Weapons D6 / M6G Magnum Handgun (B)



M6G MAGNUM HANDGUN (B Model)

The M6G Personal Defense Weapon System abbreviated as M6G PDWS and commonly referred to as the M6G Magnum Sidearm, is a United Nations Space Command infantry firearm, and is one of the variants of Misriah Armory's M6 sidearm series.

Model: Misriah Armory M6G Sidearm
Type: Handgun
Scale: Character
Skill: Firearms: Handguns/Pistols
Rate of Fire: Semiautomatic (1)
Ammo: 8
Cost:
-Weapon: 1615 cR
-Magazine: 35 cR
Availability: 3, X
Range: 1-12/25/50 (2x zoom, see below)
-Difficulty: Easy/Moderate/Difficult
Damage:
-Semiautomatic: 7D+2
-Melee: Str+1 Physical (Blunt)

GAME NOTES:

-VARIANTS: The M6G comes in two variant models; the 'B' and the 'C' (M6GB and M6GC). The 'B' variant is a semi-automatic, and is also capable of firing as fast as the operator can pull the trigger. It is issued with a smart-linked KFA-2 x2 scope (2X ZOOM), has a shorter, stockier barrel, a different slide and grip, and an electroless-nickel finish.

-RATE OF FIRE ('B' variant only): This weapon can fire consecutive rounds quickly in succession. When using "Multiple Actions" to fire several shots in one combat round, instead of -1D per extra action, it is instead like reversing the rules for Fire-Linking (see Star Wars RPG Revised Rulebook). The first extra shot is -1D, and every extra shot past that is -1 pip (with every -3 pips being -1D).

-HUD: When using a Heads Up Display (HUD) or Command Neural Interface (CNI) to work with this weapon'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 (+1, above), other equipment, etc. These also display various information on the weapon, such as ammo count, targeting reticule, overheating and other general relevant information.

-SMART-LINK SCOPE (2x ZOOM, 'B' variant only): This weapon has a smart-link scope built into

its frame. It requires the use of a Heads Up Display (HUD) or Command Neural Interface (CNI) to use it. This scope (which can look like a small camera built into the frame, or can be built into a scope attached to the body) allows the user to see at TWICE (2x) the listed range above, provided they spend an action to use the zoom function. If they want to zoom and fire the weapon, these count as two actions, and the attack will be at -1D. If the GM requires the user to Search for their target before firing, and they are still doing two actions, then the Search skill roll will also be -1D. The scope can also be used by those with a HUD/CNI to look around corners with the weapon while the user stays safely behind the corner.

-VS ENERGY SHIELDS: UNLIKE other UNSC Firearms, the M6G handgun uses explosive rounds that make it well-suited to being used against Covenant Energy Shields. It receives NO PENALTIES when used against such shields.

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DESIGN DETAILS

The M6G sidearm is a semi-automatic, recoil-operated, magazine-fed, large caliber handgun. It is a later model of the M6 series sidearms that was distributed to officers and vehicle/weapon crews.[1] The weapon has a polymer handle, along with a titanium alloy body and what appears to be an anti-corrosion nickel-plate finish. The sidearm fires the M225 SAP-HE (Semi-Armor Piercing, High Explosive) rounds from an 8-round magazine at a velocity of 427 m/sec (1302.35 ft/sec).

Performance wise, the M6G sidearm has a relatively low rate of fire, being able to deliver two rounds per second or 120 rounds per minute. It could achieve a maximum effective range of 50 meters and is very accurate and precise, proving itself to be the jack of all trades for close-to-medium range operation.

AMMUNITION

The M6G uses 12.7x40mm M225 SAP-HE (Semi-Armor Piercing, High Explosive) .50 Caliber ammunition loads. These rounds have a jacket of copper or cupro-nickel around the projectile while the projectile itself is hollow and filled with an explosive compound and a delayed-detonation impact fuse. When the round impacts a target, the jacket will initially help the projectile maintain its shape, allowing it to travel into the target before detonating almost immediately after impact, causing massive tissue damage and system shock. Probable reasons for using semi-armor piercing rounds instead of armor piercing projectiles are both to prevent over-penetration of hostiles and decreasing the risk of friendly fire during CQB and urban combat, and their devastating efficacy against soft targets. The explosive properties of the rounds render them decently effective against personal shielding systems and are also capable of damaging lightly-armored vehicles.

ADVANTAGES

The M6G is designed primarily for ruggedness and reliability. It is a very useful sidearm for close battles, and skirmishes. The UNSC has issued the M6 series of pistols as a standard sidearm because of its effectiveness against armor and shields, while retaining high impact force due to the high caliber and projectile mass. The M6G, like its predecessor the M6D, requires the same amount of skill to use, and a person who can effectually lead his shots, with a good understanding of how the weapon works will be able to take down targets with ease.

DISADVANTAGES

The M6G, unlike the M6D, has a slower firing rate, and as such downing an enemy will take considerable time. If the person wielding it does not take into account of how the weapon works, or is unable to dodge enemy fire, they will be killed quickly by their opponent. Its eight-round magazine also puts the user at a disadvantage should a couple of rounds miss its target. A user must be precise and know at what range to engage the enemy or risk being killed.

CHANGES FROM HALO 3 to HALO: REACH
-Features a usuable KFA-2 x2 smart-linked scope under the barrel.
-Has reticule bloom, like most weapons in Halo: Reach.
-Higher rate of fire; about twice as fast.
-Has a differently designed slide, grip, and magazine.
-Slightly shorter barrel.
-Firing sound is louder and more powerful.
-Different reload and melee animations.
-Damage per bullet is increased.

INFLUENCES

One possible influence is the Desert Eagle. Though their outward appearances are different, both weapons are of similar size and caliber, and the slide of the M6G comprises the rear of the frame instead of the entire upper area, common with the Eagle. Another likely candidate is the H&K P7 series or the Steyr M. Another possible influence on the design of this weapon was the FP-45 Liberator, a weapon designed in the United States during World War II. The long handle and short barrel is an obvious feature.

OTHER INFO

Technical Specifications:
-Manufacturer: Misriah Armory
-Model: M6G
-Type: Magnum caliber pistol
-Cost: cR. 1615
-Size:
--Length: 26.70cm/10.5" (overall); 11.7cm/4.6" (barrel)
--Weight: 2.7kg/5.95lbs (empty); 2.95kg/6.5lbs (loaded)
-Damage Per Hit: High (shielded enemies); Very High or *Instant Kill (flesh damage, *headshots); Medium-High (overall damage)
-Magazine Size: 8 rounds
-Maximum Ammunition:
--Single-Wielded: 40 rounds/5 magazines
--Dual-Wielded: 80 rounds/10 magazines
Fire Mode: Semiautomatic
-Ammunition Type: 12.7mm x 40mm M225 Semi-Armor-Piercing High-Explosive (SAP HE)/.50 Magnum Caliber Rounds
-Operation: Short recoil principal
-Rat of Fire: About 120 rounds/min (2 rounds/sec)
-Muzzle Velocity: 427 m/sec (1302.35 ft/sec)
-Accuracy: Medium-High
-Range: Close to Medium; 50 meters/152.5 ft
-Eras: Human-Covenant War
-Affiliation: United Nations Space Command

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