/800
Fire Control: +2D+2 to aiming

Model: Blastech Munitions MP44/K43 Telescope w/K98 Swept Back & Sweptback Short Rail Mounting Bracket
Type: Compact x4 Magnification
Scale: Character
Cost: 2300
Availability: 3 Telescope/4 Mounting Bracket, X
Range: 3-70/320/800
Fire Control: +1D to aiming

Model: RanCorp Munitions K98 Suppressor
Scale: Character
Cost: 2300
Availability: 4, X
Range: 200

Model: RansCorp Metallic Telescope Can High Turret & Single Claw

Scale: Character

Cost: 1200

Availability: 4, X

Model: RanCorp Munitions K98 Feed Devices

Ammo: 5 (Per Feed Device)

Cost: 15 Regular/50 Black Tip Armor Piercing/150 Orange Explosive Tip

Availability: 4, X

Damage: 0D Regular/+2D Armor Piercing/+3D Explosive Tip

Model: Rancorp Munitions K98 Device Pouch

Scale: Character

Ammo: x60 (x2 Per Feed Device Per Section, Holds x6 Feed Devices)

Cost: 100/600/1800 (Pouch w/Fully Loaded Feed Devices)

Availability: 4, X

Stats by Vaughn99, Images from unknown.

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