Weapons D6 / Czerka Arms Munitions FG-42

Type I



Type II Sniper



Model: Czerka Arms Munitions FG-42 Type I & Type II Sniper
Type: Gas-Operated Repeating Slugthrower
Scale: Character
Skill: Firearms (S) FG-42
Ammo: 25 (Per Feeding Device)
Crew: 1
Cover: None
Cost: 3000
Availability: 4, X
Fire Rate: 1/25
Range: 4-40/320/600(Optics Only)
Fire Control: 1D (Emplaced)
Damage: 4D+2 Single Fire/Burst (5-6 shots) in/or Full Auto Fire (25 Shots)
Body: 0D
Game Notes:
A burst in/or Full Auto mode, fires a burst (5-6) can do from cover or 30 rounds NO COVER and cannot dodge. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower. No other action can be done this round while in burst or full auto fire mode.

Sniper Model: Has an added telescopic mounting system that can be added at any time as all Type I & Type II rifles were built with integral base system at the factory.

Accessories

Model: BlasTech Munitions Telescope w/FG-42 Czerka Mounting Bracket
Type: Compact x4 Magnification w/BDC
Scale: Character
Cost: 1250
Availability: 4, X
Range: 4-40/320/600
Fire Control: +1D to aiming

Model: Czerka Arms Munitions Feed Device
Ammo: 25 (Per Feed Device)
Cost: 250
Availability: 4, X

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