Weapons D6 / M41 LAAG



M41 LAAG

???The M41 Light Anti-Aircraft Gun, nicknamed the "Vulcan", is a United Nations Space Command Defense Force vehicle-mounted machine gun. It is used as the primary armament on the standard M12 Light Reconnaissance Vehicle.

Model: M41 Light Anti-Aircraft Gun (LAAG)
Type: Heavy machine gun
Scale: Speeder
Skill: Vehicle weapons: M41 LAAG
Fire Control: N/A (depends on mounting setup, commonly 2D)
Rate of Fire: 4+ (Automatic, see below)
Ammo: (12.7x99mm armor-penetrating rounds)
Cost:
-Weapon: 3,455 cR
-Ammo Drum (500 rounds): 800 cR
-Ammo Drum (1,000 rounds): 1,600 cR
-Ammo Drum (5,000 rounds): 3,000 cR
Availability: 3, X
Range: 5-50/200/1km
Range Difficulty: Easy/Moderate/Difficult
Damage: 4D
Special: Automatic Weapon

GAME NOTES:

-AUTOMATIC WEAPON: As an automatic weapon, the LAAG has a starting Rate of Fire of 4, representing the gunner shooting in short bursts. To increase the Rate of Fire, add +1 to the Range Difficulty for every +1 to the Rate of Fire. If the normal Range Difficulty is rolled but no the higher one needed for more shots, then one shot hits and the other 3 miss (no more are lost because the gunner would stop firing to line up a better shot).

-OVERHEAT: Some versions of the M41 LAAG (Halo: Reach) are known to overheat when used constantly, automatically shutting off after their temperature reaches a certain degree. ?For every round the M41 LAAG is used in Autofire, add +1 to the Wild Die's chance of a panalty (or rolling a 1). When the penalty is rolled, the gun must cool for 1 round for every +3 on the Wild Die for Overheating (cooling for 2 rounds if it reaches +6, or 7)

-HEAVY: If used without a mount, the operator's Speed is half (or less); Dodge is -4D, or can immediately drop the weapon to make a full dodge.

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???The M41 LAAG is the standard weaponry of the M12 Warthog LRV, although similar on the M312 Elephant HRVs, the Elephants fire rate is slightly faster. It is a triple-barreled, electric-powered, linkless, belt-fed weapon. It fires 450 to 550 12.7x99mm armor penetrating rounds per minute. Turret traverse rate is 100 degrees per second and weapon elevation rate is 60 degrees per second. Recoil from sustained fire is prodigious and negatively impacts accuracy at long range. It also works quite well for taking out Banshees and other lightly-armored vehicles.

AMMUNITION

???As stated above, the M41 uses 12.7x99mm rounds, also known as the .50 BMG round, or .50 caliber. The name BMG comes from the 20th-century M2 Browning Machine Gun the cartridge was designed for. It is well known for its legendary stopping power. It is normally considered an anti-materiel round, as it can take out both light armor and infantry at great range. The bullet is even capable of stopping a car dead in its tracks, shooting a round right through its engine block.

?? The 12.7x99mm rounds is capable of exerting upwards of five times as much damage as the 7.62x51mm rounds used in the MA5 series of assault rifles, and the M41 is a relatively accurate example of its power compared to the smaller 7.62mm round. This was only evident in Halo: Combat Evolved, as damage per-hit in Halo 2 was dramatically less powerful. To balance this out, the rate of fire on the M41 was increased to roughly 900 rounds per-minute, and accuracy was increased significantly from the Halo: Combat Evolved version.

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