Weapons D6 / Type-52 Directed Energy Supp



Type-52 Directed Energy Support Weapon

The Type-52 Directed Energy Support Weapon, otherwise known as the Plasma Cannon, is a manned automatic plasma turret in use by the Covenant.

It serves its purpose as a squad support weapon, used for suppressing enemies and defending Covenant positions. It is carried, deployed and crewed by green-armored Gunner Grunts, in addition to being wielded with portability by some Brute Chieftains. It is carried and operated in a similar fashion to the M247 GPMG made by the UNSC. It has an approximate 65 degree turn radius and 50 degree pitch. It fires plasma bolts similar to those of the Covenant Plasma Rifle, and fires around 300 rounds per minute. A battery or plasma core is built into the tripod which allows the gun to fire indefinitely. When removed from the tripod, the gun can only use the 200 units of power that the gun itself contains.

Model: Covenant Type-52 Directed Energy Support Weapon
Type: Personal Support Gun
Scale: Character
Skill: Firearms: Heavy Reapter/ machine gun
Ammo: 200
Cost: 9,500 credits (ammo box: 80)
Availabilty: 3, R or X
Range: 3-80/120/350
Fire Rate: 4 (semi-auto)
Damage: 5D (semi-auto),

6D+2 (burst of 5 rounds)

7D+4 (burst of 10 rounds)
Game Notes: On constant-fire mode the Type-52 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 without support, the character must make

a Moderate Lifting roll each round in order to support the weight of the gun.

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