Weapons D6 / M6C Magnum Handgun (M6A, M



M6C MAGNUM PISTOL (Variants: M6A, M6B, M6E, M6F, M6K)

The M6C Personal Defense Weapon System, otherwise known as the M6C Magnum Sidearm, is a United Nations Space Command sidearm and is one of the variants of Misriah Armory's M6 handgun series.

Model: Misriah Armory M6C Personal Defense Weapon System
Type: Handgun/pistol
Scale: Character
Skill: Firearms: Handguns/Pistols
Fire Control: +1
Rate of Fire: 1 (semiautomatic)
Ammo: 12
Cost:
-Weapon: 500 cR
-Magazine: 25 cR
Availability: 1, F
Range: 1-25/50/100
Damage:
-Semiautomatic: 5D+2
-Melee: Str+2 (Blunt)

GAME NOTES:

-VARIANTS: The M6 series of handguns have had a long service in the UNSC, and also in many variants in both military and civilian life, with one of the longest serving modles having been around for over 140 years.
--M6A: The M6A is a variant of Misriah Armory's M6 Series of sidearms pistols, and is noted for its comfort. However, it sees only widespread distribution in civilian security forces such as Law enforcement and Governmental security; not mainstream UNSC military units. This model began production around 140 years before 2552. The M6A Handgun fires 12.7mmx40 projectiles, and has a black polymer finish. Unlike other models such as the M6D or the M6G, it is not upsized to fit MJOLNIR armor. Damage 6D, Ammo 8 rounds, Cost 400 cR, magazines cost 20 cR.
--M6B: The M6B is an 'Officers Model' variant of Misriah Armory's M6 Series of sidearms pistols, and is noted for its comfort and KFA-1 x2 scope (2x ZOOM with its range). However, it sees only widespread distribution in civilian security forces such as Law enforcement and Governmental security; not mainstream UNSC military units. This model began production around 140 years before 2552. The M6B Handgun fires 12.7mm x 40 projectiles, and has a hard chrome finish. Unlike other models such as the M6D or the M6G, it is not upsized to fit MJOLNIR armor. Damage 6D, Ammo 12, Cost: 700 cR for the weapon. Being a somewhat upgraded variant of the M6A, it has a Fire Control +1 for better design.

--M6E: Another magnum variant of the M6 seris. Not much is known about this handgun, other than the fact that it is standard issue and sports a electroless nickel finish. For this writeup, it has an 8 round magazine, and 5D Damage, Costs 450 cR, magazines costs 20 cR.
--M6F: The M6F Handgun is a handgun in the M6 manufactured by Misriah Armory. It is an Officer's model, and is issued with a smart-linked KFA-2 x2 scope (2x ZOOM with the range) and an electroless nickel finish. Damage 5D, Ammo 12, Costs 550 cR.
--M6H: The M6H Handgun is a M6 Series-handgun manufactured by Misriah Armory. It is an up-sized Officer's model and has a smart-linked KFA-2 x2 scope and an electroless nickel finish. Damage 6D, Ammo 9 rounds, Cost 600 cR.
--M6I: The M6I Handgun is a handgun in the M6 Series, manufactured by Misriah Armory. It is a select-fire variant (Semiautomatic, Automatic) with a detachable shoulder stock and a black polymer finish. Damage 6D, Ammo 15 rounds, cost 750 cR.

-RATE OF FIRE: The M6C can fire consecutive rounds quickly in succession. When using "Multiple Actions" to fire several shots in one combat round, instead of -1D per extra action, it is instead like reversing the rules for Fire-Linking (see Star Wars RPG Revised Rulebook). The first extra shot is -1D, and every extra shot past that is -1 pip (with every -3 pips being -1D).

-VS ENERGY SHIELDS: When used against energy shields, such as those used by the Covenant, the Damage of UNSC firearms is reduced by -1D in Semiautomatic, and automatic fire (below) only gets half the stacking pip bonus from all bullets spent, either firing 'from the hip' or 'short, controlled bursts'. Specifically, Autofire will grant the +1D for the first extra bullet (as the Fire-linking rules from WEG Star Wars RPG Revised Edition), but then every two bullets fired only grants +1 pips. This can still be damaging at close range, but beyond this, energy shields become a problem. Stronger weapons may be required.

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DESIGN DETAILS

The M6C Magnum Sidearm is a short-medium range UNSC handgun that was distributed to members of the UNSC Marine Corps, particularly members of vehicular crews. This model has been up-sized to be used by Spartan?s in MJOLNIR armor. Even though the Spartan issue pistols are larger than the standard-issue variants (~117%) they can still share magazines. The M6C is a semi-automatic, recoil-operated, magazine-fed handgun. It has DA, or double-action only trigger and fires the M228 12.7mmx40mm SAP-HP round (Semi-Armor Piercing, High Penetration) from a 12 round magazine. It has a considerably high rate of fire (6 rounds/sec or 360 rounds/min) with a limited maximum effective range, being able to hit a target accurately at only about 20 meters. The M6C is considered to be the weaker of the currently usable M6-series models in that it has reduced accuracy, a shorter effective range, and lower efficiency rate against shielded, armored, and soft targets.

