

The Whitelist: Rifle

This is the list of stock Rifle gear for [Karbon](#), part of [The Whitelist](#).

4mm Eagle

- **Cost:** 15 kcred, 5 steps
- **Training:** Hand-Eye **Force:** 2
- **Feature(s):** 1; Break
- **Scope:** Range, One-Target
- This large and accurate sniper rifle is impressively powerful. When an agent is at range in a Green risk violent conflict they may take out one non-hardened target on a break. In other higher risk violent conflicts, they may lay down cover fire and add one step on the stack.

6mm Snapdragon

- **Cost:** 21 kcred, 6 steps
- **Training:** Hand-Eye **Force:** 3
- **Feature(s):** 1; Step/+2
- **Scope:** Range, One-Target
- This medium sized, recoil-compensated, automatic rifle is great for assisting in battle. When the agent commits to the behavior “providing cover fire” they earn +2 steps towards the resolution of a violent conflict. They may also burn fortune to take out non-hardened targets, one per fortune burned on any high roll result (4 or more).

Calypso Ion Projector

- **Cost:** 36 kcred, 8 steps
- **Training:** Hand-Eye **Force:** 4
- **Feature(s):** 2; Break; Step/+3
- **Scope:** Range, One-Target
- This high energy pulse weapon fires a very damaging burst of plasma ions at the target. When an agent is at range in a Green risk violent conflict they may take out one non-hardened target on a break, or deal an injury to a hardened target. When the agent commits to the behavior “providing cover fire” they earn +3 steps towards the resolution of a violent conflict.

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Last update: **2012/09/22 12:48**

