Weapons D6 / M392 Designated Marksman Ri



M392 DESIGNATED MARKSMAN RIFLE (DMR)
"The single-shot DMR fits somewhere between the sniper rifle and the battle
rifle. It's deadly at range, but a quick trigger finger and careful aim assure
that even at medium to short distances it packs a punch."
-Game Informer.
The M392 Designated Marksman Rifle, more formally known as the Designated Marksman Rifle, Caliber 7.62 mm, M392, and commonly abbreviated as the DMR, is a select-fire rifle used by the United Nations Space Command.
Model: Armalite MG M392 Designated Marksman Rifle
Type: Bullpup select-fire rifle
Scale: Character
Skill: Firearms: Rifle
Rate of Fire: Semiautomatic(1)/Automatic (see Autofire below)
Fire Control: +1
Ammo: 15
Cost:
-Weapon: 1,500 cR
-Magazine: 30 cR
Availability: 2, F
Range: 1-32/75/300 (3x zoom, see below)
-Difficulty: Easy/Moderate/Difficult
Damage:
-Semiautomatic (Single Round): 4D
-Automatic: 5D+ (See Autofire below)
-Melee: Str+2 Physical (Blunt)
GAME NOTES:
-VARIANTS: There exists variants of the DMR that have twelve (12) round magazines that cost 25 cR per magazine, as well as civilian models that fire only in semiautomatic (single-shot) that cost 1,300 cR per weapon.
-HUD: When using a Heads Up Display (HUD) or Command Neural Interface (CNI) to work with the M392's electronics suite, the user gains a +1 to their skill when using the weapon. This stacks with any other bonuses, such as modifications to the weapon to increase Fire Control, other equipment, etc. These also display various information on the weapon, such as ammo count, targeting reticule, overheating and other general relevant information.
-SMART-LINK SCOPE (3x): This weapon has a smart-link scope built into its frame. It requires the use of a Heads Up Display or Command Neural Interface to use it. This scope (which can look like a small camera built into the body, or can be built into the scope) allows the user to see at three times the listed range above, provided they spend an action to use the zoom function. If they want to zoom and fire the weapon, these count as two actions, and the attack will be at -1D. If the GM requires the user to Search for their target before firing, and they are still doing two actions, then the Search skill roll will also be -1D. The scope can also be used by those with a HUD/CNI to

look around corners with the weapon while the user stays safely behind the corner.
-RATE OF FIRE: When attempting multiple attacks with this weapon, instead of -1D for every action or attack taken, the user instead does like reversed fire-link rules. The first extra action causes a -1D, with every extra action afterwards being -1 pip, and every -3 pips being a full -1D. This will allow more shots to be fired each combat round. This is done to feel more like the Halo: Reach videogame.
-VS ENERGY SHIELDS: When used against energy shields, such as those used by the Covenant, the Damage of most UNSC firearms is reduced by -1D in Semiautomatic, and automatic fire (below) only gets half the stacking pip bonus from all bullets spent in Ammo Depletion (either "Sustained Fire' or 'Short, Controlled Bursts'). Specifically, Autofire will grant the +1D for the first extra bullet (as the Fire-linking rules from Star Wars RPG Revised Edition), but then every TWO(2) bullets fired grants +1 pips. This can still be damaging at close range, but beyond this, energy shields become a problem. Stronger weapons may be required!
-AUTOFIRE: In the Halo: Reach videogame, the M392 DMR only fires in semiautomatic single shots. However, when one looks closely in-game, the rifle has a fire-select feature that lists automatic fire as an option. So, Autofire has been added. However, the weapon does make a good marksman tool, and with it's magazine only holding 15 rounds, Autofire may not be the best choice unless the enemy leaves you no options. 'Short, Controlled Bursts' would be the best option to use, as it grants higher damage, but not as extremely as 'Sustained Fire', and costing less ammunition as well...
--SUSTAINED FIRE: This is when the user is trying to unleash as many bullets as possible for maximum possible damage against the target. Make the skill roll for the ranged attack (Firearms skill); any Difficulty Level rolled above the set Range Difficulty level (easy for short/moderate for medium/difficult for long) causes Ammo Depletion of 1D rounds per +1 Difficulty rolled (+1 Difficulty = -1D Ammo Depletion from magazine). EVERY extra bullet is used as per the Weapon Fire-Linking rules (as in Star Wars RPG Revised Edition by West End Games), with the first extra bullet adding +1D to Damage (making the Damage 5D before adding more), and every extra bullet after that adding +1 pips (with ever 3 pips combining as 1D; for example, +6 pips equals +2D). The cost of this is that while it is very effective in close quarters (no penalties at short range), it is less so at further ranges due to the weapon shaking itself from the recoil of firing multiple successive rounds (-2D at Medium Range, -4D at Long Range, but Ammo Depletion still adds 2D and 4D, respectively, for making the attempt).
*SUMMARY:
-Weapon skill roll at +1 Range Difficulty or more.
-Ammo Depletion of 1, +1D rounds per +1 Range Difficulty rolled.
-Damage is +1D (5D), +1 pip for every extra bullet used in Ammo Depletion (Fire-Linking rules).
-Skill roll is -2D at Medium range/-4D at Long range; Ammo Depletion still +2D/+4D, respectively.
--SHORT, CONTROLLED BURSTS: Where sustained fire has less accuracy, firing in short, controlled bursts maintains some accuracy while still doing some extra damage than a single round would produce. The user holds the weapon with both hands tightly against their shoulder, aligning their site along the body of the weapon for better 'line-of-sight' targeting, and squeeze the trigger to release limited bursts of rounds from the magazine. The result is having more control over where the bullets go, without the extreme penalties at further ranges as with "Sustained Fire". When making the weapon skill roll for a ranged attack, the Range Difficulty is increased by +1, and every shot has Ammo Depletion of 1+1D rounds (this ensures that at least two rounds will always be fired, "1" plus whatever is rolled on the "+1D"). The damage is figured as per the Weapon Fire-Linking rules (again, in Star Wars RPG Revised Edition), with the first extra bullet adding +1D to Damage (making the Damage 5D), and every extra bullet after that adding +1 pips (with ever 3 pips combining as 1D; for example, +6 pips equals +2D). While this will cause less extra damage than

