Weapons D6 / SRS99 AM Sniper Rifle



SRS99 AM SNIPER RIFLE

The Sniper Rifle System 99 Anti-Mat?riel, more formally known as the Special Applications Rifle, Caliber 14.5 mm, SRS99, is a United Nations Space Command sniper rifle. The SRS99 first entered service with the Army in 2460. Because of its modularity and ongoing manufacturer support, the SRS99 was adopted by all branches in 2521.

Model: Misriah Armory Sniper Rifle System 99 Anti-Materiel (SRS99 AM)
Type: Anti-materiel sniper rifle
Scale: Character
Skill: Firearms: Sniper Rifle
Rate of Fire: Semiautomatic (1)
Ammo: 4
Cost:
-Weapon: 2,556 cR
-Magazine: 150 cR
Availability: 3, R
Range: 2-20/100/200 (x5/x10 zoom, see below)
Range Difficulty: Easy/Moderate/Difficult
Damage: 8D+2
-Melee: Str+2D+2 Physical (Blunt)

GAME NOTES:

-OPTICS SCOPE (5x/10x): This device has a zoom feature that allows 5x and 10x magnification. This allows the user of the weapon to multiply the given range above at these distances and increase the weapon's effectiveness (potentially up to 2,000+ meters!). This scope also has a night vision function, where when activated, all objects and scenery are highlighted with a faint green light. This negates any special modifiers or difficulties for seeing at night, so long as the user is viewing their targets, or even making Search rolls, with the scope instead of with their naked eye. When aiming with the scope, the user also gets an extra +1D when firing the weapon.

-NO-SCOPE: This weapon's listed range starts at 3 meters away from the user. If it is used against any targets within that range (under 3m), it is awkward for the user to shoot them with the sniper rifle at that close a range, due to the weapon's size, shape and weight. If a user must use the weapon in such close range, the Difficulty to use the rifle is Very Difficult. Successful kills at this close range have been dubbed "no-scope kills", as the user cannot use the scope at such range, and must use their own naked eyes to line up the shot against a "point-blank" target.

Another take on the "No-Scope" rule would be to simply make the weapon Speeder scale, as it is an "Anti-Materiel" sniper rifle meant for taking out large, tougher objects than flesh and bone. As a Speeder scale weapon, it would then have an inherent -2D to hit Character scale objects and characters.

-WHITE VAPOR TRAIL: The SRS99 series and its 14.5x114mm APFSDS ammunition leave a well-known momentary trail after being fired. The bullet is propelled so fast that it tears at the air itself, leaving a visible white vapor trail behind it. Though this trail only lasts for a brief moment, it can be seen clearly by anyone who immediately tries to Search for the origin point of the shot in the same combat round as the shot that was fired (usually, when using long-distance firearms for sharpshooting, there need to be a minimum of two shots fired, before the point of origin can be figured out). Anyone making a Search roll to find the shooter after the first shot receives a +2D visibility bonus for doing so, but hearing still requires a second shot to find. ALSO, this vapor trail can be used by the shooter as a kind of tracer to improve their aim with following shots. They receive a +1D to their attack rolls with this weapon when firing more than one shot in a combat round.

-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 (for Autofire functions, see an automatic weapon). However, with this weapon's high damage, this may not be such an issue, as it has good penetration in most matters of any kind, hence it being an anti-materiel sniper rifle.

-VS SPEEDER SCALE: UNLIKE the SRS99C, this model is rather effective against objects of higher scales, and DOES NOT have the -2D to its damage as they do.

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DESIGN DETAILS

The SRS99 is a semi-automatic, gas-operated rifle that fires 14.5x114mm ammunition from a four-round detachable box magazine. The ejection port is on the right side of the weapon and the charging handle is on the left side. Unlike all other known models of the SRS99 series, this variant features a thumbhole stock instead of a pistol grip, and its body sports a black and navy blue finish in addition to the gray of its successors. Also unlike its successors, it can be seen utilizing a sling-mount in-game. The SRS99's scope is similar to the SRS99D-S2 AM's scope, as both display green outlines of objects.

CHANGES FROM THE SRS99D-S2 AM OF HALO 3
-Increased damage against vehicles.
-Has a Thumbhole stock rather than a pistol grip.
-More detailed appearance.
-Updated colors.

TRIVIA
-In-game, the scope shows the identity of the weapon's user as "ID-NOBLE6", regardless of who wields it.
-At the beginning of the level Nightfall, the player receives fifty rounds instead of the default maximum of twenty. This is a tribute to the level The Truth And Reconciliation from Halo: Combat Evolved, in which the player begins with a larger-than-normal number of sniper rifle rounds.
-The weapon's reticule bloom has a miniscule effect on gameplay. This can be proven by enabling the Bottomless Clip option in gametype settings and firing the rifle as fast as possible. Gradually, the bloom will expand and shots will become inaccurate.

OTHER INFO

Production Information:
-Manufacturer: Misriah Armory
-Model: SRS99 Anti-Materiel
-Type: Sniper Rifle
Technical Specifications:
-Damage Per Hit: Very High
-Magazine Size: 4 rounds
-Maximum Ammunition: 24 rounds
-Fire Mode: Semiautomatic
-Ammunition Type: 14.5x114mm AP-FS-DS (Armor-Piercing Fin-Stabilized Discarding-Sabot) rounds
-Rate of Fire: Low
-Accuracy: High
-Range: 2,000+ meters
-Affiliation: UNSC Army

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