Weapons D6 / Spiker Type-25 Carbine



Spiker Type-25 Carbine

The Type-25 Carbine, more commonly known as the Spiker, is a common Jiralhanae firearm used during the Human-Covenant War.

The Type-25 Carbine is an automatic fire, magazine fed, double barrel weapon, that fires metal spikes that appear to be superheated by some sort of electrical discharge that occurs before the projectile is ejected from the barrel of the weapon. Two large blades made of tungsten carbide,[2] an extremely strong and durable material are mounted under the barrel of the weapon increasing its close quarters functionality. The Spiker ammunition is fed into the weapon via a small drum magazine with a 40-round capacity. The magazine wheel is located on the underside of the weapon, behind the blade and in front of the trigger.

This weapon resembles human technology more closely than it does the other weapons in the Covenant?s arsenal. It performs admirably in a variety of environments; it is a widely held belief that the weapon could sit unattended for several weeks in an active latrine and still operate as issued with no maintenance performed on it. Unfortunately this is not far from the truth. Though it was first observed over a quarter century ago[3] this weapon has not been seen in the hands of front line troops until just recently. The Spiker is based on the Jiralhanae's native pre-Covenant technology, meaning it has been in use since they first learned how to create a firearm. Although the Spiker is classified as a Carbine it is more of a counterpart to the UNSC's M7 SMG, having very similar range and penetration capabilities.

Model: Type-25 Carbine
Type: Jiralhanae Firearm
Scale: Character
Skill: Firearms: Small Spikethrower/ Submachingune
Ammo: 40
Cost: 3800 credits (ammo: 50 per clip of spikes)
Availabilty: 3, X
Range: 3-25/60/150
Fire Rate: 1,5
Damage: 4D+2 Single, 5D+4 Burst of 5

Game Notes:

Lowrecoil: -1 to Penalties for firing in Automatic or Bursts

Armor Piercing: +2D

Blades: Melee attack of STR+2D

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