Weapons D6 / M247H Heavy Machine Gun



M247H HEAVY MACHINE GUN

The M247H Heavy Machine Gun, formally known as the Machine Gun, Caliber 7.62 mm, M247, is a heavy weapon used extensively by the United Nations Space Command ground forces. It is a variant of the widely used M247 General Purpose Machine Gun.

Model: UNSC M247H Heavy Machine Gun
Type: Fully automatic heavy machine gun
Scale: Speeder
Skill: Vehicle Weapons: Machine Gun
Rate of Fire: Fully Automatic (See 'Autofire' below)
Ammo:
-Mounted Tripod: Ammo Drum (various ammo sizes)
--Box Magazine: 200
--Light: 1,000 rounds
--Medium: 5,000 rounds
--Heavy: 10,000 rounds
-In-Game: Infinite Ammo (When mounted)
Cost:
-Weapon: 2,280 cR
-Box Magazine: 150 cR
-Ammo Drum (Light): 500 cR
-Ammo Drum (Medium): 2,500 cR
-Ammo Drum (Heavy): 5,000 cR
Availability: 3, X
Range: 2-100/400/1,000
-Difficulty: Easy/Moderate/Difficult
Damage:
-Single Round: 2D+1
-Automatic: See 'Autofire' below)

GAME NOTES:

-MODIFICATIONS: The M247H HMG uses the same standard ammunition type as many other firearms of the UNSC (7.62x51mm), especially the MA5 series. These rounds therefor have the same base damage (4D character scale, 2D speeder scale). BUT, as a heavier automatic support weapon, the M247H HMG is able to unload more rounds per combat round, and therefor potentially do more damage. When using Autofire rules, the Ammo Depletion is +2 to Short, Controlled Bursts/+1D to Sustained Fire, which is added to whatever is rolled for Ammo Depletion/Bonus Damage from the Autofire rules (see below).

*SUMMARY:

-Autofire rules rolled as normal, with a +2(Short, Controlled Bursts)/+1D(Sustained Fire) on

Ammo Depletion and Bonus Damage.

-BLAST SHIELD: When mounted, this weapon usually has a blast shield, a thick metal plate to help protect the gunner when in use. This grants a +1D armor protection bonus when having to take damage, as the gunner is usually an easier target. If the weapon is ever removed from its mount and carried in use, this shield must be removed, as it will incur a -3D to the Firearms skill when using it while being carried.

-HEAVY: Operator's Speed is half (or less); Dodge is -4D, or can immediately drop the weapon to make a full dodge.

-OVERHEAT: When used constantly, this weapon is prone to overheating and temporarily jamming itself, requiring time to cool before further use. This is determined by the Wild Die. Every round after the first attack, the Wild Die penalty number (1) is increased by +1 (+1 on round 2[2], +2 on round 3[3], etc.). When the Wild Die rolls below this number, the weapon has overheated and needs time to cool (1 round for every +3 of this increase). So if the weapon is used every round for six(6) combat rounds, it will automatically overheat and need 2 rounds to cool. For this reason, it is a good idea for the user to carry a backup firearm of some sort.

-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 5D+2 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+2), +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+2 to 7D+1 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 1+1D 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+2), +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/CNI, other equipment or situational modifiers).

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DESIGN DETAILS

The M247H is an air-cooled, gas-operated, electrically fired, linkless-fed weapon. It can be used in both anti-personnel and anti-vehicle roles.[1] It is most often seen mounted on stationary tripods and used as a defensive weapon, but can also be carried by those strong enough to efficiently operate it. An M247H is mounted on either side of most UH-144 Falcons.

Like many other support weapons used by the UNSC, the M247H is fitted with a metal shield near the rear of its barrel to protect the user. Some versions, including the one mounted on the UH-144 Falcon, lack this feature.

OTHER INFO

Production Information:
-Manufacturer: Misriah Armory
-Model: M247H Heavy Machine Gun
-Type: Heavy Machine Gun
Technical Specifications:
-Magazine Size: 200 round box
-Fire Mode: Fully Automatic

-Ammunition Type: 7.62
-Operation: Air-cooled, gas-operated, electrically-fired, linkless-fed
-Eras: Human-Covenant War
-Affiliation: United Nations Space Command

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