Weapons D6 / MA5K Carbine



MA5K CARBINE
The MA5K Carbine is a United Nations Space Command MA5 series firearm used by Special Operations Forces.
NOTE!: The rules given below for Autofire may seem long and complicated at first. But after a quick read, you may find that the rules are very much worth it! There are summaries after each explanation to help simplify how it all works.
Model: UNSC MA5K Carbine
Type: Cut-down MA5 series carbine (ballistic, bullpup)
Scale: Character
Skill: Firearms: Assault Rifle
Rate of Fire: Fully Automatic (see Autofire below)
Fire Control: +1
Ammo: 30
Cost:
-Weapon: 1,350 cR
-Magazine: 25 cR
Availability: 3, R
Range: 1-60/125/250
-Difficulties: Easy/Moderate/Difficult
Damage:
-Single Round: 4D
-Automatic: 5D+ (See Autofire below)
-Melee: Str+2 Physical (Blunt)
GAME NOTES:
-MODIFICATIONS: The MA5K is a cut down variant of the MA5 series of firearms. It has been simplified and streamlined for use by vehicle crews and more notably Special Operations Forces, such as the commandos of the SPARTAN-III Program. It has increased Fire Control (+1, shown above), but has also had its overall size and weight reduced for less visibility and to make it easier to hide (-1 Difficulty when rolling Hide to conceal item). This also has the side-effect of reducing the weapon's Range (shown above) and Damage (-1, also shown above). However, with use of the Autofire rules and in the hands of a skilled user, this weapon is very deadly when used properly, and is a preferred weapon for operations requiring stealth and mobility.
-ATTACHMENTS: It is unknown if the MA5K can use the modular attachments noted in the rest of the MA5 series firearms, but generally assumed not to be available. However, with the right tools and parts and a Firearms Repair roll of Difficult, the MA5K could then be able to use any and all of these attachments.
--Sound/Flash Suppressors: Difficulty to Perception rolls to hear/see the weapon being used dropped by -2 Levels.
--Grenade Launcher: Ammo 1; Range 3-6/12/24 (Easy/Moderate/Difficult); Damage 5D/4D/3D.
--Flashlight: Visibility Range 1-3/12/24; Visual Difficulty Easy/Moderate/Difficult.
--Laser Site: Fire Control +1.

