

Weapons D6 / M6D Magnum Handgun

M6D MAGNUM HANDGUN

The M6D Personal Defense Weapon System, otherwise known as the M6D Magnum Sidearm, is a UNSC sidearm and is one of the variants of Misriah Armory's M6 handgun series.



Model: Misriah Armory M6D Personal Defense Weapon System

Type: Handgun/pistol

Scale: Character

Skill: Firearms: Handguns/Pistols

Rate of Fire: Semiautomatic (1)

Fire Control: +1

Ammo: 12

Cost:

-Weapon: 1730 cR

-Magazine: 50 cR

Availability: 3, X

Range: 1-12/25/50 (2x zoom, see below)

-Difficulty: Easy/Moderate/Difficult

Damage:

-Semiautomatic: 7D+2

-Melee: Str+1 Physical (Blunt)

GAME NOTES:

-RATE OF FIRE: This weapon 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).

-HUD: When using a Heads Up Display (HUD) or Command Neural Interface (CNI) to work with this weapon's electronics suite, the user gains a +1 to their skill when using the weapon. This stacks with any other bonuses, such as modifications to the weapon to increase Fire Control (+1, above), other equipment, etc. These also display various information on the weapon, such as ammo count, targeting reticule, overheating and other general relevant information.

-SMART-LINK SCOPE (2x): This weapon has a smart-link scope built into its frame. It requires the use of a Heads Up Display (HUD) or Command Neural Interface (CNI) to use it. This scope (which can look like a small camera built into the frame, or can be built into a scope attached to the body) allows the user to see at TWICE (2x) the listed range above, provided they spend an action to use the zoom function. If they want to zoom and fire the weapon, these count as two actions, and the attack will be at -1D. If the GM requires the user to Search for their target before firing, and they are still doing two actions, then the Search skill roll will also be -1D. The scope can also be used by those with a HUD/CNI to look around corners with the weapon while the user stays safely behind the corner.

-VS ENERGY SHIELDS: UNLIKE other UNSC Firearms, the M6D handgun uses explosive rounds that make it well-suited to being used against Covenant Energy Shields. It receives NO PENALTIES when used against such shields.

DESIGN DETAILS

The M6D Pistol is an 'up-sized' UNSC handgun issued to Navy officers. This model has been upscaled for use by SPARTAN-IIs in MJOLNIR armor. Even though the Spartan issue pistols are larger than the standard-issue variants (117%) they can still share magazines. The M6D is a semi-automatic, recoil-operated, magazine-fed, large-bore handgun that is controllable even during rapid fire, although at the cost of accuracy. In-game (Halo: Combat Evolved for the original XBOX gaming console), the player can hold the trigger down, and the weapon will fire repeatedly without additional pulls of the trigger. It is most likely striker-fired, due to there being no visible external hammer. It fires M225 SAP-HE (Semi-Armor Piercing, High Explosive) rounds from a 12-round magazine. Operators can achieve an effective rate of fire of 3.5 rounds/sec or 210 rounds/min. The weapon is very accurate out to its maximum effective range. This accuracy allows incredibly precise target engagement at long range. This, combined with its decent damage against Energy Shields, makes it a viable option when faced with shielded opponents, such as Elites. It is, however, even more effective against unshielded infantry targets, being able to kill most targets in one shot to the head or two to three shots to the body.

The M6D is a semi-automatic weapon - this principle of weapon operations means that the weapon will cock itself after every shot due to recoil and will continue to do so with every trigger pull until the magazine is empty. The M6D also uses the short recoil principle; it uses the force of the recoil to eject the spent casing, chamber another cartridge, and re-cock the weapon so that it may be fired again. Before the first round can be fired however, a round must be chambered, this is done by inserting a loaded magazine into the grip of the weapon and then by pulling the slide back completely and letting it slingshot forward, which takes a round from the top of the magazine and carries it into the chamber. To reload, the empty magazine must be removed with the magazine release button located on the grip and a fresh magazine inserted. Once the fresh magazine is inserted, the slide is allowed to return to its normal position by the operator. There is no need to re-cock the weapon. Cocking is only necessary when chambering the first round when bringing the weapon out of "safe" mode - safety on, uncocked, unloaded.

The M6D is a very basic pistol compared to most 26th century technology. It is a large handgun, having

an overall length of 26.7cm and possesses a rifled barrel, improving accuracy by spinning the bullet. It is issued in a hard chrome finish color and operates like most contemporary pistols. It has rear sights but it does not have a forward sight blade, which is replaced by the smart-link scope. It features a KFA-2 2x optical, smart-linked scope. This scope links directly to a user's HUD or a Marine eye piece. It also has a large grip guard, which helps prevent the user from dropping it and a chrome barrel which helps prevent corrosion.

