



Weapons D6 / Welkret Electronics/Belecuu

Leveler Field Emplacement

On the modern battle field the common emplacement weapon tends to be the E-Web heavy repeating blaster or one of its variants. However, in an intense combat scenario the E-Web just can't put out the firepower that is needed to inflict high casualties upon enemy forces. To create an alternative, Belecuu Firearms turned toward a promising engineering and electronics company for help, Welkret Electronics.

Welkret engineering's word hand-in-hand with engineers from Belecuu for many long and hard months to create a heavy weapons emplacement far superior to that of the E-Web. What they came up with was far beyond the wildest dreams of Belecuu's owners.

The resulting RHH-LH "Leveler" design appears somewhat similar to an E-Web in basic form. However, the basic tripod that was used as the E-Web's mount was replaced with a servo-enhanced tripod and the cryocooler was replaced with a large armored ammunition container which can hold up to three hundred rounds of ammunition.

The Leveler features an advanced targeting acquisition system and may be set to "automatic seek and destroy" mode. In this mode, the Leveler will scan and target any moving objects within a predetermined radius and open fire on them. However, it can't yet determine allies from enemies and this is usually done only as a last option.

Another useful feature of the Leveler is the remote guidance and operation remote (each remote is made specifically for only one Leveler and will not function on another Leveler) which allows the gunner to operate the weapon emplacement from a distance of up to twenty meters in case the immediate area around the weapon isn't safe.

The Leveler can fire two types of ammunition, standard or explosive rounds. Often times Leveler crews will spend hours before deployment redoing the ammunition belts coming out of the container boxes with alternating standard and explosive rounds with every fifteenth round being a standard tracer

round. Such an alternation creates a devastating array of firepower that has been known to completely decimate entire ranks of enemy troops and vehicles.

Model: Welkret Electronics/Belecuu Firearms RHH-LH "Leveler"

Type: Heavy machine gun emplacement

Scale: Character

Skill: Firearms: heavy machine guns

Crew: 2, skeleton: 1

Ammo: 300 (container box)

Cost: 3,675 credits (ammo boxes: 150)

Availability: 4, X

Fire Control: 2D (1D if on skeleton crew)

Range: 3-30/150/500

Damage: 7D (exploding rounds: 5D/3D/1D, blast radius 1-2/4/6)

Game Notes: On constant-fire mode the RHH-LH fires a burst of 25 rounds per shot. Once a hit is established, all following shots against nearby (1 meter) targets are one difficulty lower.

Seek and Destroy Mode: In this mode the Leveler will fire on any moving target within a certain radius (distance is set by gunner before activating this mode) with a Firearms skill of 4D.

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