Weapons D6 / RanCorp MG-34 Repeater Emp



RanCorp MG-34 Repeater Emplacement

The MG34 eventually resulted from the testing of many different light-machineguns, developed by early RanCorp engineers. The basis of the whole project was the idea of a single gun design acting in both light and heavy roles. That is, being able to be used as an assault weapon, or an emplaced defensive weapon, and being compromised in neither by design. The result was a weapon with modularized accessories and ammunition feed methods. Although it was possible to fire the gun from the hip, this proved difficult and inaccurate, so an integral bipod was made to fire the weapon more accurately in the assault. The machinegun was also well designed to be emplaced in a vehicle, and dedicated AA mounts were designed. Direct and indirect sights were also available, when used indirectly it had a maximum range of 3500 meters. When using direct fire, 3000 meters was a maximum range, but 2000 meters was optimal.

Model: Rancor Munitions Corporation MG-34 Repeating Blaster Artillery
Type: Repeating Blaster Emplacement
Scale: Character
Skill: Blaster Artillery
Ammo: 200
Crew: 2 (emplaced)
Cover: None
Cost: 9,000
Availability: 2, X
Fire Rate: 5
Range: 3-70/450/1500
fire Control: 1D (emplaced)
Damage: 6D+2
Body: 2D
Game Notes: On constant-fire mode, fires a burst of 5 rounds per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.