The M6C uses the short recoil principle. This means that the trigger needs to be pulled after every shot for the next round to be fired. Because it is semi-automatic, the gun will cock itself after every shot due to recoil and will continue to do so until the magazine is empty. The recoil comes from the gases of the rounds fired. The gases force the slide, located on the top of the gun, backward. The slide not only absorbs the force of the gases but it also uses the force to eject spent casings out of the ejection port and load new rounds into the chamber. Of course, before the first round can be fired, the round must be chambered. This is done first by inserting a magazine with ammunition into the grip of the weapon and second by pulling the slide back completely and letting it launch forward, chambering a round on the way. There is a small, red rectangular box on the flat

back of the slide that protrudes out slightly when the weapon is cocked. Once this is done, the safety, located at the back of the slide on both sides, must be switched off or the weapon will not fire. Once all the rounds have been spent, the slide catch, a rectangular lever located above the trigger, is forced upward and ?catches? the slide by a little notch. To reload, the empty magazine must be removed and this is done by using the magazine release button which is located on the grip. Once the empty mag is out, a fresh one can be inserted. Once the fresh mag is inserted, the slide catch is pressed downward and the slide chambers a round.

AMMUNITION

The M6C Magnum, uses 12.7mmx40mm (.50 caliber) Semi-Armor-Piercing, High-Penetration rounds. These rounds have a jacket of copper or nickel which encloses a more frangible metal projectile that will deform shortly after penetration. When the round hits a hard object such as body armor, the jacket will temporarily help maintain the shape of the projectile so that it has a better chance of penetration. A second impact against bone or solid muscle mass inside the target's body is usually enough to complete the jacket's rupture, at which point the projectile mushrooms and shatters into smaller pieces, causing a large number of wound channels and maximizing damage. These rounds are typically more effective against infantry as opposed to armor-piercing rounds due to a larger dump of KE, resulting in better stopping power. Ammunition packets for the M6C Magnum are labeled in the same blue color as all other M6 sidearm ammunition packs. However each ammunition pack has a different shade and text to indicate the type of ammunition inside.

ADVANTAGES

The M6C PDWS is a defensive sidearm allowing for successful engagement at close range. The M6C Magnum's 12.7mm ammunition does a considerable amount of damage to soft targets. This, coupled with its high rate of fire and its ability to kill with a a single headshot makes the M6C a capable weapon against unshielded infantry over short distances.

DISADVANTAGES

The M6C PDWS, when compared to the strength of other versions of the M6 Magnum series, is considered the weaker of the military issued sidearms. Its inability to engage infantry at medium or long ranges is the weapons main disadvantage, for this reason the M6C is mostly issued to vehicular crews as the weapons nature serves a more passive defensive role. The weapon?s accuracy when compared to the other M6 models, is about 1/5 as accurate as the M6D PDWS, having a large shot spread at close ranges. This, combined with its minimal damage against current shield systems, makes it a poor weapon of choice when used in offensive situations. The M6C's default ammunition has no secondary effects, limiting its effectiveness against heavily armored infantry.

INFLUENCES

One possible influence on the design of the weapon is the Walther P99. Another possible influence could be the FP-45 Liberator, a weapon designed in the United States during World War II. The long handle, but short barrel is an obvious feature.

TRIVIA:
-A suppressed variant is available to UNSC Special Forces.
-The Halo 2 Post Game Carnage Report Breakdown Tab on Bungie.net shows the weapon as "Magnum M6G Pistol" even though the game manual states it is the M6C model.

-If aimed directly at an enemy's head a red dot will appear in the center of the crosshair.
-The pistol is a dark grayish color rather than a Whitish-silver color like other variants, but some versions have been noted to have a silver color, like John Forge's pistol.
-The M6C has no hammer and can be implied that it has an internal firing pin or striker that is spring loaded, similar to that of a Glock handgun.
-The M6C's design looks similar to a Walther P99 pistol. The overall design is very much the same, however the M6C is much smoother and rounded than the Walther P99.
-Inspects the files M6C texture can be seen that the sides have most of the engravings that are present in the M6G.
-The M6C actually has the highest rate of fire of all handguns in the entire Halo saga, being able to fire twice as fast as a Covenant Carbine if you have a fast trigger finger. While this is very useful, it consumes ammunition at an extremely fast rate. So, do NOT use this as a primary weapon, but what pistols are designed to be: sidearms.

OTHER INFO

Technical Specifications:
-Manufacturer: Misriah Armory
-Size: 26.8cm overall length (handheld, single-handed)
-Damage Per Hit: Medium to Low
-Magazine Size: 12 rounds
-Maximum Ammunition: 60 rounds/5 magazines (single-wielded); 120 rounds/10 magazines (duel-wielded)
-Fire Mode: Semiautomatic
-Ammunition Type: 12.7x40mm M226 Semi-Armor-Piercing High-Penetration/.50 Magnum Caliber rounds.
-Operation: Short recoil principal
-Rate of Fire: About 360 rounds per minute/6 rounds per second
-Accuracy: Medium
-Range: Maximum effective range between 19-23 meters; maximum range between 50-100 meters
-Eras: Insurrection
-Affiliations: United Nations Space Command

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