Weapons D6 / RanCorp Munitions G-98 & Sni



Model: RanCorp Munitions G-98 & Snipers
Type: Bolt Action Repeater Slugthrower
Scale: Character
Skill: Firearms (S) G-98
Ammo: 5 (Fixed Feed Device)
Crew: 1
Cover: None
Cost: 1200/2900
Availability: 4, X
Fire Rate: 1
Range: 3-70/320/800
Fire Control: 0D
Damage: 4D+2
Body: 0D
Game Notes:
Sniper Model: Has an added telescopic mounting system that can be added at any time as all Type I & Type II & Type III rifles were built with integral base system at the factory. Mounting system are not interchangeable which made replacement parts hard to obtain for repairs.

ACCESSORIES

Telescope & Mounting Bracket
Model: RanCorp Munitions G-98 Telescope w/Semi Turret Mounting Bracket
Type: x4 Magnification
Scale: Character
Cost: 1700
Availability: 4, X
Range: 3-70/320/800
Fire Control: +2D to aiming

Model: RanCorp Munitions G-98 Telescope w/Double Claw Mounting Bracket
Type: x4 Magnification
Scale: Character
Cost: 1700
Availability: 4, X
Range: 3-70/320/800
Fire Control: +2D to aiming

Model: RanCorp Munitions G-98 Telescope w/Visar Mounting Bracket
Type: Long Eye Relief x2,5 Magnification
Scale: Character
Cost: 800
Availability: 4, X

Range: 3-70/320/500
Fire Control: +1D+1 to aiming

Model: RanCorp Munitions G98 Feed Devices
Ammo: 5 (Per Feed Device)
Cost: 15 Regular/50 Black Tip Armor Piercing/150 Orange Exploding Tip
Availability: 4, X

Model: Rancorp Munitions G98 Device Pouch
Scale: Character
Ammo: x60 (x2 Per Feed Device Per Section, Holds x6 Feed Devices)
Cost: 100/600/1800 (Pouch w/Fully Loaded Feed Devices)
Availability: 4, X

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