Weapons D6 / Model Sniper Rifle System 99



Model Sniper Rifle System 99

The SRS99C is the primary Sniper Rifle used by UNSC. It is, alongside its Covenant counterpart the Particle Beam Rifle, the most accurate and arguably the most powerful small-arms weapon in both arsenals. It contains a Night Vision Scope for night time accessibility. It is modular, with the scope, stock, barrel and firing mechanism capable of being swapped to match a mission profile

The Sniper Rifle has one of the most advanced ammunition types in the UNSC arsenal. It uses 14.5x114mm Armor Piercing, Fin Stabilized, Discarding Sabot rounds. These rounds are large in both length and width and are equipped with four symmetrical fins spaced equidistantly around the base of the projectile, stabilizing its trajectory to results of amazing accuracy, with a hit ratio of 97.3%. These sabots are used to fill in the gap in the barrel to make a plug and are forced off of the projectile by air resistance before entering the actual target, their job having been completed.

The rounds are described as being made of very hard metal, with the core probably composed of tungsten or depleted uranium, like most anti-mat?riel ammunition today. The APFSDS round is an anti-mat?riel munition, meaning that it is specifically designed for use against military equipment rather than against other combatants. It performs rather poorly in this role, as rounds fired at vehicles and equipment will do no damage or ricochet. The round is best used on other combatants depending on their combat system (Body Armor, Energy Shields, etc). The APFSDS rounds fired by the Sniper Rifle leave behind a noticeable white vapor trail that can reveal the position of the sniper, however they can be used as an aiming aid for the sniper himself.

Model: Sniper Rifle System 99 - Anti Material
Type: Heavy Slugthrower Rifle Sniper
Scale: Character
Skill: Blaster: Scoped Slugthrower rifle
Ammo: 4 14.5x114mm AP-FS-DS (Armor-Piercing, Fin-Stabilized, Discarding Sabot Rounds)
Cost: 8550 (clip: 150)
Availability: 3, X
Fire Rate: 1
Range: 5-50/500/1000
Damage: 7D+2
Game Notes: Scope: +2D to Blaster if used for one round of aiming.

Infra-Red Toggle: Can be used at night for no penalties.

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