Weapons D6 / M79 MLRS



M79 MLRS

???The M79 Multiple Launch Rocket System is a rocket launcher mounted on the M12R Light Anti-Armor Vehicle. It fires six 65mm rockets per volley every two to three seconds. The M79 MLRS' rockets are capable of achieving target lock on aircraft, though they can not lock onto ground vehicles.

Model: UNSC M79 Multiple-Launch Rocket System (MLRS)
Type: Anti-vehicle/anti-infantry weapon system
Scale: Speeder
Skill: Vehicle weapons
Fire Control: Varies by setup (commonly 2D)
Rate of Fire: 1; volleyfire 6 (see below)
Ammo: 18
Cost:
-Weapon: 4,440 cR
-Rockets: 180 cR
Availability: 3, X
Range: 10-50/100/200+
Range Difficulty: Easy/Moderate/Difficult
Rocket Speed: 300m per round
Damage:
-Single Rocket: 5D/4D/3D
-Full Volley: 7D+1/6D/5D
Blast Radius: 0-1/2/4
Special: Volleyfire

GAME NOTES:

TARGET LOCK: This weapon can get a lock on enemy aircraft for a better chance to hit, but cannot do the same with ground vehicles. ?Must aim at target for 1 round (target must remain visible during this time and not ducking through cover). ?This adds?+2D to the attack roll next round. ?If the attacking rockets miss the target, they have 4D to reengage the target (attack next round), so long as the target remains visible to the gunner and the weapon that fired so their targeting equipment can maintain the lock.

VOLLEYFIRE: The M79 is capable of firing volleys of missiles (in Halo: Reach, it ONLY fires volleys). ?Missile volleys work just like common fire-linking rules for causing greater Damage, but usually the number of missiles used in the volley can be chosen before being used. ?In this case, between 1 to 6 missiles, that can cause between 5D to 7D+1, as per the fire-linking rules in the WEG Star Wars D6 RPG sourcebook.

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