

Weapons D6 / W/AV M6 G/GNR



W/AV M6 G/GNR

The Weapon/Anti-Vehicle Model 6 Grindell/Galilean Nonlinear Rifle (abbreviated W/AV M6 G/GNR), also known as the Spartan LASER, is the UNSC's ground-based, man-portable, anti-vehicle, directed energy weapon. It is the only known battery-powered UNSC weapon, and is the most powerful infantry weapon fielded by UNSC forces. It is capable of penetrating multiple targets, including tanks, unlike most infantry weapons, which can only penetrate infantry. It is alternatively known as the Galilean, or, in player lexicon, the "Splaser".

Despite the name, the Rifle can be used by unaugmented humans, such as UNSC Marines, and ODSTs.

The M6 Spartan Laser is a man-portable, shoulder-fired, directed energy weapon used by the UNSC. When the trigger is pulled, a red targeting Laser is painted on-target accompanied by an audible whine as the weapon cycles up. The Spartan Laser will then charge for approximately three seconds before discharging the main laser. As the Spartan Laser charges, the charging tone gets noticeably louder up until the laser is fired. The firing sequence can be aborted without discharging the battery as long as the weapon is not actually fired; for example, if the target moves out of sight or the operator needs to displace. The laser is capable of penetrating several enemies or vehicles, and has a small blast radius, injuring targets within two meters of the point of impact and toppling light vehicles. It has an offline sequence between shots while it (presumably) cools down (approx. 2-4 seconds), and is highly effective at destroying enemy vehicles.

Name: W/AV M6 G/GNR Spartan LASER

Model: Weapon/Anti-Vehicle Model 6 Grindell/Galilean Nonlinear Rifle

Scale: Speeder

Skill: Heavy Blaster; Repeating Blaster

Ammo: 5

Cost: 16,000 (200 per Energy cell)

Availability: 2, X

Range: 5-50/500/2000

Fire Rate: 1

Damage: 8D

Game Notes:

-The Spartan Laser has a 3x scope, which makes it a weapon of considerable range and accuracy with a +2D to Heavy Blaster if used for one round of aiming.

-The Spartan Laser needs to charge up for 1 round before firing and needs another round to cool down after firing.