

## **Sniper rifles and anti material rifles:**

(These weapons are used two handed, unless stated otherwise!)

(Tuning can change the range division. All range divisions given in this list apply to iron sight/standard models!)

(Please look up the effects of tunings in the tuning list)

(If an encounterable versions requires a prior, other tuning to work, that version will have that tuning as well. For example, an infrared scope means that the mounting rails and the infrared light are both there as well)

(Prices are not guaranteed!)

## M-13 Sniper rifle



Ammunition:	.50 BMG	
Price:	1800 \$	
Damage:	4 D6 + 1 D3	
Maximum range:	250 + PE *5	
Size:	Common	
Rarity:	Very big	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 40 cm: -20 to rifles Up to 90 cm: -10 to rifles Up to 140 cm: +15 to rifles Up to 190 cm + PE * 5: +17 to rifles +60 cm: +5 to rifles
AP Costs:	5 for common shot 6 for aimed shot 2 to reload	
Ammunition feeding:	Exchangeable 5 shot magazine	
Min. strength:	6 when using a rest, 9 without a rest	
Weight:	Weapon: 10 pounds 5 shot magazine: 2 pounds	
Special rule:	This weapon must be used in conjuncture with a rest by not very strong characters. Only very strong humans (or average strong super mutants) can use it without a rest. Furthermore, the standard model comes with a bipod and 4x scope.	
Encounterable versions:	Standard model: With mounting rails: With different scope: With laser sight: With red dot sight: With infrared sight:	Common Common Rare Very rare Very rare Very rare
Description:	Out of the NCR's very own armory, this lovingly made and extra large bolt action rifle has, more than any other weapon, multiplied the fighting power of the NCR Rangers. It's named after the legendary Vault 13.	

<b>Dragunov</b>															
															
Ammunition:	.308 Winchester														
Price:	1300 \$														
Damage:	2 D6 + 4														
Maximum range:	250 + PE * 5														
Size:	Big														
Rarity:	Common														
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AP Costs:	5 for common shot 6 for aimed shot 2 AP to reload														
Ammunition feeding:	10 shot exchangeable box magazine														
Min. strength:	6														
Weight:	8 pounds Rifle 1 pound 10 shots														
Special rule:	None.														
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Description:	The replacement for the venerable Mosin-Nagant rifles in the role of the designated marksman's rifle of the Red Army and later the Russian Army. The most common version of this rifle in wasteland is the export version in .308 Winchester, that had both been popular with sports shooters and hunters, as well as having been acquired in large numbers for American militas.														

<b>Lahti L-39</b>											
											
Ammunition:	20 mm LAAR										
Price:	2000 \$										
Damage:	1 D10 + 4 D3										
Maximum range:	200 + PE * 5										
Size:	Oversized										
Rarity:	Rare										
Range division single shot:	<table border="0"> <tr> <td>CQC:</td> <td>Up to 40 cm: -10 to rifles</td> </tr> <tr> <td>Close range:</td> <td>Up to 80 cm: - 5 to rifles</td> </tr> <tr> <td>Middle range:</td> <td>Up to 125 cm + 5 * PE: +10 to rifles</td> </tr> <tr> <td>far range:</td> <td>+35 cm: + 5 to rifles</td> </tr> <tr> <td>extreme range:</td> <td>+40 cm: no adjustment</td> </tr> </table>	CQC:	Up to 40 cm: -10 to rifles	Close range:	Up to 80 cm: - 5 to rifles	Middle range:	Up to 125 cm + 5 * PE: +10 to rifles	far range:	+35 cm: + 5 to rifles	extreme range:	+40 cm: no adjustment
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AP Costs:	5 for common shot 6 for aimed shot 3 AP to reload										
Ammunition feeding:	10 shot exchangeable box magazine										
Min. strength:	7										
Weight:	20 pounds Rifle 6 pound 10 shots										
Special rule:	Can be used by a single person if used by using the bipod. To move it farther than 10 cm in a combat round, a character of strength 8 is needed or two characters with in total at least strength 9. It is impossible, even for Super Mutants or power armored humans, to use it any other way than prone and utilizing the bipod.										
Encounterable versions:	Standard model: Common With bipod: Common										
Description:	A huge anti tank rifle, back when tanks were vulnerable to such weapons, developed by a brilliant Finish designer and used to great effect by the Finish defense forces combating the invading Soviet forces during the Winter War and the Continuation War.										

**Springfield '03** Sniper rifle



Ammunition:	.30-06	
Price:	1300 \$	
Damage:	3 W6 + 2 W3	
Maximum range:	230 + WA * 5	
Size:	Common	
Rarity:	Very big	
Range division single shot:	CQC: Close range: Middle range: far range: extreme range:	Up to 30 cm: -10 to rifles Up to 80 cm: -5 to rifles Up to 130 cm: no adjustment Up to 180 cm + PE * 5: +10 to rifles +50 cm: +5 to rifles
AP Costs:	5 for common shot 6 for aimed shot 2 AP to reload per shot, 1 AP if the ammunition is carried in a cartridge belt 2 AP to reload if no scope is mounted and a stripper clip is used.	
Ammunition feeding:	Fully integrated 5 shot magazine, reloaded by hand, cartridge by cartridge if a scope is mounted. If no scope is mounted, this can be reloaded by using a stripper clip.	
Min. strength:	4	
Weight:	Gun: 8 pounds 5 shots: 2 pounds	
Special rule:	None.	
Encounterable versions:	Standard model: With mounting rails: With laser sights: With red dot sights: With scope: With bipod: With infrared sights:	Common Common Very rare Very rare Common Rare Very rare
Description:	Originally built for the American snipers of World War I, this version of the classic, and German and Japanese nightmare, can be found in the hands of many wastelanders, be it to hunt or to kill.	