Weapons D6 / MA37 Assault Rifle



MA37 ASSAULT RIFLE

The MA37 Individual Combat Weapon System (abbreviated MA37 ICWS or MA37 Assault Rifle), or more formally the Individual Combat Weapon System, Caliber 7.62 mm, MA37, also known as the MA5 by the UNSC Marines and Navy, is a standard-issue service rifle of the United Nations Space Command. It was first introduced in 2437, and has remained as the primary service rifle of all branches of the UNSC ever since.

NOTE!: The rules given below for Autofire may seem long and complicated at first. But after a quick read, you may find that the rules are very much worth it! There are summaries after each explanation to help simplify how it all works.

Model: UNSC MA37 Individual Combat Weapon System
Type: Assault rifle (ballistic, bullpup)
Scale: Character
Skill: Firearms: Assault Rifle
Rate of Fire: Fully Automatic (see Autofire below)
Fire Control: +2
Ammo: 32 rounds
Cost:
-Weapon: 1,450 cR
-Magazine: 50 cR
Availability: 2, R
Range: 1-30/75/300
-Difficulty: Easy/Moderate/Difficult
Damage:
-Single Round: 4D+2
-Automatic: 5D+2+ (See Autofire below)
-Melee: Str+1D Physical (Blunt)
GAME NOTES:
-ATTACHMENTS: Due to the MA37 being a precursor to the rest of the MA5 series firearms, it is assumed that it cannot use the attachments the other assault rifle models have available. However, with a Difficult Firearms Repair roll and the right tools and materials, the MA37 could be modified to use these items at any time (See MA5B and/or MA5C Assault Rifles for further information).
--Sound/Flash Suppressors: Difficulty to Perception rolls to hear/see the weapon being used dropped by -2 Levels.
--Grenade Launcher: Ammo 1; Range 3-6/12/24 (Easy/Moderate/Difficult); Damage 5D/4D/3D.
--Flashlight: Visibility Range 1-3/12/24; Visual Difficulty Easy/Moderate/Difficult.
--Laser Site: Fire Control +1.
-HUD: When using a Heads Up Display (HUD) or Command Neural Interface (CNI) to work with the MA37'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 (already a +2, above, making it +1D), other equipment, etc. These also display various information on the weapon, such as ammo count, targeting reticule, overheating and other general relevant

information.
-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 MA37 is a reliable air-cooled, gas-operated, magazine-fed, fully-automatic bullpup rifle that fires 32 rounds of 7.62x51mm ammunition. It possesses a built-in ammuntion indicator and magnetic compass for orientation similar to that of all other MA5 series rifles. It has a high rate of fire, but due to its inaccuracy, it is highly ineffective at long ranges and inflicts low damage against energy shields.
The MA37 ICWS is a great close to medium range weapon. It is most effectively used for fully automatic sustained fire at close range, or by using short, controlled bursts at medium range, for some accuracy. It is a balanced starting weapon that can be used effectively in the hands of a skilled player.
Changes from MA5C ICWS in Halo 3 (including videogame functions):
-Major cosmetic changes such as a more 'skeletal' and detailed body.
-More powerful firing sound.
-Shorter overall length.
-Slightly slower rate of fire (by about 100 rounds per minute).
-Larger targeting reticle in HUD.
-Short, controlled bursts are slightly more accurate.
-Less damage (18 rounds to kill a fully-shielded SPARTAN, rather than 16 rounds).
-When fired in short and controlled bursts, the bullets will always hit inside the crosshairs that are inside the reticule, making it far more accurate than previous assault rifles.
OTHER INFO
Technical Specifications:
-Size:
--Length: 80cm/31.5" (overall)
-Damage Per Hit: Low-Medium
-Magazine Size: 32 rounds
-Maximum Ammunition: 288 rounds (varies by missions, up to 600)
-Fire Mode: Fully automatic
-Ammunition Type: 7.62x51mm NATO
-Rate of Fire: About 550 RPM
-Accuracy: Low-Medium
-Range: Close-Medium
-Eras: Insurrection; Human-Covenant War
-Affiliation: United Nations Space Command

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