Weapons D6 / M19 SSM Rocket Launcher (M1



M19 SSM ROCKET LAUNCHER (M19-B SAM)

???The M19 SSM Rocket Launcher, alternatively called the Jackhammer, or SPNKr is a United Nations Space Command heavy ordnance weapon. It appears in Halo: Combat Evolved and Halo 2. ?The M19-B SAM variant appears in the novel Halo: Ghosts of Onyx.

Model: UNSC M19 SSM Rocket Launcher
Type: Rocket Launcher
Scale:
-M19 SSM: Character
-M19-B SAM: Starfighter
Skill: Missile Weapons: M19 SSM (or M19-B)
Rate of Fire: Semiautomatic (1)
Ammo: 2
Cost:
-Launcher: 2,168 cR
-Rockets (SSM): 180 cR
-Rockets (SAM): 250 cR
Availability: 2, X
Range (Target Lock): (2x zoom, see below)
-M19 SSM: 3-10/50/100
-M19-B SAM: 4-30/150/300
Speed (Rockets):
-SSM: 100m per round
-SAM: 300m per round
Damage:?
-M19 SSM: 8D/6D/4D/2D
--Blast Radius: 0-1/2/3/4
-M19-B SAM: 5D/4D/3D/2D
--Blast Radius: 0-2/4/6/8
-Melee: Str+2D+2 Physical (Blunt)

GAME NOTES:

-VARIANTS: These stats, for the most part, represent how this weapon functions in Halo 2. ?For the variant as it functions in Halo: Combat Evolved, simply remove the Target Lock ability from below.
?? Also, there is a variant listed as the M19-B SAM (Surface-to-Air Missile), used by other groups such as the Spartan-III Alpha and Beta Companies. ?It's stats are given above along with more well-known M19 SSM (Surface-to-Surface Missile). ?In short, for this write-up, both are considered the same weapon, but using different missiles. ?Since this weapon uses the same launcher but swaps out it's launch tubes for fresh ammunition, it will be considered an alternate ammunition type

for engaging larger aircraft (starfighter scale), and be used as a light anti-starship weapon. ?Using the Scale Chart and rules found in Star Wars RPG Revised, the damage is roughly the same, but has greater range for Target Lock and better Speed, making it more ideal for taking down starfighter scale craft that can enter and exit the atmosphere at ease.

-TARGET LOCK: This weapon uses advanced electronics and sensors to lock onto a target before firing its payload of missiles. ?It can also link to a user's Heads Up Display (HUD) and/or Command Neural Interface (CNI) and access their helmet's or optics device's targeting reticule to use as the aiming component (and recieving all the bonuses such a device would offer, if any). ?If the user aims for one round with the Rocket Launcher, they receive a targeting bonus of +3D to hit their target. ?If the target Dodges the attack, the Target Lock is lost and must be aquired again. ?NOTE: Only works on flying vehicles, such as Banshees, Phantoms and Seraph starfighters.
?? If the rocket does NOT hit the target while locked on, it will attempt to hit the target again, so long as the operator continues aiming at the target. ?While locked on, the rockets have 5D to hit the target. ?If the target can lose the lock, the rocket will then travel straight in the direction it was flying in last. ?If the operator can require the lock before the rocket gets out of Target Lock range (200m), it will reengage the target and try to hit again. ?The target must make a Very Difficult Piloting skill roll to lose the Target Lock.

-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 can look like a small camera built into the frame, or can be built into a scope attached to 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.

-HUD: When using a Heads Up Display (HUD) or Command Neural Interface (CNI) to work with this weapon'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 (+1, above), other equipment, etc. ?These also display various information on the weapon, such as ammo count, targeting reticule, overheating and other general relevant information.

-RELOAD: This weapon takes a full round to reload it's ammunition once expended.

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DESIGN NOTES

???The M19 SSM is the UNSC's primary anti-vehicle weapon that is often used in ground engagements. It fires a 102mm Shaped-Charge High-Explosive Surface to Surface Missile.[4] The launcher has a 2x scope and can fire rockets over long distances with devastating accuracy, although it falls in altitude and moves at a very slow rate if fired from a long distance. The weapon consists of two disposable barrels and the weapon unit, allowing two consecutive shots. When reloading, the spent barrels are discarded and a new pair is inserted. With this mechanism, a Marine can greatly reduce the weight he carries without throwing the weapon away, and reduced production costs as only the barrels are thrown away.

