

## Weapons D6 / Haskins M500 .50 Calib

### Haskins M500 .50 Caliber Sniper Rifle

This large, heavy sniper rifle is made in very limited quantities. It is a bolt action rifle, so rapid fire is impossible, the bolt must be removed to load each round. A fluted barrel reduces weight and speeds up cooling without sacrificing the stiffness required for accuracy. Even so, the weapon weighs 23 pounds, making the use of a bipod necessary. A muzzle brake deflects propellant gases rearward, diminishing kick.

Ammo: The .50 caliber sniper round is primarily intended to knock out vehicles and weapons. It can shatter a tank's thermal gun sight or cripple an aircraft engine. A huge charge sends the 1.5 ounce bullet out the muzzle with five times the energy of a standard 7.62-mm round. A hardened tungsten-carbide penetrator inside the projectile can pierce four inch armor, while incendiary material in the nose will touch off stored ammunition or a fuel tank. The incendiary also detonates an explosive charge that shatters the bullet's steel fragmentation body into shrapnel.

Model: Haskins M500 Military Issue .50 Caliber Sniper Rifle

Type: Bolt action .50 caliber sniper rifle

Scale: Character

Skill: Firearms: Sniper Rifle

Ammo: 1

Cost: 5,000 (ammo: 25)

Availability: 4 X, R

Fire Rate: 1

Range: 10-1000m/1500m/2000m

Damage: 7D (See Ammo)

Game Notes: Comes with 10x telescopic sight for a +2D bonus when used for 1 round of aiming.

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