Weapons D6 / Covenant Type-51 Carbine



Covenant Type-51 Carbine

The Type-51 Carbine, also known as the Covenant Carbine, is a Covenant infantry weapon. It is widely used by Brutes, Jackals and Elites, and also sometimes used by Marines and Combat Forms.

The Type-51 Carbine is the Covenant equivalent of the UNSC BR55HB SR Battle Rifle and BR55 Battle Rifle, in terms of usage. It is a semi-automatic weapon that combines high accuracy with decent damage power, used primarily for mid-range combat. Unlike most standard-issue Covenant weapons, such as the Plasma Rifle, the Carbine doesn't run on a battery. Instead, it fires solid, radioactive projectiles, similar to that of a Fuel Rod Gun, from an 18-round cylindrical magazine, sometimes suggested as being analogous to a "charger clip" style magazine, (such as in an M1 Garand or M91 Carcano used in WWII). It has a similar feature to the Assault Rifle and the Battle Rifle in that it tells how much ammunition is in the magazine. It is sometimes carried by Brutes and Elites, though this is not usually their preferred weapon, as they prefer more common weapons, such as the Spiker for the Brutes, and the Plasma Rifle and Energy Sword for the Elites. In the hands of a Brute, or Elite, they can be extremely deadly, allowing them to engage their enemies at mid range with deadly accuracy.

Model: Type-51 Covenant Carbine
Type: Slugthrower Rifle
Skill: Firearms: Scoped automatic slugthrower rifle
Ammo: 18
Cost: 4700 regular (clips: 60 standard)

Fire Rate: 1, 5
Availabilty: 3, R or X
Range: 3-50/200/500
Damage: 5D+4

Game Notes:

-Radioactive Muntions: If a shot can strike the target at the same point, it deals an additional +3D Damage.

-Also if the using a zoom function of the 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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