Weapons D6 / M90 Shotgun (Mk I, Mk II, M90A



M90 SHOTGUN (Mk I, Mk II, M90A)

"I believe that the sound of racking the pump of a shotgun is universally recognized as "kiss your ass goodbye".
-Anonymous E2-BAG/1/7 serviceman.

The M90 Close Assault Weapon System (abbreviated M90 CAWS), is the United Nations Space Command's primary shotgun, and is one of the most effective infantry weapons used by front line forces. There have been three variant models of the M90 CAWS, all of which are listed below with individual information where needed.

Model: Weapon System Technologies M90 Series Close Assault Weapon System
Type: Pump-action shotgun
Scale: Character
Skill: Firearms: Shotgun
Rate of Fire: Semiautomatic (1)
Ammo:
-Mk I: 12
-Mk II: 12
-M90A: 6
Cost:
-Mk I: 2,200 cR
-Mk II: 2,150 cR
-M90A: 2,150 cR
Availability: 2, R
Range:
-Mk I: 1-20/40/100
-Mk II: 1-10/20/40
-M90A: 1-15/30/60
Range Difficulty: Easy/Moderate/Difficult
Damage: (all damages are given at short/medium/long ranges and are with 8 gauge buckshot shells)
-Mk I: 8D/6D/4D
-Mk II: 6D/4D/2D
-M90A: 7D/5D/3D
-Melee (All Models): Str+2D Physical (Blunt)
Special: All damages are given at short/medium/long ranges and are with 8 gauge buckshot shells. See below for further details.

GAME NOTES:

-DAMAGE: As shown above, the shotguns do different damage at different ranges. This is because when using buckshot (which was the type of shell used in the Halo games), once fired, the

damage up close is very destructive and deadly, but as it travels farther, the buckshot pellets spread further apart, and have less impact once contacting an object. Therefor, all buckshot type shells will always have a -2D at every consecutive range past short range.

-BUCKSHOT: This is the most commonly known ammunition type used in shotguns (and this is also the type given above). While they do less damage at further ranges, the spread of the buckshot pellets can affect more targets. At short range, the weapon can be aimed and fired at a single target, but if it has enough force to tear through the target (more than likely will, GM's discretion), then anything/one behind the target is also hit by the blast and takes damage unless they dodged, and damage will be at -1D. At medium range, anything/one within a 5-meter area (a target and anyone/thing postioned adjacent to it) is hit by the weapon and takes damage and Dodge rolls are -1D. At long range, this spreads to cover a 15-meter wide area and hits anyone within it, with Dodges being -3D.

-AMMUNITION TYPES: Shotguns have always been capable of using different types of ammunition. Buckshot pellets are the most well known, but there are many other varieties that can be used with a shotgun type weapon. Some examples are...
--Slugs: These are a solid projectile, a 'bullet', instead of buckshot pellets, and will do the same damage at any range they hit at. Slugs will always do -1D damage of that listed for buckshot (7D in this case). They can be aimed at individual targets, and do not spread like buckshot pellets. Their range is also x2 that of buckshot.
--Flechette Rounds: These are another type of solid projectile that can be fired from shotguns. Unlike slugs, they have a more aerodynamic design with small stabilizer fins that make them more accurate and travel at farther ranges. Flechettes will do -2D damage of that listed for buckshot (in this case, 6D), but will have x4 the listed range. Also, if a Flechette causes a Wound result, it is lodged in place in the target (person?). If the target moves, they will take damage from the flechette lodged in them at -2D (4D) and without any bonuses from armor, etc., and will do so any round they attempt to move (or use the limb the flechette is lodged in) until it is properly removed with First Aid.
--Shredder Rounds: These shells are used for breaking locks and other "hard" targets, and can be used against "soft" targets in a tight jam if they get too close for comfort, but are very inneffective at greater ranges that short. Shredders do damage at +2D of that listed for buckshot (above), but their range is 1/4 that of buckshot, and the damage is -3D per range category past short.
--Dragons Breath: These shells are a one time use flamethrower effect, releasing powerful gouts of flame that can be troublesome for targets who can't get them out in time. Damage is 4D with the attack, but causes 5D damage every round as the flames eat away at the target, until put out some how. This can also become worse if used near combustibles or explosives. The range is 1-3/5/10, and EVERYTHING in the range is hit by the attack, with Dodge being -2D at all ranges.
--Bean Bag: This is, more or less, a type of stun round used to incapacitate targets with a hard application of force without killing them...if possible. Damage is 8D Stun, range is the same as buckshot. It should be noted that a head shot with this weapon would probably be lethal...
--Water Rounds: These are a more recent kind of ammunition type developed for shotguns (IRL), used for taking out electronics of various kinds (security cameras, etc.) as high-velocity water is good for breaking open what buckshot cannot. They can also be used as a stun round similar to the bean bag, but without the possible lethal effects. Damage is the same as the buckshot listed in either case, as lethal for electronics, and stun against living targets.

