



## Weapons D6 / Remington 7mm Magnum

### Remington 7mm Magnum Sniper Rifle

The 7mm Magnum was originally designed by Remington Munitions for use with commercial hunters, but has since been adapted by the Imperial Army for service with sharpshooters. The 7mm "Mag" cartridge is one of the largest available that is still considered a small arm munition. It packs a large amount of gunpowder, and is capable of putting a large hole in a bantha at nearly two kilometers away.

Attempts were made to try and silence the loud blast that is made when the rifle is fired, but the Imperial Army's best efforts were futile. Eventually, a working silencer has been pressed into service, but decreases the rifle's normal range slightly. In addition to the sound, the 7mm Magnum has a voracious recoil and an unwary shooter can easily injure his shoulder if not braced for the shot.

Model: Remington Munitions' 7mm Magnum Sniper Rifle

Type: Sniper rifle

Scale: Character

Skill: Firearms: sniper rifle

Cost: 715 credits (20-round box: 35 credits)

Availability: 2, R or X

Ammo: 5

Fire Rate: 1

Range: 3-72/585/1.75 km

Damage: 6D+1

Game Notes: Silencer: Very Difficult to hear a shot within 10 meters, Heroic within 10-15 meters, and impossible past 15 meters.

Sighting Macroscopic: User receives +2D+2 to Firearms and reduction of range by one level for one round of aiming. Requires a Moderate Sensor skill roll to operate.

Bolt Action: It takes the user one round to load another bullet into the chamber because of the bolt action. The firer can 'rush' the action, but will suffer a -1D to their Firearms skill due to multi-action.

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