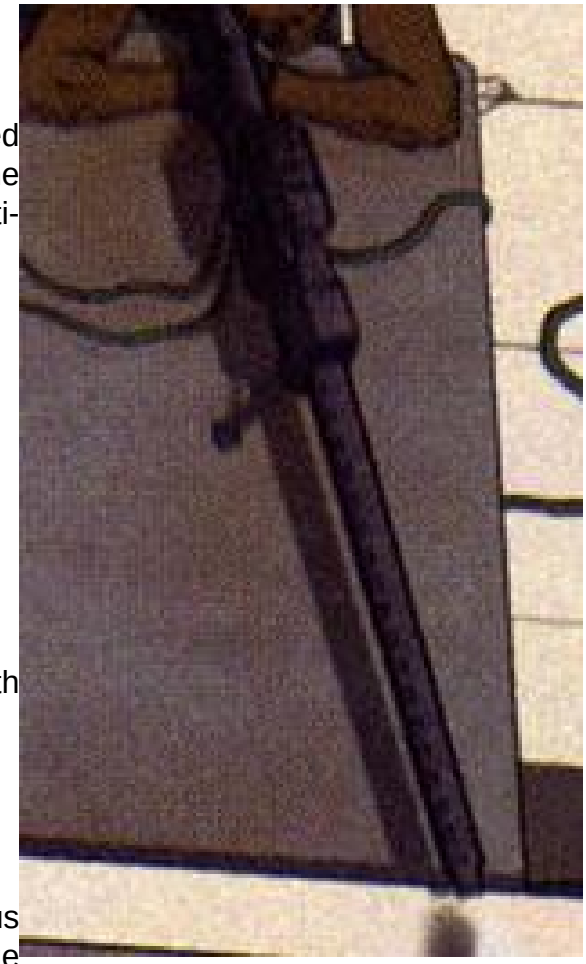
Weapons D6 / M99 Stanchion Gauss Rifle



M99 STANCHION GAUSS RIFLE

The M99 Special Application Scoped Rifle, also referred to as the M99 Stanchion Gauss Rifle or simply the Stanchion, was a United Nations Space Command anti-material rifle.

Model: UNSC M99 Special Application Scoped Rifle
Type: Sniper rifle
Scale: Character
Skill: Firearms: M99
Rate of Fire: 1
Ammo: 10
Cost: 5,078 cR
Availability: 3, X
Range: 25-50/100/450 (10x zoom, see below)
Range Difficulty: Moderate/Difficult/Very Difficult (-1 with support gear, see below)
Damage: 12D

GAME NOTES:

-OPTICS SCOPE (5X/10X): This device uses various support equipment to allow it to be used at greater range than that listed above. Much of this is listed below (ATLAS+ system, ballistic computer). All together, this allows a zoom feature for 5x and 10x magnification, as well as lowering the Difficulty by 1 level. This allows the user of the weapon to multiply the given range above at these distances and increase the weapon's effectiveness (potentially up to 4,500 meters!). If this equipment is unavailable, then the range is limited and the Difficulty goes back up as listed above. If the Ballistic computer is unavailable, the weapon's systems can be linked to ARGUS Drones for the calculations needed to reduce the Difficulty. Also, if BOTH can be used, the Difficulty is dropped by another level.

-PENETRATION: This weapon is so powerful that its rounds can penetrate through almost any structure. With the right equipment to aid in perceiving its targets (see Optics Scope, above), the rifle can be used to shoot anyone (or thing) through any structure of Walker scale or less. Most buildings are never greater than Walker scale, including skyscrapers. Also, if several targets could be lined up correctly, they could be taken out with a single shot. This requires +1 Difficulty per target, +5 per target past Heroic Difficulty.

