Weapons D6 / M6J Carbine



M6J CARBINE

"Out there fighting the Covies, there were many a' time I found myself wishing I had a good ol' trusty MA5C at my side. Then I got lucky and learned about the M6J, and for some reason most other soldiers didn't bother with it. Well, they're dead, and I'm not!"
-Corporal J.J. Robinson, UNSC Army soldier, survivor of the glassing of James' World in the Outter Colonies.

The M6J Carbine is a United Nations Space Command infantry firearm, in use by the Army.

Model: Misriah Armory M6J Carbine
Type: Carbine (modified/upgraded M6 Series handgun)
Scale: Character
Skill: Firearms: Rifle (Assault Rifle if automatic)
Fire Control: +1
Rate of Fire: Semiautomatic (1)
Ammo: 18
Cost:
-Weapon: 1775 cR
-Magazine (18): 60 cR
-Magazine (24): 70 cR
Availability: 3, X
Range: 1-35/75/150 (2x zoom, see below)
Damage:
-Semiautomatic: 6D+2
*Burst: 8D (possible mod, see below)
*Automatic: 7D+2+ (possible mod, see below)
-Melee: Str+2 Physical (Blunt)

GAME NOTES:

-MODIFICATIONS: Being a variant of the M6 series sidearms, the M6J is a remodeled variant of the powerful M6D, in that it uses the High-Explosive ammunition it is known for. The M6J Carbine has been upgraded to work more like a rifle. It has a much longer barrel, highly extending its range and accuracy, while also having a detachable stock to help stabilize the weapon while firing (Fire Control +1, shown above). There is also a smart-link scope with 2x zoom magnification, as well as electronic gear to make use of HUD/CNI technology and their bonuses.

-FIRE MODES (MOD): While the M6J Carbine still fires in semiautomatic, with the right tools and materials, it can be modified to fire in either a burst mode or be fully automatic. Either mod is Difficult Difficulty and costs 20% of the weapon's listed price. The Burst mode uses 3 rounds (shown above), as it uses parts already available from other weapons, such as the BR55 Battle

Rifle. The Automatic mode has no fire-select switch to return to semiautomatic; when considering the mod, it must be one or the other. If one can make a Very Difficult Difficulty Firearms Repair roll when doing either mod, then either mode can then have a fire-select option to switch between semiautomatic and the new fire mode. This costs 50% of the weapon's price. If a Heroic Difficulty Firearms Repair roll is made, the weapon can have all fire modes with a fire-select switch, but this costs about double the weapon's listed price in materials.

-RATE OF FIRE: The M6J can fire consecutive rounds quickly in succession, like most other M6 Series weapons. 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).
--NOTE!: If the weapon has been modified with an alternate fire mode (shown above), then it no longer has this ability, and multiple shots use the normal rules for multiple actions, taking -1D per extra action.

-SMART-LINK SCOPE (2x): The M6J has a smart-link scope built into its frame. It requires the use of a Heads Up Display (HUD) or Command Neural Interface (CNI) system link to use it. This scope (which usually looks like a small wireless camera mounted right above the barrel, but can also be a scope mounted above the body) allows the user to see at TWICE 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 to look around corners with the weapon while the user stays safely behind the corner.

-HUD: When using a Heads Up Display (HUD) or Command Neural Interface (CNI) set to work with the weapon's electronics suite, the user gains a +1 to their skill at short and medium range. This is in addition to the +1 Fire Control listed above (+2 total). The HUD also displays other relevant data on the weapon, such as an ammo counter, overheating, etc.
-VS ENERGY SHIELDS: UNLIKE other UNSC Firearms, the M6J 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.

-AUTOFIRE: If the M6J has been modified with an Automatic fire mode, then it follows the rules for Autofire, as given in the MA5B Assault Rifle and other automatic weapons.

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DESCRIPTION:

It is the carbine variant of the M6 Series and has an electroless nickel finish. The barrel length is 355mm and the shoulder-stock can be detached.

OTHER INFO

-Manufacturer: Misriah Armory
-Size: 355mm barrel length (hand-held, two-handed)
-Fire Mode: Semiautomatic
-Ammunition Type: 12.7x40mm M225 Semi-Armor-Piercing High-Explosive/.50 Caliber Magnum rounds

-Operation: Short recoil principal
-Affiliation: UNSC Army

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