Galactic Six Munition Fabricating Compact Assault Rifle

The Galactic Six Munition Fabricating Compact Assault Rifle, more commonly known as the G6 MFCAR, is a joint-venture covert assault rifle designed and manufactured by Galactic Horizon and Section 6. It takes technologies from both entities, is capable of building itself from a redesigned Honeycomb Fabricator, and is chambered in S6 6mm Bullets.

About the G6 MFCAR

The G6 MFCAR is designed to pass itself off as a simple patching tool when not deployed in its weaponized state - essentially, something that wouldn't be a given a second glace if it was seen amongst a technician's toolbox. This is to make sure the weapon can make it into places it is intended to go before being deployed into the internally suppressed, electronically fired bullpup assault rifle chambered in Galactic Six 6mm Caseless Electronically Fired Rounds. While not boasting the highest ammo capacity the weapon certainly has enough for the covert operations it is intended for and if used correctly the magazine should never be completely empty.

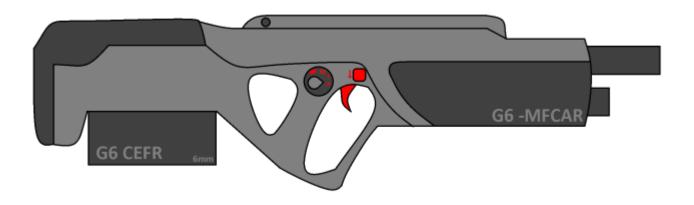
Nomenclature Information

Below is a list of information relating to the design, manufacture, and classification of the Galactic Six Munition Fabricating Assault Rifle

- Designer: Galactic Horizon and Section 6
- Manufacturer: Galactic Horizon and Section 6
- Name: G6-MFCAR/Galactic Six Munition Fabricating Compact Assault Rifle
- Nomenclature: G6-W1-1A
- Type: Electronically-Fired Chemical Projectile Propulsion
- Role: Covert Assault Rifle
- **Dimensions:** 20 inches by 4 inches by 10 inches¹⁾
- Weight (Unloaded): 8 pounds²⁾
 Weight (Loaded): 9 pounds³⁾

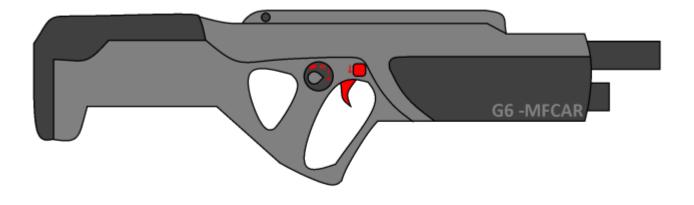
Appearance

In 'covert' mode the Galactic Six Munition Fabricating Compact Assault Rifle is a simple black t-shaped fabrication tool with a slanted handle. It makes use of a volumetric display to chose materials (limited to polymers and more common materials such as Durandium Alloy) with a fabrication rate of 6 cubic centimetres of material per second.



When fabricating the rifle, the Honeycomb Fabricator first constructs the outer shell and then begins working on the internals. It takes 30 seconds to construct a complete rifle with a full mag.

As a weapon, the Galactic Six Munition Fabricating Compact Assault Rifle is a bullpup-styled rifle with an outer shell made of a greyed polymer with a few rounded edges. Both the fire mode selector and mag release are red in colour, ambidextrous, and located above the trigger (which is also red); lastly, the handle has a sturdy knuckle guard.



Discharge Information

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Below is information about what the Galactic Six Munition Fabricating Compact Assault Rifle does when fired.

- Muzzle Flash: A small, somewhat muted flash of burning gasses escaping the weapon's internal suppressor.
- Retort: The weapon gives a faint pop when it is fired and no sonic boom due to the use of sub-sonic ammo.
- Effective Range 350 yards⁴⁾
- Rate of Fire: Variable⁵⁾
- Recoil: The MFAR's low-set, recoiling barrel causes the weapon to recoil with less force than an
 average assault rifle and move straight back into the user's arm when fired instead of up, down, or
 to the sides like most other rifles.

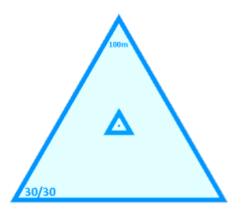
Ammunition

Below is information about the Galactic Six Muniton Fabricating Compact Assault Rifle's ammunition.

