

Knucklehead Standard-Issue Battle Rifle

The Knucklehead Standard-Issue Battle Rifle, also known as the “The Knucklehead Point-and-Shoot” become [Iron Company](#) standard issue in [YE 45](#).

History and Background


In [YE 45](#), while nursing a bottle of Vahallan Whiskey, [Tacho](#) decided it was time to gift the men of the [Iron Company](#) with something they would use more regularly than a fresh pair of briefs. It was an honest gesture in hopes of keeping the men alive as they toured the [Kikyo Sector](#) killing ugly xenobiological wildlife. The energy weapon would be one of the few they used on a regular basis, designed to subdue and harass anything or anyone that was causing a scene. The battle rifle would also include several small warning labels such as indicating that the barrel needed to be pointed at the enemy to ensure that the “knuckleheads” were as informed as they could be on the battlefield.

The charge cartridges would also include a detailed instruction manual that resembled one of the commonly designed toaster oven appliances used in the [Iron Company](#), and on occasion would be accidentally swapped out for the manual for the toaster oven. [Tacho](#) ensured the rifle was put into mass production, and although the implied humor it would be adopted as a standard issue item for the [Iron Company](#).

Tacho on the Knucklehead Rifle, for Knuckleheads
<i>“It is a !@\$#% revolutionary design. You insert a charge cartridge pack and activate the weapon. Select a firing mode. The knucklehead then points it at the enemy and depresses the trigger. You can stun, piss off or do some damage. A crispy critter is always an exciting outcome. A knucklehead might even get a pat on the back if they hit something. The accurate use of these weapons is something they can swat at each other's asses in the barracks about for sure.”</i>

General Information

General statistics for “The Knucklehead”.

Knucklehead Standard-Issue Battle Rifle	
	
Year Introduced	Full Production YE 45 .
Class/Nomenclature	IC-W2-1A (Current Production Version)
Designers	 Iron Company , Tacho
Manufacturer	 Iron Company
Fielded By	 Iron Company
Weapon Type	Energy Pulse Rifle
Weapon Role	Anti-Xenobiological Wildlife, Anti-Personnel
Length	102cm
Weight	5kg
Damage Rating (Version 3)	Firing Mode Dependant
Production	Mass Production
Pricing	200KS

Tacho on the Knucklehead Rifle, for Knuckleheads
<i>"Previously a wet towel applied with a flick of the wrist helped get unwanted personnel out of the showers. The stun mode on the knucklehead though provides a disabling shock, especially when that bit of water on the floor is involved. You've never had a better ride out in a towel sling."</i>

Appearance

The Knucklehead Battle Rifle ¹⁾ has a sleek and ultra-modern design, a typical ethos of the designs from

the “Cultural Exchange Bitch” known as [Tacho](#) who sneaks in a lot of her [Norian](#) origin into her creations. Thankfully the weapon has plenty of labels that point out each of the firing modes, the location of the trigger, the insertion for the cartridge, and most importantly the direction in which the barrel aperture should be pointed.

Discharge Information

Information about the “Pew-Pew” situation for the Knucklehead Battlerifle.

The Knucklehead Discharge Information					
Firing Mode	Damage Rating	Muzzle Velocity 1c			
Muzzle Flash	Retort	Projectile/Beam Appearance	Effective Range	Rate of Fire	Recoil
Stun Mode	DRv3 Tier 0				
Hot Violet Pulse	Makes a “Zing” Sound	Rippling Violet Pulse	400 meters	3 Pulses/volley/3 seconds	No Recoil
Standard Mode	DRv3 Tier 1				
Hot Crimson Pulse	Makes a “Zing Pop” Sound	Rippling Crimson Pulse	400 meters	3 Pulses/volley/5 seconds	No Recoil
Heavy Mode	DRv3 Tier 2				
Hot Crimson Pulse	Makes a “Zing Pop” Sound	Rippling Crimson Pulse	400 meters	1 Pulses/2.5 seconds	Slight Jolt
Tacho Mode (Super-Heavy)	DRv3 Tier 3				
Hot Crimson Pulse	Makes a “Zip” Sound	Rippling Crimson Pulse	400 meters	1 Pulses/5 seconds	Slight Jolt

Self-Destruct !@\$#% Mode

In the event of a desperate unfortunate situation, the rifle can be set on overload and thrown at a target. This results in a [DRv3 Tier 4](#) blast which destroys the weapon entirely and hopefully whatever it was thrown at. Accuracy depends on the Knucklehead throwing it and the level of the psychological fear factor of the brown-pants situation.