ADVANTAGES

???The Rocket Launcher spreads a huge amount of damage over a large area. It is capable of taking out entire groups of infantry at any range and can kill both the passengers and crew of nearly any vehicle with the exception of the Scorpion Tank or Wraith, which takes two to three hits. For an anti-tank weapon it is capable of inflicting massive damage to tanks because of its ability to quickly launch two consecutive shots.

DISADVANTAGES

???Several things counterbalance the M19's sheer power. The rocket, though powerful, is implemented in-game as an anti-vehicle weapon and not designed for engaging infantry. Thus its reload time is quite slow, taking about three to five seconds for the M19 to be fully reloaded. The rockets leave a trail of smoke in their wake, giving away the operator's position and necessitating a fire-and-displace strategy of engagement. ?Ammunition is often limited or unavailable, and the operator can carry only 6 extra rockets at once, for a total of 8 rounds. The speed of the rocket itself is slow. A skilled user can be effective against a moving target at medium to long range. The biggest disadvantage to the operator is the blast range of a rocket; if fired too close the splash damage can severely injure or kill its operator if fired carelessly into surrounding terrain or at an enemy. An explosion near a rocket in flight will cause it to deflect. Deflected rockets tumble end over end, and will explode if they strike an object.

INFLUENCES

???On the side of the M19, the labeling on the launcher and the rectangular cases that contain rocket ammunition has the words SPNKr. The M19 SSM is essentially a Halo Universe copy of the SPNKR-X17/18 SSM Launcher (Lazyboy) from the Marathon (Video Game Series). The word "SPNKr" is a short abbreviation of the word Spanker and the line serves as an inside joke for both fans and Bungie of their former series.

CHANGES FROM HALO: COMBAT EVOLVED TO HALO 2
-Different firing sound effect.
-Faster reload.
-Faster melee.
-Locks on to vehicles.
-Ammunition indicated in scope when zoomed in.
-HUD ammo indicator illustration changed.
-Less firepower and splash damage.

TRIVIA
-The M19 Rocket Launcher has a "test" button that, when pressed, spins the barrels around. This animation only happens when the player is idle.
-In the novel Halo: The Flood, Hunters can actually deflect (that is, redirect) rockets with their shields. This is highly improbable, as the rocket explodes the moment it comes in contact with anything, unless it is hit at its side. John-117 performed a similar feat with the help of Cortana during a test on Reach.
-In Halo 2, if a player drives a vehicle to the top of the hill in a given map, and another player stands a certain distance away, locks on, drags the aiming reticule away to a certain point, and releases, the rocket will actually fly around the vehicle in a perfect circle until something gets in the way or the hill player moves. Furthermore, if the player in the vehicle gets out, the rocket will stop homing on to the vehicle and fly off at a random circular trajectory. This glitch is also seen in Halo 3 with the missile pod.
-While your shields are upgraded to Overshield status, aim at the ground, jump, and fire a rocket at

your jumps peak to be given a moderate jump boost. This is because the explosive shock wave of the rocket launcher causes you to fly a little, but is also only possible because during the short time (around 2.5 seconds) that your overshields charge, you are temporarily invincible.
-Strangely, the M19 is written as "M41 SSR MAV/AV" in-game.
-The Rocket Launcher in Halo 2 prevents weapons from being carried over in two-part levels (specifically Outskirts and Metropolis, Delta Halo and Regret, and Sacred Icon and Quarantine Zone). Finishing Outskirts, Delta Halo or Sacred Icon with a Rocket Launcher will result in you starting Metropolis, Regret or Quarantine Zone with the default weapons rather than having the weapons you finished the level with.
-The Halo PC manual falsely states that the M19 SSM Rocket Launcher has 8x magnification even though in-game only 2x is available.

OTHER INFO
Production Information:
-Model: M19 SSM Rocket Launcher
-Type: Rocket Launcher
Technical Specifications:
-Size: Shoulder-fired
--Length: 134.9cm/4.426'
-Damage Per Hit: Very High
-Magazine Size: 2 rockets
-Maximum Ammunition: 10 rockets/5 magazines
-Ammunition Type: 102mm High-Explosive Anti-Tank (HEAT) Shaped Charge
-Rate of Fire: Moderate
-Accuracy: Zero-scatter
-Range: Medium to Long
Usage:
-Eras: Human-Covenant War
Affiliations: UNSC; United Rebel Front

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