Weapons D6 / G4H-DuSH Missile Launcher



G4H-DuSH MISSILE LAUNCHER

???The G4H-DuSH is a human missile launcher used by the United Nations Space Command. ?Where other rocket propelled weapons have been designed to fill specific roles in combat and have a more established history, the G4H-DuSH is a more recent addition to the UNSC arsenal. ?It is capable of utilizing various ordnance, all considered highly powerful in their mission roles. ?Though the G4H-DuSH is in full production by Misriah Armory on Mars and other branch facilities, it was introduced by 2549 and is quickly seeing wide-spread use, it suffers the same fate of all UNSC infantry weapons; it can help achieve victory on the ground, but means nothing when the Covenant win the battle in space and begin classing the planet. ?Still, the G4H-DuSH is noted for its mix of raw power and creative engineering, and has led to many isolated victories and odd outcomes when in the hands of a skilled operator, including ODSTs and SPARTANs.

NOTE!: This weapon was a piece of unused material from Halo 3. ?As such, no solid information was ever released on it. ?All information in this write-up is unofficial.

Model: Misriah Armory G4H-DuSH
Type: Missile Launcher
Scale: Walker
Skill: Missile Weapons: G4H-DuSH
Fire Control:?+1D
Rate of Fire: 1
Ammo: 1
Cost:
-Launcher: 3,545 cR
-Series II Anti-Infantry Missile: 350 cR
-Series IV Anti-Scarab Missile: 600 cR
-Series V Anti-Starfighter Missile: 500 cR
-Series VI Anti-Capital Missile: 800 cR
-Hellbringer Incendiary Missile: 650 cR
-SE5 Atomic Missile: Not available for sale
-Multi-Warhead Buster Missile: 730 cR
AVAILABILITY: 4, X
RANGE (Target Lock): 10-100/200/500+
SPEED (Rockets): 500m per round (all missile types)
DAMAGE: (see Ammunition Types below for more details)
-Series II Anti-Infantry Missile: 6D/5D/4D/3D/2D (Character)
--Blast Radius: 0-10/20/30/40/50m
-Series IV Anti-Scarab Missile: 8D/7D/6D
--Blast Radius: 0-1/2/3
-Series V Anti-Starfighter: 7D
--Blast Radius: 2m

-Series VI Anti-Capital: 4D
--Blast Radius: 10m
-Hellbringer Incendiary Missile: 4D
--Blast Radius: 30m
--Burn Rate: 2D+2 rounds
-SE5 Atomic Missile: 14D/12D/10D/8D/6D (2D Capital/6D Starfighter/6D Walker/6D Speeder/6D Character)
--Blast Radius: 0-100/200/400/600/1,000m (10km)
-Multi-Warhead Buster Missile: 6D/5D/4D (x4)
--Blast Radius: 01/3/6
--Special: This weapon has 4 explosive warheads within a single missile casing. ?The weapon operator gets to roll damage 4 times for this weapon's penetration effect!
-Melee: Str+2D Physical (Blunt)

GAME NOTES:

-AMMUNITION TYPES: This weapon system can use various types of ordnance, depending upon mission role, necessity and availability.
--Series II Anti-Infantry Missile: essentially, this is a missile designed to deter large infantry units by inflicting wide-spread casualties upon detonation. ?It's warhead is a mix of various effects, mostly straight-forward explosive concussion damage.
--Series IV Anti-Scarab Missile: This was the original design purpose of the G4H-DuSH, to provide infantry units with enough firepower to take down a Covenant Scarab in one shot (hopefully), instead of the costly tactics of using multiple infantrymen and M19s or M41s to perform the well-known coordinated attack to damage a Scarab's legs and then board it. This weapon system outperforms the M19 and M41 rocket launchers, and even the missile pod, in destructive power, with almost every missile type it is capable of using.
--Series V Anti-Starfighter Missile: This is a retooled missile warhead used by various UNSC spacecraft to work in a generic G4H-DuSH missile system.
--Series VI Anti-Capital: Similar to the Series V, but it required more design work to make a man-portable missile capable of damaging a capital class starship.
--Hellbringer Incendiary Missile: This missile type has been named in honor of the Hellbringer infantry support units in the UNSC marines. The warhead has been designed to flash-burn an entire area with chemical flames of Walker scale intensity. ?When the flames dissipate, there is usually nothing left. ?This warhead was designed specifically for combating the Flood!
--SE5 Atomic Missile: 'SE5' stands for Scorched Earth Series 5. ?This warhead was designed for Scorched Earth tactics to deny the Covenant any area they intended to capture and hold. ?If the UNSC could not hold it's territory with the Covenant intent on seizing something in the area, this missile could be used to purposely irradiate it with a 'dirty nuke' so that they could not use the territory.
--Multi-Warhead Buster Missile: This warhead was designed to separate just before impact and deliver four consecutive explosions for a strong penetration effect. ?While delivering weaker damage than many if the other warheads, it has little blast radius and is good for breaching barriers or selectively destroying targets without too much collateral damage to the surrounding area.

-TARGET LOCK: This weapon uses advanced electronics and sensors to lock onto a target before firing its payload. ?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 weapon, they receive a targeting bonus of +2D to hit their target. ?If the target Dodges the attack, the Target Lock is lost and must be aquired again.

?? 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 missiles have 4D 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, it will reengage the target and try to hit again. ?The target must make a Difficult Dodge skill roll to lose the Target Lock.

-INDIRECT FIRE: This weapon, due to the impressive blast radius of some of its missile types, has been designed to work hand-in-hand with support devices, such as the Laser Designator or the H-165 FOM Target Locator, or even satellite surveillance systems and orbiting UNSC military ships specially equipped to give precise coordinates for such a strike. A fire team using the G4H-DuSH usually consists of two or three individuals, one of which may have the communications equipment needed for such precision in the battlefield. Without this equipment, the more powerful missiles utilized by the launcher are practically useless, as they cannot be effectively used without possibly killing the operators.

-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 2 rounds to reload it's ammunition once expended, 1 round with a Difficult Missile Weapons Repair roll.

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DESIGN DETAILS

TRIVIA
-This was first seen in The Art of Halo 3, though it was cut from the retail version of Halo 3.
-If the name of the weapon is read in L33t speak, it appears to say "Gah-Dush" which may come from the sound the rocket makes when it detonates.

OTHER INFO
Production Information:
-Manufacturer: Misriah Armory
-Model: G4H-DuSH
-Type: Missile Launcher
Technical Specifications:
-Size: Shoulder-mounted
--Length: 134.9cm/4.426'
-Damage Per Hit: Very High to Instant Kill
-Magazine Size: 1 missile
-Maximum Ammunition: 4 missiles
-Fire Mode: Single-fire
-Ammunition Type:
-Rate of Fire: 1 missile/18 seconds (if used by skilled operator)
-Accuracy: Very High
-Range: Long
Usage:

-Eras: Human-Covenant War
-Affiliation: UNSC

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