Weapons D6 / Model MA5B Assault Rifle



Model MA5B Assault Rifle

The MA5B Assault Rifle is an air-cooled, gas-operated, magazine-fed weapon designed for automatic fire. The MA5 series rifle is the workhorse of the UNSC Marine Corps and has been in service for more then fifty years. The MA5B has an attached electronics suite that provides information on rounds remaining in magazine, compass heading, as well as several other "housekeeping" functions. The rifle performs well in a variety of environments especially given the perceived delicacy of the attached electronics suite. The MA5 rifle can be outfitted with a number of modifications including sound suppressors, a grenade launcher or a standard issue flashlight and more ?exotic? ammunition types like Shredder Rounds; however, these modifications are only available by Mission Conditional Requisition (MCR). The MA5B Assault Rifle is easily one of the most versatile weapons in the UNSC?s arsenal. Due to this versatility, the MA5B is complimented by many of the UNSC's other weapons as either the primary means to a kill or in a secondary role as the fallback weapon.

The MA5B rifle is a bullpup rifle with the magazine placed at the butt of the rifle and the electronics suite integrated along the top rail guard of the weapon. The MA5B is design for the toughest of situations, able to be subjected to elements that would otherwise jam and render a weapon inoperable. The MA5B does not use any form of sights or optics, instead relying on up-linking a targeting reticule to the user's Heads Up Display or neural interface.

Model: MA5B
Type:Slugthrower Rifle
Skill: Firearms: HUD sights automatic slugthrower rifle
Ammo: 60
Cost: 3800 (clips: 80 standard)

Fire Rate: 5
Availabilty: 2, R or X
Range: 3-50/150/300
Damage: 4D, 5D+4 Burst of 6

Game Notes:

-Users of the weapon not using a compatible HUD system suffer a +1 skill penalty, while user with the HUD system get a -1 Skill bonus.

-Also if the user has an compatible electronic HUD for the weapon's scope system,

scope and sight are used for a round of additional aiming but reduce the difficulty of the shot by one level.

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