

## Weapons D6 / Czerka Arms Munitions

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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Stats by Vaughn99, Images from unknown.

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