-VISIBLE TRAIL: This weapon leaves a visible trail behind every round fired, as every gauss weapon does. Though this trail only lasts for a brief moment, it can be seen clearly by anyone who immediately tries to Search for the origin point of the shot in the same combat round as the shot that was fired (usually, when using long-distance firearms for sharpshooting, there need to be a

minimum of two shots fired, before the point of origin can be figured out). Anyone making a Search roll to find the shooter after the first shot receives a +2D visibility bonus for doing so, but hearing still requires a second shot to find. ALSO, this vapor trail can be used by the shooter as a kind of tracer to improve their aim with following shots. They receive a +1D to their attack rolls with this weapon when firing more than one shot in a combat round.

-NO-SCOPE: Unlike the SRS99 series of sniper rifles, this weapon is just too awkward to be used in no-scoping nearby enemies.

-VS ENERGY SHIELDS: Unlike other UNSC firearms, this weapon is NOT hindered by energy shields.

- - - - - - - - - -

DESIGN DETAILS

The technology used in the M99 is practically the same concept used on the larger Mass Drivers and MAC, but on a much smaller scale. This system works through using a series of electromagnetic coils (an Asynch Linear-Induction Motor) rather than chemical propellants as a source of kinetic energy, and is very similar to the M68 Gauss Cannon (M12G1 Warthog LAAV). A weapon which utilizes this technology is, needless to say, very powerful.

The M99 is also used with a portable computer to provide the ballistic calculations necessary to engage long range targets. The rifle can also be integrated with other systems, such as ARGUS Drones for trajectory and ballistic data. The M99 also uses the ATLAS+ system developed by Ohana.

AMMUNITION

The 5.4mm/.21 caliber round is very small in comparison to most standard firearms of the era, but using the Gauss technology, the small rounds have the ability to rip targets apart, even through office buildings. This is due to the high force imparted on the round. The round creates shockwaves as it passes through the target. In the case of material targets, this is a minor explosion. In the case of personnel targets, it simultaneously rips apart and pulverizes the body around the impact area. Even hits in an extremity can be deadly.

The rounds have been known to have the ability to travel great distances without affecting the trajectory, delivering enough force to punch through instacrete pylons, blow a human apart, and continue on course through an abandoned parking lot.

DEVELOPMENT HISTORY

The Model 99 Special Application Scoped Rifle first entered production in 2491, and its production was ceased in 2521. It appears to have been a popular rifle, as per its production length, and it was used mainly for anti-materiel operations. However, the .21 caliber round shot at a velocity of 15,000 meters per second was very effective against "soft" targets.

OPERATIONAL USE

The M99 Stanchion was used by then-Corporal Avery J. Johnson during Operation: KALEIDOSCOPE, who used the weapon to assassinate Jerald Mulkey Ander, a member of the

Secessionist Union from a significant distance. He used another M99 Stanchion during Operation: TREBUCHET on Tribute to kill an Insurrectionist terrorist driving a truck rigged as an explosive, and attempted to use it to neutralize a second terrorist inside a nearby restaurant, the Jim Dandy. His first target was successfully killed and torn apart by the force. The second target, who was holding a boy as hostage, killed herself with a bomb she had hidden in the restaurant, along with three special warfare Marines and thirty-eight civilians.

TRIVIA
-In reality, there is a firearm designated as the M99 which fires a .50 caliber round - the Barrett M99. There is also a Chinese sniper rifle designated as the M99. It fires a 12.7mm (.50 Caliber) bullet as well.

OTHER INFO
Production Information:
-Type: Sniper Rifle
Technical Specifications:
-Size:
--Length: 1,750mm (overall)
--Weight: 20kg (loaded)
-Magazine Size: 10 rounds
-Maximum Ammunition: 10 rounds
-Ammunition Type: 5.4mm/.21 caliber
-Operation: Semi-automatic
-Muzzle Velocity: 15,000meters/second; 9.3 miles/second
-Range: 4.5km
Usage:
-Eras: Insurrection
-Affiliation: UNSC Marine Corps

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.