-HUD: When using a Heads Up Display (HUD) or Command Neural Interface (CNI) to work with the MA5K'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, other equipment, etc. These also display various information on the weapon, such as ammo count, targeting reticule, overheating and other general relevant information.
-VS ENERGY SHIELDS: When used against energy shields, such as those used by the Covenant, the Damage of most UNSC firearms is reduced by -1D in Semiautomatic, and automatic fire (below) only gets half the stacking pip bonus from all bullets spent in Ammo Depletion (either "Sustained Fire' or 'Short, Controlled Bursts'). Specifically, Autofire will grant the +1D for the first extra bullet (as the Fire-linking rules from Star Wars RPG Revised Edition), but then every TWO(2) bullets fired grants +1 pips. This can still be damaging at close range, but beyond this, energy shields become a problem. Stronger weapons may be required!
-AUTOFIRE: This weapon is designed for a fully automatic rate of fire, able to fire multiple shots by holding the trigger when operated and deliver more damage than a single round would produce. There are two methods of using Autofire ("Sustained Fire" and "Short, Controlled Bursts", below), both of which require making ranged attack skill rolls at higher-than-normal range Difficulties than normally used for firing single rounds. The result is more damage at the expense of ammunition and accuracy...
--SUSTAINED FIRE: This is when the user is trying to unleash as many bullets as possible for maximum possible damage against the target. Make the skill roll for the ranged attack (Firearms skill); any Difficulty Level rolled above the set Range Difficulty level (easy for short/moderate for medium/difficult for long) causes Ammo Depletion of 1D rounds per +1 Difficulty rolled (+1 Difficulty = -1D Ammo Depletion from magazine). EVERY extra bullet is used as per the Weapon Fire-Linking rules (as in Star Wars RPG Revised Edition by West End Games), with the first extra bullet adding +1D to Damage (making the Damage 5D before adding more), and every extra bullet after that adding +1 pips (with ever 3 pips combining as 1D; for example, +6 pips equals +2D). The cost of this is that while it is very effective in close quarters (no penalties at short range), it is less so at further ranges due to the weapon shaking itself from the recoil of firing multiple successive rounds (-2D at Medium Range, -4D at Long Range, but Ammo Depletion still adds 2D and 4D, respectively, for making the attempt).
*SUMMARY:
-Weapon skill roll at +1 Range Difficulty or more.
-Ammo Depletion of 1, +1D rounds per +1 Range Difficulty rolled.
-Damage is +1D (5D), +1 pip for every extra bullet used in Ammo Depletion (Fire-Linking rules).
-Skill roll is -2D at Medium range/-4D at Long range; Ammo Depletion still +2D/+4D, respectively.
--SHORT, CONTROLLED BURSTS: Where sustained fire has less accuracy, firing in short, controlled bursts maintains some accuracy while still doing some extra damage than a single round would produce. The user holds the weapon with both hands tightly against their shoulder, aligning their site along the body of the weapon for better 'line-of-sight' targeting, and squeeze the trigger to release limited bursts of rounds from the magazine. The result is having more control over where the bullets go, without the extreme penalties at further ranges as with "Sustained Fire". When making the weapon skill roll for a ranged attack, the Range Difficulty is increased by +1, and every shot has Ammo Depletion of 1+1D rounds (this ensures that at least two rounds will always be fired, "1" plus whatever is rolled on the "+1D"). The damage is figured as per the Weapon Fire-Linking rules (again, in Star Wars RPG Revised Edition), with the first extra bullet adding +1D to Damage (making the Damage 5D), and every extra bullet after that adding +1 pips (with ever 3 pips combining as 1D; for example, +6 pips equals +2D). While this will cause less extra damage than Sustained Fire, it does grant a better chance to cause more damage at all ranges. The extra damage will always be between 5D to 6D+2 when using this rule.
BUT, if the user CANNOT roll the +1 Range Difficulty needed to hit a target at the given range

with the burst, they either cause normal damage (if they rolled the normal Range Difficulty but no higher, with one bullet hitting out of the whole burst), or miss entirely (if they did not roll either Range Difficulty needed), but in any case, the Ammo Depletion remains the same at 1D+1 rounds from the weapon's magazine.

*SUMMARY:

-Skill roll as normal for attacks.

-Range Difficulties are +1 Level.

-Ammo Depletion is 1+1D per attack (burst).

-Damage is +1D (5D), +1 pip for every extra bullet used in Ammo Depletion (Fire-Linking rules).

-No other penalties/bonuses except those from other sources (such as HUD, other equipment or situational modifiers).

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DESIGN DETAILS

The MA5K is a carbine version of the standard MA5 Individual Combat Weapon System. The weapon is most likely lighter and easier to carry than larger assault weapons. Aesthetically, it resembles a cross between an MA5 ICWS and a BR55 Battle Rifle, although the MA5K functions more like an assault rifle.

Based on current-era tactical philosophy, it is believed that the MA5K version was produced specifically for Special Operations forces because of its lighter frame, which allowed for more quick maneuvering and less visible profile, which suits the requirements of commando missions well. This would make it well suited for Marine Shock Troops and vehicle crews as well, since it would not take up much room inside a vehicle.

OPERATIONAL HISTORY

MA5Ks were not as often used for front line duty because of their reduced stopping power, but they were used by the SPARTAN-IIIs from 2531 to 2552, especially during the Battle of Onyx.

OTHER INFO

Technical Specifications:

-Size: Handheld, two-handed (unspecified dimensions)

-Damage Per Hit: High

-Magazine Size: 30 rounds

-Fire Mode: Automatic

-Ammunition Type: 7.62mm

-Operation: Gas system

-Rate of Fire: High, fully automatic

-Accuracy: Medium

-Range: Short to Medium

-Eras: Human-Covenant War

-Affiliations: United Nations Space Command

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