## Weapons D6 / RanCorp Munitions Corpo

Model: RanCorp Munitions Corporation MG-34

Type: Gas-Operated Repeating Slugthrower Emplacement

Scale: Character

Skill: Firearms (S) MG-34

Ammo: 250 (x1 Belt)

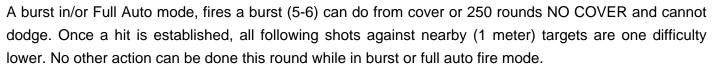
Crew: 2 (emplaced Bi-Pod)

Cover: None Cost: 9,000 Availability: 4, X Fire Rate: 1/5-6/250 Range: 3-70/450/3200

Fire Control: 1D (emplaced)

Damage: 4D+2

Body: 0D Game Notes:



Description: The MG34 eventually resulted from the testing of many different light-machine guns, developed by early RanCorp engineers. The basis of the whole project was the idea of a single gun design acting in both light and heavy roles. That is, being able to be used as an assault weapon, or an emplaced defensive weapon, and being compromised in neither by design. The result was a weapon with modularized accessories and ammunition feed methods. Although it was possible to fire the gun from the hip, this proved difficult and inaccurate, so an integral bipod was made to fire the weapon more accurately in the assault. The machine gun was also well designed to be emplaced in a vehicle, and dedicated AA mounts were designed.

## **Accessories**

Model: RanCorp MG-15/MG-34 Feed Device

Ammo: 75

Availability: 4, X

Cost: 300

Game Notes: Must be used with Doppel Trommel cover. Recharged only by loader.

Model: RanCorp Doppel Trommel Cover

Availability: 4, X

Cost: 1300



Saddle Drum Feed Device Loader

Model: RanCorp MG-15/MG-34 Saddle Drum Feed Device Loader

Availability: 4, X

Cost: 350

Basket Drum Feed Device & Basket Carrier Device

Model: RanCorp MG-34 Basket Drum Feed Device & Carrier Device

Ammo: 75 on linked belt Per Basket

Availability: 4, X

Cost: 300 (1 Basket w/75 Ammo w/Belt) 200 (Basket Carrier Holds x2)

Ammo Can Storage Device

Model: RanCorp MG-34 Ammo Can Storage Device

Ammo 250 on Linked Belt

Availability: 4, X

Cost: 500 (250 Ammo x Belt)

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