

Model: BlasTech Munitions M76 & Sniper & Night Vision Models

Type: Gas-Operated Repeating Slugthrower

Scale: Character

Skill: Firearms (S) M76

Ammo: 10 (Per Feed Device)

Crew: 1

Cover: None

Cost: 3000/4500 Sniper/5500 Night Vision

Availability: 4, X

Fire Rate: 1/10

Range: 4-40/320/800(Optics Only)

Fire Control: 0D

Damage: 4D+2 Single Fire/Burst (5-6 Shots) in/or Full Auto Fire (10 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 & Night Vision Model:** Has an added telescopic mounting bracket system that can be added at any time as all rifles were built with an integral rail for the bracket system at the factory.

## Accessories

Model: BlasTech Munitions Telescope & Mounting Bracket

Type: x4 Magnification Range Finder & Bullet Cam

Scale: Character

Cost: 1500

Availability: 4, X

Range: 4-40/320/800

Fire Control: +2D to aiming

### BlasTech Munitions M76



M76 Sniper



M76 Sniper Night Vision



Model: BlasTech Munitions Gen II Night Vision Telescope & Mounting Bracket

Type: x5 Magnification (No Range Finder)

Scale: Character

Cost: 2500

Availability: 4, X

Range: 100/500

Fire Control: +1D+2 to aiming (Night Conditions Only)

Model: BlasTech Munitions Suppressor

Scale: Character

Cost: 3550

Availability: 4, X

Range: 100

Fire Control: 0D

Game Notes: Sound/Flash Suppressors: Difficulty to Perception rolls to hear/see the weapon being used raise by 2 Levels.

Device should be used with Subsonic Munitions, Regular Sonic Munitions will degrades integrity & suppression rapidly.

Model: BlasTech Munitions Feed Devices & Pouch Set

Scale: Character

Ammo: 40 (x10 Per Feed Device, Holds x4 Feed Devices)

Cost: 550 (Pouch w/Fully Loaded Feed Devices)

Availability: 4, X

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Stats by Vaughn99, Images from unknown.

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