



Weapons D6 / Haskins M500 .50 Caliber

Haskins M500 .50 Caliber Sniper Rifle

This large, heavy sniper rifle is made in very limited quantities. It is a bolt action rifle, so rapid fire is impossible, the bolt must be removed to load each round. A fluted barrel reduces weight and speeds up cooling without sacrificing the stiffness required for accuracy. Even so, the weapon weighs 23 pounds, making the use of a bipod necessary. A muzzle brake deflects propellant gases rearward, diminishing kick.

Ammo: The .50 caliber sniper round is primarily intended to knock out vehicles and weapons. It can shatter a tank's thermal gun sight or cripple an aircraft engine. A huge charge sends the 1.5 ounce bullet out the muzzle with five times the energy of a standard 7.62-mm round. A hardened tungsten-carbide penetrator inside the projectile can pierce four inch armor, while incendiary material in the nose will touch off stored ammunition or a fuel tank. The incendiary also detonates an explosive charge that shatters the bullet's steel fragmentation body into shrapnel.

Model: Haskins M500 Military Issue .50 Caliber Sniper Rifle

Type: Bolt action .50 caliber sniper rifle

Scale: Character

Skill: Firearms: Sniper Rifle

Ammo: 1

Cost: 5,000 (ammo: 25)

Availability: 4 X, R

Fire Rate: 1

Range: 10-1000m/1500m/2000m

Damage: 7D (See Ammo)

Game Notes: Comes with 10x telescopic sight for a +2D bonus when used for 1 round of aiming.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ross Hedvicek, 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](#).