AMMUNITION

The M6D uses 12.7x40mm M225 SAPHE (Semi Armor Piercing High Explosive) magnum loads. These rounds have a jacket of copper or cupro-nickel around the projectile while the projectile itself is hollow and filled with an explosive compound and a delayed-detonation impact fuse. When the round impacts a target, the jacket will initially help the projectile maintain its shape, allowing it to travel into the target before detonating almost immediately after impact, causing massive tissue damage and system shock. Semi-armor piercing rounds are more effective against infantry targets as compared to armor piercing rounds due to the massive KE dump and catastrophic system damage caused by internally-fracturing rounds, and have the added bonus of posing less risk to friendlies and noncombatants in the vicinity of the target. The explosive properties of the rounds also render them decently effective against personal shielding systems and are capable of damaging lightly-armored vehicles.

ADVANTAGES

The M6D PDWS is one of the UNSC's most trusted combat pistols. It is very accurate, allowing for successful engagement at any range below 122.7 meters. It also does a considerable amount of damage against both shielded infantry and flesh, as it fires 12.7x40mm M225 SAP-HE rounds. The large bullet and cartridge size yields a large amount of kinetic energy, enough to quickly deplete any form of energy shields. Its semi-armor-piercing ability, combined with the high kinetic energy allows the bullet to penetrate most physical armor, after which its high explosive core detonates.

DISADVANTAGES

Although the M6D has many advantages, the weapon does have a few weaknesses. A person using the M6D must be extremely efficient at aiming the M6D, taking physics into account; projectiles have their own trajectories and as such are affected by user movements. The user must lead the target, as well as consider the small spread that is present when the pistol is fired. In order to pull off a three shot kill against shielded infantry, the user must have good reflexes and know where and how to aim, taking into account all of the previous variables. This can make the M6D difficult to effectively use for inexperienced players. Although the pistol can hit a target at long ranges, it cannot kill, or even impact a target at a distance greater than 122.7 meters.

INFLUENCES

The M6D pistol combines the features of several modern-day pistols: The Desert Eagle is a large, semi-automatic pistol using similarly-sized ammunition. It, however, uses a gas-actuated feed system instead

of the short recoil system. The Mark XIX feature two grooves on the barrel that allow the mounting of gunsights, such as holo sights and scopes. The Browning Hi-Power is a slightly smaller pistol that also uses the short recoil principle and is automatic. It fires much smaller ammunition, however. The pistol fires 12.7x40mm rounds, making them very similar to the real-life 12.7x41mm (.500 S&W Magnum) round used by the Smith&Wesson M500 magnum revolver. The pistol in Marathon, Bungie's previous FPS, had a visible scope. It is possible this is where Bungie's idea of giving a pistol a scope originated.

TRIVIA:

-This is the first weapon players receive in the trilogy, on the level the Pillar of Autumn from Captain Jacob Keyes.

-Ironically, though the M6D is the most powerful of the M6 handgun series, in game it is referred to as simply "a pistol," while the M6C, which is considerably less powerful, is called "a magnum." The term magnum is generally applied to powerful handguns, such as the Desert Eagle, implying that the C is more powerful than the D. Anyone who has used the weapon will know that this is untrue. It has been said by many critics that the M6D Pistol was massively overpowered, since it could destroy a vehicle with one or two magazines. It was mentioned during an episode of the Bungie Podcast that there was an internal debate about how powerful the M6D should have been. It was stated that the weapon was supposed to be weaker, but an employee made a last-minute code change that gave the pistol its power.

--One of the comments on the weapon changes in Halo 2 revolved around the fact that in Halo 1, "the assault rifle handled like an SMG and the pistol handled like a rifle." In Halo 2, the altered weapon loadout featured "a rifle that handles like a rifle, a pistol that handles like a pistol, and an SMG that handles like an SMG."

-The M6D has Japanese Kanji (the character "Seven") written on it.

-In the Halo 2 multiplayer map Tombstone, there is a M6D Pistol crate that's behind the right side of the fence that is stretched over the water trench in the middle of the map. You must zoom in to see it properly.

-ScrewAttack noted the M6D as "the most powerful pistol in FPS history" in their Top 10 First Person Shooters of all time.

OTHER INFO

Technical Specifications:

-Manufacturer: Misriah Armory

-Size: 26.7cm overall length (handheld, single-handed)

-Damage Per Hit: High (against shielded enemies); Very high (flesh damage); Overall damage High

-Magazine Size: 12 rounds

-Maximum Ammunition: 132 rounds/11 magazines

-Fire Mode: Semiautomatic

-Ammunition Type: 12.7x40mm M225 Semi-Armor-Piercing High-Explosive rounds

-Operation: Short recoil principal

-Rate of Fire: About 210 rounds per minute/3.5 rounds per second

-Accuracy: High

-Range: Short to Medium

-Eras: Human-Covenant War

-Affiliations: United Nations Space Command

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