Tacho on the Knucklehead Rifle, for Knuckleheads
“!@\$#% it. When you're done, you're done. Overload, throw, and run. !@\$#% that xenobiological beast in particular.”

Ammunition

The Knucklehead Standard-Issue Battle Rifle Ammunition is a rechargeable capacitor cartridge ²⁾ that slides into the body of the rifle. A label indicates which side should be inserted into the weapon. The recharging cradle can be found on all [Iron Company](#) ships, bases, and on any vehicles powered by the

Wrath Series Fusion Reactor.

- Ammunition: Capacitor Charge Cartridge.
- Purpose: Anti-Xenobiological Wildlife, Anti-Personnel.
- Damage: See Above Chart.
- Capacity: 99 (Standard Mode), 69 Tacho Mode (Super-Heavy).

Tacho on the Knucklehead Rifle, for Knuckleheads
<i>"It all starts with inserting the cartridge in the proper orientation. I have confidence in the statement, though my faith in these knuckleheads is questionable at best. Not that I would ever let them insert anything."</i>

Weapon Mechanisms

The fancy information can be summarized with "Point and Shoot Knucklehead".

- Firing Mechanism - Pull the trigger completely. Pulse in various modes is discharged toward the enemy.
- Loading - Insert rechargeable capacitor cartridge, Press the activator button to charge the rifle.
- Firing Modes - Selector Knob on the right side of the weapon body. (See Firing Modes listed in Discharge Information)
- Weapon Sight - Mounted 🔦 Advanced Combat Optical Gunsight.
- Flashlight - High-Powered Blue LED 🔦 Tactical Light.

Tacho on the Knucklehead Rifle, for Knuckleheads
<i>"...And here we have it. Pew-pew and zip zip..."</i>

Optional Attachments

Knuckleheads are encouraged to utilize multipurpose tape to secure a knife to the weapon in the event they want a 🔦 Bayonet. Like most weapons utilized by the Iron Company if it can be taped, cobbled, or augmented, the sky is the limit.

Replacable Parts and Components

The major issue here is getting these solutions solved without Tacho finding out.

- Cleaning Kit (To remove carbon build-up, includes 5 5oz. pouches of laundry detergent for cleaning soiled underwear.) - 20KS
- 🔦 Advanced Combat Optical Gunsight - 75KS
- High-Powered Blue LED 🔦 Tactical Light - 40KS
- Barrel/Other Internals - Starting at 50KS
- Rechargeable Capacitor Cartridge - 10KS

- 3-Day Use 🤖 [Tactical Light](#) Capacitor - 35KS
- 50 slot - [Wrath Series Fusion Reactor](#) compatible charging cradle - 200KS

OOC Notes

[Andrew](#) created this article on 2022/11/18 14:56.

- Art done in Midjourney bot by [Andrew](#).
- This was approved by [Wes](#) on 2022/11/21.³⁾

Products & Items Database	
Product Categories	weapons: rifles
Product Name	Knucklehead Standard-Issue Battle Rifle
Nomenclature	IC-W2-1A
Manufacturer	Iron Company
Year Released	YE 45
Price (KS)	200.00 KS
DR v3 max	Tier 3
Mass (kg)	5 kg

¹⁾

Picture in General Statistics Box

²⁾

8cm (high) x 10cm (width) x 4cm (thick)

³⁾

<https://starmy.com/roleplay-forum/threads/the-knucklehead-battle-rifle-iron-company-standard-issue.69635/>

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