Sustained Fire, it does grant a better chance to cause more damage at all ranges. The extra damage will always be between 5D to 6D+2 when using this rule.

BUT, if the user CANNOT roll the +1 Range Difficulty needed to hit a target at the given range with the burst, they either cause normal damage (if they rolled the normal Range Difficulty but no higher, with one bullet hitting out of the whole burst), or miss entirely (if they did not roll either Range Difficulty needed), but in any case, the Ammo Depletion remains the same at 1D+1 rounds from the weapon's magazine.

*SUMMARY:

-Skill roll as normal for attacks.

-Range Difficulties are +1 Level.

-Ammo Depletion is 1+1D per attack (burst).

-Damage is +1D (5D), +1 pip for every extra bullet used in Ammo Depletion (Fire-Linking rules).

-No other penalties/bonuses except those from other sources (such as HUD, other equipment or situational modifiers).

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DESIGN DETAILS

The M392 Designated Marksman Rifle is an air-cooled, magazine-fed, gas-operated select-fire bullpup rifle that fires 7.62x51mm ammunition. It takes a fifteen round detachable box magazine, similar aesthetically to the BR55. The weapon has a mounted optic capable of 3x magnification, and it possesses a fire selector switch located above the grip of the weapon. The M392 also has a magazine release button which is located directly above the magazine well, behind the trigger. The weapon has two ejection ports, one on the left and right hand sides of the weapon respectively, so that a left or right-handed shooter can fire the weapon.

OPERATION

The M392 DMR's intended battlefield application is similar to that of the BR55 battle rifle, fulfilling a role as the most effective medium-to-long range weapon in the UNSC arsenal. It is intended for experienced operators with proficient skill in shot placement and "controlled firing" since the recoil from multiple shots must be controlled to effectively deliver maximum damage to the target and to ensure that the target is neutralized at the fastest possible rate. Due to the introduction of an expanding reticule, the DMR requires a considerably higher proficiency in controlled firing and precision than the BR55 to attain successive hits.

In order to deliver hits to a target at medium-to-long ranges, a pause after each shot with the DMR is required to allow the reticule to contract to its smallest possible size. Immediately firing upon reacquisition of target maintains the maximum rate of accurate fire. While at close-to-medium range, it is only necessary to allow the reticule to shrink enough that it is roughly equal to the size of the target before firing again. At extremely close ranges, it is unnecessary to allow the reticule to contract at all, and it is most effective to fire the rifle as fast as possible.

DEVELOPMENTAL HISTORY

Although it saw more widespread use throughout all branches of the UNSC prior to 2548, it had since been superseded in use by the BR55 Battle Rifle in all military branches of the UNSCDF but the Army.

OTHER INFO

Technical Specifications:

-Manufacturer: Armalite MG, UNSC

-Size: Shoulder-fired

-Damage Per Hit: Medium-High

-Magazine Size: 15 rounds

-Maximum Ammunition: 60 rounds
-Fire Mode: Semiautomatic (in-game); Select-Fire (in-setting)
-Ammunition Type: 7.62x51mm NATO rounds
-Accuracy: High
-Range: Medium to Long
-Eras: Insurrection; Human-Covenant War
-Counterpart: Type-31 Rifle
-Affiliation: UNSC Army; Insurrectionists

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