Weapons D6 / Model MA5C Assault Rifle



Model MA5C Assault Rifle

The MA5C Assault Rifle is an air-cooled, gas-operated, magazine fed weapon designed for automatic fire. The MA5C is the third rifle in the MA5 Series, the workhorse of the UNSC Marine Corps that has been in service for more then 50 years. The MA5C 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 - more ?exotic? ammunition types like Shredder Rounds, are available for use, however these modifications are available only by Mission Conditional Requisition (MCR). The MA5C Assault Rifle is easily one of the most versatile weapons in the UNSC?s arsenal. Due to this versatility, the MA5C 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 MA5C Rifle has received technical, as well as physical improvements over the MA5B Assault Rifle that include: a heavier barrel with a 1 in 7 twist; a redesigned cowling to house the electronics suite that reduces weight and increases portability of weapon; and a redesigned handguard which is sturdier and provides a more positive grip. The magazine has been reduced to the 32 rounds from the original 60, and the rifle?s range and accuracy; has been substantially; improved over its predecessor making it a more formidable Assault Rifle.

Model: MA5C
Type:Slugthrower Rifle
Skill: Firearms: HUD sights automatic slugthrower rifle
Ammo: 32
Cost: 4200 (clips: 40 standard)

Fire Rate: 4
Availabilty: 2, R or X
Range: 3-50/150/300
Damage: 4D+1, 5D+2 Burst of 3

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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