





Thunderer Heavy Rifle

The Thunderer is a heavy rifle created by the [Iron Company](#). It became available in [YE 45](#).

About the Thunderer Rifle

In [YE 44](#), the [Iron Company](#) continues to hunt powerful xenobiological wildlife. It would stand to reason that a heavy-caliber stopping rifle was needed. Pulling the design rifle from the old company records, and making use of modern materials [Albert Steiner](#) designed Thunderer Heavy Rifle, able to threaten both man and beast alike. Utilizing materials such as heavy-duty steel for the barrel and a polymer frame along with better recoil control mechanisms, the weapon while hard on the shooter is nowhere near as punishing as the original rifle it was based on. Though the rifle's main use is taking down dangerous game, it can also reasonably threaten power armor units, though a number of specialized ammunition types do exist that can more reliably do so, and may have other...nastier side effects as a result. The full production of the rifle would come about at the start of [YE 45](#).

Nomenclature Information

Thunderer Heavy Rifle	
	
Year Introduced	Prototypes YE 44 , Full Production YE 45 .
Class/Nomenclature	IC-W1-1A (Current Production Version)
Alternative Nomenclature	1-T-IC(K)
Designers	 Iron Company
Manufacturer	 Iron Company
Fielded By	 Iron Company
Weapon Type	Chemical Projectile Propulsion Rifle
Weapon Role	Anti-Xenobiological Wildlife, Anti-personnel, Anti-Light Armor
Length	129.54cm (Barrel Included)
Weight	10kg
Damage Rating (Version 3)	Ammunition Type Dependant
Production	Mass Production

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Pricing	250KS

Appearance



A heavy, brutal looking weapon, though the current model is somewhat more refined than the previous variant.

Discharge Information

- Muzzle Flash: A dull yellow, almost cloud-like flash, around 4 inches in diameter.
- Retort: A loud thundercrack
- Effective Range: 950 meters with a scope, 400 meters iron sights.
- Rate of Fire: 30 to 50 RPM in semi, 150 to 200 RPM in burst mode
- Recoil: The rifle's recoil forces the rifle upwards at a 6 degree angle, but the rounds are often within 3 inches of each other despite the high recoil. DO NOT FIRE FROM THE HIP!

Ammunition

- Ammunition: [Thunderer Ammo](#)
- [Purpose](#): Determined by [Ammo Type](#).
- Round Capacity: 20 or 40-round straight box magazine

Weapon Mechanisms

- **Firing Mechanism:** The thunder uses a recoil operating mechanism. When the trigger is pulled, the recoil from the firearm ejects the spent cartridge and cycles a fresh round into the chamber.
- **Loading:** The magazine is secured by a safety catch, located on the trigger guard. To reload the weapon, the operator thumbs the catch, ejecting the magazine, and then inserts a fresh one in. It should be noted that the bulk and design of the straight box magazines that the weapon uses can be somewhat awkward to reload and can slow down the soldier.
- **Mode Selector:** The fire selector is a simple tab at the back of the receiver, the left side is semi-auto, the right side is burst mode.
- **Firing Modes:** The rifle fires either in semi-auto or two-round burst mode.
- **Safety Mechanism:** The safety mechanism is a simple button that pops out orange on the left side of the weapon when it is disengaged.
- **Weapon Sight:** The weapon uses an open iron sight. A rear-mounted blade with a low indentation with a post at the front of the weapon. These sights are effective out 400 meters-these are non-adjustable, though an ACOG sight is available.
- **Attachment Hard Points:** A single rail on the top of the rifle allows for the attachments of scopes and such. A tri-edge spike bayonet is also built into the weapon. It is toggled by simply thumbing a button towards the top and the bayonet springs forward and locks in place, it can be unlocked by hitting the same button([Tier 3, heavy anti-personnel](#)). A compartment for storing a maintenance kit is located in the stock.

Other

Maintaining the weapon is a simple-a simple pin on the back of the receiver, just before the fire selector is removed and then the receiver itself is opened up, and the mechanism is pulled out and can be scrubbed with your finger if you don't have your kit. After you're done, stick the mechanism back in and lock it up.

It should be noted that the (K) is to indicate the Kikyooan variant of the rifle. The previous model was made from wood and heavy-duty steel with a rubber buttstock. The weapon did have full auto capability meant for power-armored troops but was removed after a number of incidents resulted in the recoil pulverizing the soldier inside-though this had more to do with poor armor design than actual problems with the rifle. Previous iterations were developed from the original bolt action variant, leading to the current model.

Pricing

- Thunderer Heavy Rifle: 250KS/500DA/1000DS

Replaceable Parts and Components

- Barrel: 20 KS/40DA/80DS

- Receiver: 50 KS/100DA/200DS
- Bayonet: 10 KS/20DA/40DS
- Bayonet Housing/Mechanism: 20KS/40DA/80DS

Optional Attachments

- ACOG Scope: 50 KS/100DA/200DS
- Reflex Sight: 40KS/80DA/160DS

Ammunition

See the [Thunderer Ammo Pricing Guide](#).

OOC Information

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Approval Thread: <https://stararmy.com/roleplay-forum/threads/thunderer-heavy-rifle.69634/>

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