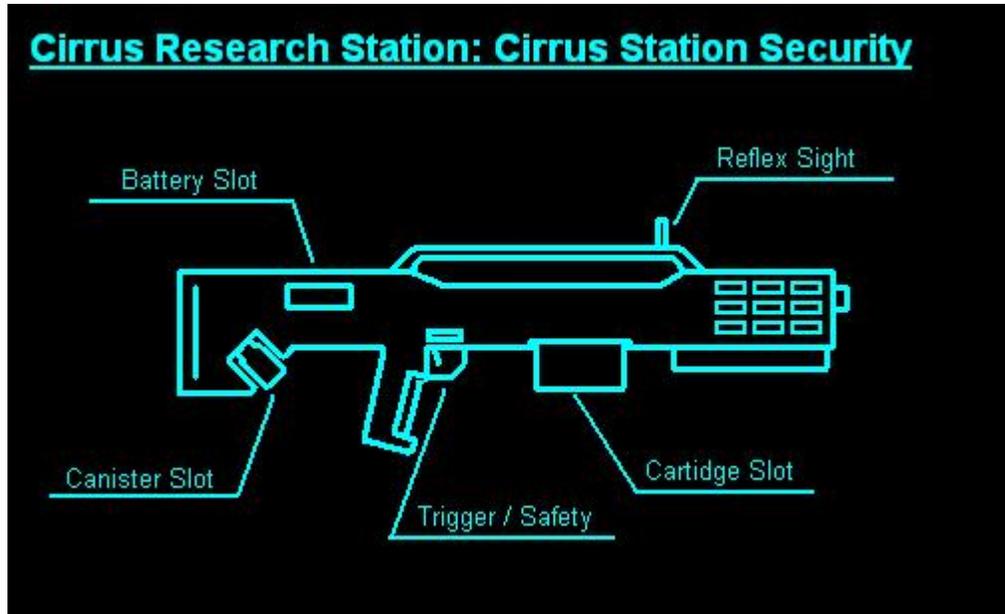


Cirrus Station Security: Variable Weapon

Variable Mass-Driver Carbine Designer: [Cassefin Montreal](#) Manufacturer: On-board assembly line of the Nepleslian Arms and Munitions "Cirrus" Class Research Station



Nomenclature Information Name: Cirrus Station Security: Variable Weapon (CSS:VW) Nick-named None, at the moment Type: High-Modular Carbine Role: Light Security Weapon Length: 3 ft / .91 m Mass: 6.6 lbs / 3.13 kg

Discharge Information

Projection/ammo type: Aluminum-Core Ceramic-Coated Spitzer Rounds / Charged Hydrogen Molecules

- Firing Mechanism:

(Solid): Upon pulling the trigger, round is loaded into the barrel the mass driver, which quickly propels the round out of the barrel. If in the event of landing a non-piercing impact, the ceramic layer will collapse, taking force away from the round.

(Plasma): Upon pulling the trigger, the ionized hydrogen gases are funneled from the aft-mounted Plasma Canister into the center of the weapon. The mass, held within the weapon through a charged electrode, is then propelled out of the barrel when the electrode changes its polarity.

- Caliber: 10mm.
- Effective Range 1 km (atmosphere), infinite in space
- Maximum Range: 2 km (atmosphere), infinite in space

- Minimum Range: Effective at point blank
- Muzzle Velocity: ~1100m/s
- Muzzle Blast: For plasma rounds only: bright blue flash when exiting barrel
- Firing Mode: Single shot, 3 round burst
- Recoil: Minimal for single shot, Moderate for 3 round bursts

Ammo Description

Name: 10mm Aluminum-Core Ceramic-Coated "Spitzer" Caseless Rounds

- Visual Description: A long, conical object, dull gray in color. Cartridge is a box-like, rectangular object.
- Ammo: 45 per magazine
- Damage Description: Upon colliding with the intended target, the round attempts to penetrate the immediate area through kinetic force. Penetration is fairly standard...puts a hole in the target, either causing enough trauma to incapacitate or causing blood loss in wounded areas. Effective against non-armored, lightly armored and moderately armored foes. If the round is not able to penetrate the target, however, the ceramic coating will break from the stress, thus minimizing the damage of the shot.

Name: Plasma Canister

- Visual Description: Large canister-like object, conical save for the top, which rounds off at the top with a nozzle and attachment points.
- Ammo: Roughly 30 shots per Plasma Canister
- Damage Description: Upon colliding with the intended target, the beams collides with the molecules around the general area, causing intense heat damage to a wide area, as well as an accompanying explosion of heat and kinetic force. Targets are expected to expire from the effects of said heat damage. Very effective against organic targets, light armored and heat-sensitive foes.

Weapon Mechanisms

Safety: Small button on the right near the trigger

Fire mode selector: Small switch opposite of the safety

Weapon Sight: A reflex sight, front of the weapon

Attachment Hard points: Hard points include one on the stock, one at the head of the gun, and the weapon grip. These hard points are for future modular components, should the initial weapon not be able to complete its purpose. It should be noted that the cartridge slot and canister slot of the Variable Weapon are able to adapt to a number of components, which might possibly be developed for the weapon in the future.

Maintenance Information

Field Maintenance Procedure: Those skilled in engineering may be able to repair small problems in the weapon. Those without will have to return the gun to Cassefin Montreal via Pneumatic Delivery System and she will have it repaired.

Replaceable Parts and components: Battery Packs for the mass driver and plasma converter system, Ionized-Gas Containers and Tungsten Cartridges given upon request

History

This history and purpose behind the creation of the CSS Variable Weapon is quite simple: [Cassefin Montreal](#), Head Administrator of the [Nepleslian Arms and Munitions "Cirrus" Class Research Station](#), outright banned the used of powered armor in or around 'her' station. This law was put in place to prevent the needless destruction of Cirrus Station property should the power armored security staff need to deal with a threat...as well as some other, unsaid reasons that only a select few of the highest-ranking members of the Cirrus Research Station know about.

As a result, Cassefin created this gun, along with the CSS Suit, to give her security staff the means to do their job, while limiting how much damage they could do to the station itself. The CSS Variable Weapon only expels solid Tungsten rounds and Plasma discharges on a small scale, which can only cause minimal damage to the ships innards should a stray shot not meet its mark. As long as 'her' station is not harmed, Cassefin could care less about the safety of the Cirrus Station Security teams, just as long as they do their jobs.

It should be noted that the CSS:VW is, like much of the equipment given to the CSS squads, an experimental design in the first stages of testing.

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