

Weapons D6 / RanCorp Munitions G-98

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.



G-98 Sniper



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

Stats by Vaughn99, Images from unknown.

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