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DESIGN DETAILS

The M90 Shotgun is a pump-action, magazine-fed, dual tubular non-detachable type weapon. The Weapon System Technologies DTM series shotgun is the most common shotgun employed by UNSC Special Forces, law enforcement agencies, and sportsmen. The M90 has been in service for over 27 years and its design has changed very little. The M90?s immense power, ease of use, and reduced capacity for puncturing the hulls of spacecraft over many other UNSC weapon systems with standard 0000 ammunition are greatly appreciated. The M90 is often employed in urban conditions where the tight spaces are conducive to the shotgun's wide spray for defensive purposes and CQB combat. The military issued DTM series comes standard with an adjustable stock and pistol grip, although there are different models like the WST DTM/LE model which has a solid stock and no pistol grip. The DTM series of shotguns are available in 20-Gauge and 10-Gauge for the civilian market; the 8-gauge is only sold to law enforcement and military agencies.

AMMUNITION

The M90 Shotgun uses the Soellkraft 8 Gauge Magnum Shotgun Shell. This is an incredibly large round, not used by any modern military. Recoil has been said to be relatively low. It is assumed that shotgun technology must have been advanced enough to suppress the recoil.

ADVANTAGES

The M90 Shotgun fires 15 spreading pellets per shot. The combined force of each relatively weak pellet does a significant amount of damage against almost any type of infantry, and the shells wide spread in certain situations can inflict shrapnel damage to multiple infantry. The M90 Shotgun's powerful 8 gauge shell can punch through armor and Energy Shields easily, making the M90 a great weapon for taking on heavily armored infantry, and lightly armored vehicles. The M90's top loading system allows a user to reload the shotgun with speed and ease for quick firing.

DISADVANTAGES

While highly effective at close range, the M90 is rendered useless at long range, and should therefore be used in conjunction with a medium or long range weapon. The shotgun's pattern is extremely loose, and fans out quickly, thus at farther ranges, only one or two pellets out of the 15 might hit. The M90, being a pump action shotgun, must be cocked after every shot before it can be fired again; the M90 must also be reloaded shell by shell and does not use any type of external magazine. This can make reloading time-consuming when in combat situations, but it is useful to be able to interrupt the reloading and shoot after you load a shell. In close-quarter situations, the wide spread of the shell can potentially harm friendly infantry if the shotgun is fired at both the enemy and friendly troops. In real life, the receiver, being on the top, will never happen, as the inside is partially exposed, meaning it is vulnerable to rain. This will allow the magazine tube to become damp, and thus can cause jams and also misfires.

INFLUENCE

The mechanical design of the M90 shotgun is loosely based on the South African Neostead shotgun which features dual six-round top-loaded magazines. The weapon features two integral tube magazines with a total capacity of thirteen rounds (6+6+1) and ambidextrous bottom ejecting shells. It is chambered for standard 12-Gauge 2.75-inch cartridges. The aesthetic design is a composite of multiple pump-action designs, most notably, the Mossberg 500.

DIFFERENCES AMONG GAMES

Halo: Combat Evolved

The M90's incarnation in Halo: Combat Evolved is arguably the strongest version. It can hold 12 shells, and the player can carry up to 60 more shells for a total of 72 shells. It has the longest and most realistic effective range of all the three models, and its fifteen tungsten pellets could kill, weaken or injure targets at short to medium ranges. Although it is more likely to kill a closer ranged enemy as the shotgun is weak on further distanced enemies, the shotgun could also kill nearly any infantry target at point blank range. It even has the capabilities to take on lightly armored vehicles, such as the Ghost effectively. Players could hold the trigger button down for continuous fire. To melee, the player swings the shotgun up and brings the butt of the weapon on someone's head/front. If the player fires the entire magazine or if the player picks up a Shotgun without a full magazine and fires it empty, the character model will rack the shotguns pump after reloading, although most players usually opted to reload after every shot. It reloads more quickly than in Halo 2.

Halo 2

In Halo 2, the M90 changed significantly from it predecessor. The only aesthetic difference is that the iron sights are green instead of blue. The melee attack is much faster than in the original game, and the weapon is slung horizontally instead. Its performance is also drastically different as it can not kill targets at more than a few feet away, though a quick shoot-melee combo would usually kill an enemy very quickly. The player can only carry 36 spare shells for a total of 48 shells. Unlike the previous version, it has almost no stopping power when used against vehicles, and like before, with the range decrease, its effectiveness against the Flood was reduced slightly. It probably took this change as Bungie introduced the energy sword as a usable weapon, and wanted to "even the odds". The weapon's action does not cycle after reloading, unlike the previous iteration of the M90.

