Weapons D6 / M247 General Purpose Machin



M247 General Purpose Machine Gun

The General Purpose Machine Gun, that was normally seen as a stationary gun emplacement, is usually placed near defensive positions surrounding bases and fortifications. It is capable of spewing out an incredible number of "7.62x51mm" type of ammunition. The M247 turret makes quick work of anything foolish enough to get in its path. The main gun is placed on a fold-able tripod or bipod for quick relocation and setup in the field. Though it lacks shielding, it can be moved from location to location by a single Marine.

Model: UNSC M247 General Purpose Machine Gun
Type: Personal Machine Gun
Scale: Character
Skill: Firearms: machine gun
Ammo: 200
Cost: 6,250 credits (ammo box: 80)
Availabilty: 3, R or X
Range: 3-25/65/150
Fire Rate: 4 (semi-auto)
Damage: 5D+1 (semi-auto), 6D+2 (burst of 5 rounds), 7D+1 (burst of 10 rounds)
Game Notes: On constant-fire mode the M247 fires a burst of 20 rounds per shot.

Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

Weight: When using this weapons with out tripod support, the character must make a Moderate Lifting roll each round in order to support the weight of the gun.

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