Weapons D6 / M638 Autocannon



M638 AUTOCANNON

The M638 Autocannon is an aircraft-mounted gun in service with the United Nations Space Command Defense Forces.

Model: Misriah Armory M638 Autocannon
Type: Autocannon
Scale: Speeder
Skill: Aircraft gunnery: M638 Autocannon
Fire Control: 3D (when mounted to a vehicle)
Rate of Fire: 5 (Burst)
Ammo: 300 (20mm rounds)
Cost:
-Weapon: 2,678 cR
-Ammo Drum: 600 cR
Availability: 3, X
Range:
-Space: 1-3/6/15
-Atmosphere: 3-30/60/150m
Range Difficulty: Easy/Moderate/Difficult
Damage: 5D
Special: Burst

GAME NOTES:

-BURST WEAPON: This weapon is set to fir in bursts (burst-fire), which fires a set number of shots per attack at an increased rate of Fire. These cannot be increased like automatic weapons, but make up for this with how many shots they can fire in a
burst per attack, usually an impressive amount.

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The M638 Autocannon is used as a chin-mounted gun on the UH-144 Falcon and most UNSC Air Force D77-TC Pelicans. It is employed in both anti-personnel and anti-armor roles. It fires explosive shells that can injure targets close to the impact area. The weapon is effective against both infantry targets and stationary gun emplacements like Shade turrets. It is also powerful enough to allow the aircraft to defend itself against multiple Banshees. Sustained fire from the M638 is even capable of destroying Phantom dropships.

When mounted on the chin-turret station of a Pelican, it can be used to clear a hot landing zone of enemy infantry and light vehicles, as well as for suppressing fire while troops are disembarking. Though this weapon is capable of dealing with more heavily armored targets, destroying vehicles such as Phantoms and Wraiths to a lesser extent requires prolonged fire on target, and if a Pelican

or Falcon is firing from stationary position they become vulnerable to return fire from such enemies. Though powerful enough to take down larger targets with concentrated fire, most enemy vehicles have exposed drivers or gunners that if taken out can often disable vehicles or leave it almost defenseless against airborne threats.

The autocannon fires in 5-round bursts, and only needs 3 or 4 to eliminate a Banshee on most difficulties.

Strangely, for a vehicle-mounted weapon, it does not overheat, even after minutes of continuous firing.

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