Halo 3 and Halo 3: ODST

The M90A is used in Halo 3 and Halo 3: ODST. There are a variety of graphical and gameplay changes from the previous models. The blue iron-sights have been reintroduced, it has a longer barrel and the flashlight is now mounted on the side. Unlike the older models which had a 12 shell magazine, the M90A only has a 6-shell magazine. The player can carry 30 spare shells for a total of 36 shells. To make up for this, its effective range is far greater than that of the Halo 2 incarnation, as it can kill targets at two or even three times the range, depending on their health. The rack is always pumped after reloading, despite the fact that this would eject a shell if any were already loaded. Like in Halo: Combat Evolved, the M90A is once again a powerful weapon for use against the Flood because of its increase in range and power, though the M90A may still require a player to shoot and melee a Flood target, depending on the type.

UNSC REMARKS
-?The kick is milder with the As?not that it was that bad to begin with?sometimes progress just seems like change, if you catch my meaning."
-?The adjustable stock on the M90 works just fine, but I?ve got a soft spot in my heart for the DTM/LE model?old habits die hard, I guess."
-?Actually, I think the jury is still out on whether it means ?STFU and STFD? or ?you ain?t gonna make it."
-?The action I saw against the Flood on Delta Halo was pretty limited?thankfully?and you would think that the M90 would be the ultimate anti-Flood weapon, right? Except that a shotgun is effective because it delivers a massive shock to a delicately balanced system of organs and the Flood don?t have that delicately balanced system of organs ?it?s like shooting a mike foxtrot tree!

All you can really hope to do is disassemble them as rapidly as possible in the correct order."
-?The shotgun is a specialist weapon?it has its uses, but they are limited. Maybe it is more accurate to call it a tool, as opposed to a weapon?"

TRIVIA
-The M90 has a wide variety of slang associated with it, this includes: waste 'em, deck clearer, The Hammer, Mop, Broom, Universal Translator, High Stick, Thunderer, Betsy, Equalizer, The Okay-47 (a reference to the AK47), and many, many others" according to the Halo Encyclopedia.
-It is odd that the UNSC would use a pump action shotgun in the year 2552 since semi-automatic and fully automatic shotguns have existed since the twentieth century. Tactically, a semi-automatic shotgun would be a much better alternative to a pump action shotgun due to increased fire rate and ease of operation. However, it is probable that Bungie made a pump action shotgun instead of semi-automatic for balancing reasons, or the weapon is civilian grade.
-The Shotgun is the favorite weapon of Sarge from RvB (Red vs Blue, at www.roosterteeth.com). He is always either holding it or a Sniper Rifle.
-In Halo: Combat Evolved and Halo 2, it is said to be a magazine fed weapon, which has caused much speculation as to whether there was a typo. This confusion is a common misconception, however, since Shotguns have an internal, non-detachable magazine which is different than the common assault rifle or sidearms magazine.
-In Halo 3 Matchmaking there is a gametype called Shotty Snipers, where participants starts with a Shotgun and a Sniper Rifle. This gametype is often verbally abused as many players use the Shotgun instead of the Sniper most of the time. There is also another gametype called "ShWATguns" in Matchmaking where one starts with only a Shotgun and has no shields.
-In Halo: The Flood, it is stated that the M90 fires a twelve gauge shell, whereas in the Halo game manuals it states that the M90 fires an eight gauge shell.
-Miranda Keyes is the only known human to dual-wield a shotgun with another weapon.
-In the Halo Legends episode The Package, Kelly-087 is seen firing the M90 in semi-automatic. This suggests that the shotgun is a selective-fire weapon, or just overlooked, like many other details in The Package.
-The Halo 2 & Halo 3 shotguns only fire at half of the distance that modern shotguns do, as the normal shotgun's range is about 75 yards; this is probably for gameplay reasons.
-A lot of people speculate that the M90 is heavily influenced by the SPAS series of shotguns. However, this is simply a psychological human desire to equate something fictional with something you are familiar with, and the M90 and SPAS share very few characteristics.
-In Halo: CE if you look at a discarded shell with a Sniper Rifle it will have a grinning hippo with the words for hippos everywhere on it.

OTHER INFO

Production Information:
-Manufacturer: Weapon System Technologies
-Model: M90 CAWS DTM Series
-Type: Close Assault Weapons System
-Cost: 2,200 cR
Technical Specifications:
-Size: Hand-held, two-handed
--M90
---Length: 118.3cm
--M90A
---Length: 123.9cm/48.8' (overall); 61cm/24' (barrel)
---Weight: 5.4kg/11.9lbs (empty); 5.8kg/12.8lbs (loaded)

-Damage Per Hit: High (close range); Low-Medium (medium range); None (long range)
-Magazine Size:
--Mk I/Mk II: 12 shells
--M90A: 6 shells
-Maximum Ammunition:
--Mk I: 72 shells
--Mk II: 48 shells
--M90A: 36 shells
-Fire Mode: Pump Action
-Ammunition Type: Soellkraft 8 Gauge Shell
-Operation: Manual Pump-Action
-Rate of Fire: 1.5 shells per second
-Muzzle Velocity: 300-400 mps/980-1,300 fps
-Accuracy: Low to Medium
-Range:
--Mk I: 100m
--Mk II/M90A: short to medium, 40m
-Affiliation: United Nations Space Command

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