Weapons D6 / M45 Tactical Shotgun



M45 SHOTGUN

"Them marines might have the M90 to neutralize them covy mike foxtrots. But mine packs a lil' more punch an' looks bigger too".
-Anonymous UNSC Army serviceman.

The M45 Tactical Shotgun, formally known as the Tactical Shotgun, 8 Gauge, Pump Action, M45, is a shotgun used by the United Nations Space Command Army.

Model: Misriah Armory M45 Tactical Shotgun
Type: Pump-action shotgun
Scale: Character
Skill: Firearms: Shotgun
Rate of Fire: Semiautomatic (1)
Ammo: 6
Cost: 2,300 cR
Availability: 2, R
Range: 1-20/40/80
Range Difficulty: Easy/Moderate/Difficult
Damage: 9D/7D/5D
-Melee: Str+2D Physical (Blunt)
Special: All damages are given at short/medium/long ranges and are with 8 gauge buckshot shells. See below for further details.

GAME NOTES:

-DAMAGE: As shown above, the shotguns do different damage at different ranges. This is because when using buckshot (which was the type of shell used in the Halo games), once fired, the damage up close is very destructive and deadly, but as it travels farther, the buckshot pellets spread further apart, and have less impact once contacting an object. With the M45, the buckshot type shells have a -2D at every consecutive range past short range.

-BUCKSHOT: This is the most commonly known ammunition type used in shotguns (and this is also the type given above). While they do less damage at further ranges, the spread of the buckshot pellets can affect more targets. For the M45, the pellets stay more tightly packed, making it easuer to hit individual targets, but harder to engage multiple ones in one attack.
At short range, the weapon can be aimed and fired at a single target, but if it has enough force to tear through the target (more than likely will, GM's discretion), then anything/one behind the target is also hit by the blast and takes damage unless they dodged, and damage will be at -1D. At long range, anything/one within a 5-meter area (a target and anyone/thing postioned adjacent to it) is hit by the weapon and takes damage and Dodge rolls are -2D. At medium range, there are no oustanding penalties; the weapon can still target individuals, but does not spread enough to hit

other adjacent objects, but does not really have the force to punch through the target of impact and damage something behind it either.

-AMMUNITION TYPES: Shotguns have always been capable of using different types of ammunition. Buckshot pellets are the most well known, but there are many other varieties that can be used with a shotgun type weapon. Some examples are...
--Slugs: These are a solid projectile, a 'bullet', instead of buckshot pellets, and will do the same damage at any range they hit at. Slugs will always do -1D damage of that listed for buckshot (7D in this case). They can be aimed at individual targets, and do not spread like buckshot pellets. Their range is also x2 that of buckshot.
--Flechette Rounds: These are another type of solid projectile that can be fired from shotguns. Unlike slugs, they have a more aerodynamic design with small stabilizer fins that make them more accurate and travel at farther ranges. Flechettes will do -2D damage of that listed for buckshot (in this case, 6D), but will have x4 the listed range. Also, if a Flechette causes a Wound result, it is lodged in place in the target (person?). If the target moves, they will take damage from the flechette lodged in them at -2D (4D) and without any bonuses from armor, etc., and will do so any round they attempt to move (or use the limb the flechette is lodged in) until it is properly removed with First Aid.
--Shredder Rounds: These shells are used for breaking locks and other "hard" targets, and can be used against "soft" targets in a tight jam if they get too close for comfort, but are very inneffective at greater ranges that short. Shredders do damage at +2D of that listed for buckshot (above), but their range is 1/4 that of buckshot, and the damage is -3D per range category past short.
--Dragons Breath: These shells are a one time use flamethrower effect, releasing powerful gouts of flame that can be troublesome for targets who can't get them out in time. Damage is 4D with the attack, but causes 5D damage every round as the flames eat away at the target, until put out some how. This can also become worse if used near combustibles or explosives. The range is 1-3/5/10, and EVERYTHING in the range is hit by the attack, with Dodge being -2D at all ranges.
--Bean Bag: This is, more or less, a type of stun round used to incapacitate targets with a hard application of force without killing them...if possible. Damage is 8D Stun, range is the same as buckshot. It should be noted that a head shot with this weapon would probably be lethal...
--Water Rounds: These are a more recent kind of ammunition type developed for shotguns (IRL), used for taking out electronics of various kinds (security cameras, etc.) as high-velocity water is good for breaking open what buckshot cannot. They can also be used as a stun round similar to the bean bag, but without the possible lethal effects. Damage is the same as the buckshot listed in either case, as lethal for electronics, and stun against living targets.

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DESIGN DETAILS

The M45 Tactical Shotgun is a special-purpose weapon used in any situation where the range of engagement is limited and when over-penetration is not desirable, but maximum stopping power is required. Like the M90 Close Assault Weapon System, the M45 is a pump-action, magazine-fed (dual tubular, non-detachable type) weapon that uses 8 gauge magnum (3.75?) ammunition. It features an adustable stock, however this is purely cosmetic.

GAMEPLAY (from Halo: Reach)

In gameplay, the M45 Tactical Shotgun is more powerful than the M90 Close Assault Weapon System from Halo 3 and Halo 3: ODST. The pellets have a tighter grouping and the range is superior as well, which also makes it harder to hit multiple enemies at close range. Although this

change is hardly noticeable, impact force can be noticed as damage is higher.

TRIVIA
-It is possible that Bungie named this shotgun the M45 because it is the in-game counterpart to the M90 from the other games: 45 is half of 90.
-In the Halo: Reach Multiplayer Beta, the shotgun had cyan lights similar to those on the M90 in Halo: Combat Evolved and Halo 3. The sights are red in the final game.

OTHER INFO

Production Information:
-Manufacturer: Misriah Armory
-Model: M45 Tactical Shotgun
-Type: Tactical Shotgun, Close Assault Weapons System
-Cost: 2,400 cR
Technical Specifications:
-Damage Per Hit: High to Instant Kill (close range); Low-Medium (medium range); None (long range)
-Magazine Size: 6 shells
-Maximum Ammunition: 30 shells
-Fire Mode: Pump Action
-Ammunition Type: Soellkraft 8 Gauge Shell
-Operation: Manual Pump Action
-Accuracy: Low
-Range: Short
-Affiliation: UNSC Army

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