- Ammunition Galactic Six 6mm Caseless Electronically Fired Rounds
- Purpose: Tier 2, Medium Anti-Personnel
- Round Capacity: 30 rounds per magazine⁶⁾

The MFCAR's 6mm rounds will penetrate flesh and armor alike at medium range unless the targets are wearing heavy armor or are at a long distance from the shooter.

Weapon Mechanisms



Below is information pertaining to individual mechanisms in the Galactic Six Munition Fabricating Compact Assault Rifle.

• Firing Mechanism: The G6 MFCAR features an electronic firing pin that activates a laser in order

to activate each round's propellant and fire projectiles out the rifle's end. The trigger is little more than a trigger-shaped on/off switch linked to a computer that tells the laser when to activate and deactivate depending on the currently selected firing mode; although this system also brings the lock time closer to zero, gasses still push the electronic firing pin back to cycle out spent casings and chamber the next round as they are burnt off.

- **Loading:** A magazine sits in the stock of the rifle and rounds are pulled from it then chambered. The Honeycomb Fabricator can fabricate at a rate of 3 rounds per second and stops once the magazine is full.
- **Mode Selector:** An ambidextrous fire selector that sits on both sides of the rifle for semi, burst, auto, and safe.
- Firing Modes: Semi, burst, full auto, and safe.⁷⁾
- **Weapon Sight:** The G6 MFCAR makes use of a volumetric sight (capable of up to x100 zoom) linked up to a Multifunction Optical/Audio Sensory Suite that sits below the barrel. The sight is only visible from behind the barrel, makes use of the sensor's visual enhancement modes, only appears when the weapon's grip is held, and can be linked up to power armour for further aim assistance.

Other

The whole deal behind why the G6 MFCAR is so different to every other assault rifle is because of the fact it is a one-time purchase - no additional parts should ever need to be purchased due to the weapon's self-repair capabilities and there is no need to buy ammunition because the weapon provides its own thanks to the Honeycomb Fabricator that inspired the whole project. It takes 30 seconds for the full weapon to create itself, starting with the polymer frame, then the internal components, and finally the ammunition. Rounds are created at a rate of three rounds every second and should never run dry if the weapon is used as the covert firearm it is intended to be; furthermore, the weapon can break itself down into nothing in 5 seconds flat to leave nothing but the fabrication unit which can be easily explained away as a simple tool.



- Full Weapon Fabrication Speed: 30 seconds
- Ammunition Fabrication Speed: 3 6mm rounds each second
- Full Weapon Deconstruction Speed: 5 seconds
- Weapon Repair: Passive⁹⁾

Due to the Honeycomb Fabricator's unique process of fabrication you cannot have more than five

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MFCARs within 10 meters of each other without the fabrication times being adversely affected - they will still function though the further the number goes past 5 units on one area then the worse each unit within the affected area will function.

Pricing

Below is the price for the Galactic Six Munition Fabricating Compact Assault Rifle.

Galactic Six Munition Fabricating Compact Assault Rifle: 3,500 KS

Replaceable Parts and Components

The weapon repairs itself, thus no replacement parts are sold.

OOC Notes

SirSkully created this article on 2018/12/05 19:21.

Approved by Alex Hart Here on 2018/1/4

| Products & Items Database | |
|---------------------------|--|
| Product Categories | weapons: rifles |
| Product Name | G6 Munition Fabricating Compact Assault Rifle |
| Nomenclature | G6-W1-1A |
| Manufacturer | Galactic Six, Galactic Horizon, Section 6 High Explosive Grenade |
| Year Released | YE 40 |
| Price (KS) | 3 ,500.00 KS |
| DR v3 max | Tier 2 |
| Mass (kg) | 3.6 kg |

Roughly equivalent to 46 centimeters by 10 centimeters by 25 centimeters.

Roughly equivalent to 3.6 kilograms.

Roughly equivalent to 4.1 kilograms.

Roughly equivalent to 365 meters.

130 rounds/minute for semi, 320 rounds/minute for burst, and 450 rounds/minute for full auto.

The weapon can accept any BW-6AS "Sickle" magazine, but can only fire the laser-fired cartridges. If the rifle is used as intended it should never run dry.

The "safe" mode essentially powers down the firing pin.

Last

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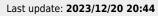
Includes full magazine.

It should be noted this does not make the weapon invincible, as it can still be broken and the repair feature is a slower, passive process.

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