

Weapons D6 / M7S Submachine Gun

M7S SUBMACHINE GUN

"The suppressed M7 -- tears through armor and turns bad guys into chum."

-Gunnery Sergeant Edward Buck, giving a run-down of the M7S in the Desperate Measures Video Documentary.

The M7S Submachine Gun or the Suppressed SMG, is a United Nations Space Command infantry weapon, a suppressed and somewhat upgraded and modified variant of the normal M7/Caseless Submachine Gun, and is commonly used by special operations groups in the UNSC.

Model: Misriah Armory M7S Submachine Gun

Type: Upgraded submachine gun (ballistic)

Scale: Character

Skill: Firearms: Submachine Guns (SMGs)

Rate of Fire: Fully Automatic (see Autofire below)

Fire Control: +1

Ammo: 48

Cost:

-Weapon: 1,600 cR

-Magazine: 30 cR

Availability: 3, X

Range: 1-12/25/50 (2x Zoom, see below)

-Difficulty: Easy/Moderate/Difficult

Damage:

-Single Round: 3D

-Automatic: 4D+2+ (See Autofire below)

-Melee: Str+2 Physical (Blunt)

GAME NOTES:

-MODIFICATIONS: The M7S SMG is a modified and upgraded variant of the standard M7/ Caseless SMG. The M7S has been given a sound suppressor, making any Perception rolls to hear or see the weapon's usage at +2 Levels of Difficulty (Easy becomes Difficult, etc.). It has less ammo with a magazine of 48. It still spews the bullets as fast as the M7 (+1D Ammo Depletion/Damage Bonus in pips, potentially an extra +1 to +2D), but is more stable and accurate at longer ranges (No -1 per 1D of Ammo Depletion, +1 Fire Control above) being equipped with a red dot "reflex" sights, a flashlight, and has a smart-link scope with X2 zoom and allows usage of a HUD or Neural Link system interface and receive bonuses from such devices. The Damage has been slightly reduced due to the addition of the suppressor.



***SUMMARY:**

- Sound Suppressor: Perception checks to see/hear the weapon when used are +2 Difficulty.
- Bullet Hose: +1D(Sustained Fire)/+2(Short, Controlled Bursts) Ammo Depletion/Damage Bonus with Autofire rules (see below).
- Stable Weapon: +1 Fire Control, no penalties (shown above).
- No Duel-Wielding.
- Smart-Link Scope (see below).
- Damage -1.
- HUD: When using a Heads Up Display (HUD) or Command Neural Interface (CNI) to work with the BR55'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.
- DUAL-WIELDING: Unlike the standard M7/Caseless SMG, the M7S is too unwieldy to be used effectively in duel-wielding.
- SMART-LINK SCOPE (2x): This weapon has a smart-link scope built into its frame. It requires the use of a Heads Up Display (HUD) or Command Neural Interface (CNI) to use it. This scope (which looks like a small camera built into the body) allows the user to see at TWICE (2x) 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.
- 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: This weapon is designed for a fully automatic rate of fire, able to fire multiple shots by holding the trigger when operated and deliver more damage than a single round would produce. There are two methods of using Autofire ("Sustained Fire" and "Short, Controlled Bursts", below), both of which require making ranged attack skill rolls at higher-than-normal range Difficulties than normally used for firing single rounds. The result is more damage at the expense of ammunition and accuracy...
- 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 4D 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).

IMPORTANT! When using this weapon in Sustained Fire, it gets an extra +1D Ammo Depletion and Damage Bonus added to the normal rules. The Damage will go from 3D (single round) to 4D+1 before more is added in, and with a high enough skill roll can cause very high damage!

***SUMMARY:**

-+1D Ammo Depletion/Damage Bonus for this weapon when using Sustained Fire.

-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 4D), 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.

IMPORTANT! This weapon gets +2 to its Ammo Depletion and Damage Bonus when using Short, Controlled Burst rules. The Damage will go from 3D (single round) to 4D+2 automatically before more is added with higher dice rolls!

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:**

-+2 Ammo Depletion/Damage Bonus to this weapon when using Short, Controlled Bursts.

-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).

DESIGN DETAILS

The M7S is a variant of the M7 Caseless Submachine Gun, which fires 5 x 23mm M443 Caseless Full Metal Jacket ammunition. This variant features an external flash and SS/M 49 sound suppressor on the barrel along with a flashlight. Recoil from all but sustained fire is very controllable. Although the M7

submachine-gun is primarily issued to vehicle crews, it is also a favorite of commando teams in its sound suppressed version. Sustained automatic fire tends to cause the muzzle to “walk” upwards as recoil compounds. Submachine guns, while not accurate over long distances, are particularly effective in close quarters. Muzzle flash is significantly decreased, and firing the weapon gives a barely noticeable sound, increasing stealth applications for the M7S Submachine Gun and increasing accuracy from decreased recoil making the weapon more efficient at medium-long range. It is a good weapon for stealth and hit-and-run missions.

CHANGES FROM STANDARD M7 SMG from HALO 2 AND 3:

- The M7S is equipped with a sound suppressor.
- The M7S is also equipped with a red dot "reflex" sight, making it more effective in dark areas, night and in general close quarters combat.
- A flashlight is attached under the suppressor off to the bottom left side of the barrel, similar to the Shotgun.
- The magazine capacity has been reduced from 60 rounds to 48.
- Its smart-link scope allows it to zoom in and display the image on the user's HUD, and not the reflex sight, contrary to popular belief.
- It is more accurate at long ranges.

OTHER INFO

Technical Specifications:

- Size: Handheld, one-handed (Spartan, Sangheili)/two-handed (Marine)
- Damage Per Hit: Low (Due to suppressor)
- Magazine Size: 48 rounds
- Maximum Ammunition: 240 rounds/4 magazines (Halo 2 Vista); 192 rounds/4 magazines (Halo 3: ODST)
- Fire Mode: Automatic
- Ammunition Type: 5x23mm M443 Caseless Full Metal Jacket/.197 caliber rounds
- Operation: Gas system with rotating breech
- Rate of Fire: High, fully automatic; 15 rounds per second
- Accuracy: Moderate
- Range: Short to Medium range
- Eras: Human-Covenant War (late)
- Affiliation: United Nations Space Command

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