



Heckler & Koch PSG 1 Sniper/Counter sniper rifle

Snipers have been around as long as man has been fighting. Perhaps the first sniper was a slightly built Cro-Magnon who had an arm like Mickey Lolich. He knew he would die if he went at some guy built like a gorilla with just a stick in his hand. So, he worked out a method of fighting where he could hide behind a rock or tree and pitch a 3 lb. chunk of flint at the opposition.

Later on, when mankind had become more civilized, snipers used thrown spears, bows, or a sling. And when firearms were invented, the sniper became a very dangerous man indeed.

When it became obvious that the authorities were going to have to deal with snipers in both military and civilian situations the search began for a weapon that would allow the rightful governments of given countries a method of dealing with a sniper.

For the past 20 years weapons manufacturers have been working to develop a countersniper rifle that would enable the authorities to deal effectively with a sniper situation.

This month in "Off the Shelf" we offer for your inspection the HK PSG1.

Features:

The PSG1 is designed for use by both military and civilian authorities for use by snipers/countersnipers. The rifle is semi-automatic, meaning it will fire one shot each time that the trigger is pulled, as compared to the 'traditional' bolt-action system that must be worked after each shot. HK seems to be adhering to the Soviet belief that with a low recoil, a semi-auto is going to be faster to return on-target than a bolt-action rifle.

This rifle is designed to be viable for shooters of all sizes. The butt stock is fully adjustable, as is the trigger shoe. To quote from a release by Col. Ian McAlister, a weapons test specialist in the British Army.

"The first thing that you notice is how big this weapon is. The barrel is 650 mm long all by itself. And the whole rifle is over 1200 mm long. That means that hiding with this rifle in your possession and doing work as a countersniper is not going to be a piece of cake.

"When you ready the weapon for firing you can feel just how well put together it is. The magazine slides home with an authoritative but barely audible click. And when you work the bolt to jack a round into the chamber you get no slop or feel of cheapness. Of course this is an \$8000 piece of equipment so the feel better be good.



"My first round was quite a surprise. There was very little kick, just a firm push as the 200 gr. round headed downrange. Our first group was fired at targets 200 yards away. The first group of 20 (We were using 20 round magazines.) was well spaced at about 5 in. except for two shots that fell well outside the rings. It seems that a semi-auto can wake you right up when you pull back before your recoil has ended.

"It would seem that the secret to firing the PSG is in mastering the very touchy trigger. When the shots were spaced by a second person doing the timing between rounds (We used 10 seconds) the groups closed to within 3 in. at 200 yards. Also, once we got our collective heads together it was decided to use a lighter, faster round so we moved from a 200 gr. round to a 55 gr. Accelerator. We know that you would not use a 55 gr. bullet for sniping but it does help illustrate how well this piece of work shoots. With the 'hot' rounds we were able to get 20 rounds into a 2 in. group at 200 yards."

The commentary from Col. McAlister is based on his 20 years as a weapons specialist, first with the S.A.S. then as an ordinance advisor to the head of the British Army.

Specifications:

Operation: Recoil

Bolt System: Delayed

Feed: Magazine, either 5 or 20 rounds

Calibre: 7.62 mm

Muzzle Velocity: 55 gr - 3770 fps
200 gr - 2450 fps

Weight: 9.1 kg loaded /w tripod (5 rounds) approximately.

Length: 1208 mm

Sights: Telescopic, 6 x 42 /w individual settings

Price: \$8000

Effective Range: 600 meters

Notes: Very expensive rifle! Rare and hard to find parts for.

Twilight: 2000 Sniper Rifle 1/2 W Type: HK PSG-1 ROF: 2 Mag:5 or 20 RNG:70 DAM:4 ARM:-

Traveller: 2300 Type. 7.62 mm sniper rifle Country: Germany. Weight: (empty) 8.1 kg. Length: 12.1 cm (Bulk: 4). Action: single shot. Ammunition: 5(20)X7.62 fixed cartridge ball. Muzzle Velocity: 735 mps. Magazine: 5 or 20 round box magazine. Magazine Weight: .2 or .6 kg. ROF: 2 Aimed Fire Range: 600 meters. DP Value: 0.8.

The Revised Recon Damage: 4D10+10. Magazine: 5 or 20 round box magazine. ROF: 2 MER 1620 ft (600 m).

Call of Cthulhu Skill: Rifle. Name: 7.62 semi-auto. Shots/ Round: 2. Damage: 2D6+6. Base Chance: 10%. Base Range: 500 yards. Hit Points: 15.

MechWarrior Weapon Type: Sniper Rifle. Skill Class: Rifle. Damage: 3D+3. Range Limitations (To-Hit Modifier): Short 1-9(0) Medium 10-21(+2) Long 22-42(+4). Ammo: 5 or 20

Star Trek: The Role Playing Game Weapon Type: Sniper Rifle. Parry: P Damage: 4D10+15. Range (Modifier): Point Blank 1(+15) Short 2-50(+0) Medium 51-150 (-15) Long 151-300 (-30) Extreme 301-500 (-45). Ammo: 5 or 20

Price of Freedom Weapon: Semi-automatic Sniper Rifle. Jam#:19. Ammo: 5 or 20. Type of Fire: A. Range: Short 0-12 Medium 13-30 Long 31-75. Damage: Stun 1 Light 2-5 Heavy 6-10 Incap. 11-17 Kill 18-20.

Year of the Phoenix Specific Skill/Sphere: Self-loading/ Rifle/MAN Missile Range: 600 m. Damage: 2D8+1. Rounds/Feed: 5 or 20/box. Melee Range: 0-1. Nation/Year of 1st Manuf.: Germany/1986 Dur. +2.

