

Ninstre Service Pistol

The Ninstre service pistol entered service in E447. Produced by the [Yuina'cema Merchant Family](#), it is the current standard issue model for most Neshaten military personnel.

About the Ninstre Service Pistol

The Ninstre Pistol was developed in conjunction with the [Vela'rius Swordrifle](#) as a more compact though admittedly less efficient sidearm. Using similar laser technology to its slightly older cousin the Ninstre is one of the weapons of choice for stealth oriented forces, this is due to its projectile, if it can be called that, being very fast travelling and largely unnoticable by all except those in its direct line of fire, the weapon is very quiet and cannot readily be distinguished in a non silent environment by any but the most trained ear.

Nomenclature Information

- Designer: [Yuina'cema Merchant Family](#)
- Manufacturer: [Yuina'cema Merchant Family](#)
- Name: Ninstre Service Pistol
- Nomenclature: Ne-W3-WER447
- Type: Laser
- Role: Close Range Anti Infantry Sidearm
- Length: 7.5" in length and about 5" in height
- Mass: 1kg unloaded 1.5kg loaded

Appearance

The Ninstre service pistol is made of a sleek black metal with a matte finish. It is easy to conceal about ones person. Apart from the twin power capacitors on the upper left and right of the barrel at the rear of the weapon, which are part of the power assembly, the Ninstre could be easily confused for a conventional weapon, being constructed in a very similar manner to much older sidearm designs. The power source is located at the upper back of the barrel. It consists of a small power crystal embedded within an insulating material.

Discharge Information

- Muzzle Flash: Little in the way of visible muzzle flash as this is a lazer weapon. The focussing arrays within the barrel prevent much of the energy from being bled off into the atmosphere.
- Retort: This weapon emits a soft electronic whine when charging, similar to the sound of a charging camera flash, when discharged there is a muffled crackling sound as a large amount of energy is routed through the internal circuits in a shrt amount of time.

- Projectile/Beam Appearance: No visible projectile.

The beam is nigh invisible however the frequency of photons used is infrared and thus optics suited for seeing into that part of the spectrum would notice a sudden heating effect on the atmosphere surrounding the path of the photon packet.

- Effective Range 50-200m depending on environmental conditions.

Maximum range would most likely be 200m in favourable conditions or depending on the refractivity of the surrounding environment the effective range maydrop as low as 50 metres.

- Rate of Fire: 25 Shots per Minute

The internal shot capacitor will charge in an average time of two seconds leading to a fire rate of 25 rounds per minute or in other words one power pack per minute. However after a clip is depleted a cooldown period of about ten seconds is advised to prevent the internal focussing crystals from overheating.

- Recoil: There is no physical projectile and thus recoil is non existant.

Energy Source

- Energy Source: [Neshaten Light Power Pack](#)

Shot Statistics Quickchart				
Mode	Shot Capacity per Energy Pack	Charge Time	Damage	
Normal Shot	25	2 seconds	Tier 1, Light Anti-Personnel	None
Charged Shot	5	4 seconds	Tier 2, Medium Anti-Personnel	3 Second cooldown required before charging next round

Weapon Mechanisms

- Firing Mechanism: Operated by a physical trigger this weapon will discharge internally stored energy through the photon emmitter when the trigger is pulled.
- Mode Selector: There are Three modes, Normal, Charged and Loading. When set to Normal or Charged the internal capacitor will charge up to the required level to fire the appropriate shot. When set to loading the capacitance circuit will be disengaged from the battery pack and all energy within will be bled out through a resistance circuit.
- Loading: Set the pistol to Loading mode. pull backwards and upwards on the energy pack mounted upon the upper part of the gun to remove it. A new energy pack can then be attached.
- Firing Modes: Normal firing mode is a standard anti personel round. Meant to deal with unarmoured or lightly armoured targets. Charged mode allows for higher penetrating power with a cost to both battery life and cycling time.
- Safety Mechanism: A swich located on the underside of the barrel acts as the safety mechanism.
- Weapon Sight: Nominally iron sights are used however neshaten technology allows the pistol to be

linked with the user's HUD (If one is available) for more accurate targeting. Reflex and Laser sights are also available though not widely used. This connection is wireless and this could potentially be disrupted, however this uplink is not essential for weapon operation.

Other

Pricing

- Ninstre Service Pistol: 500 Rn

Replaceable Parts and Components

- Focussing Array: 100 Rn
- Capacitance Circuit: 50 Rn
- Data Uplink Computer (For HUD data link): ** 70 Rn

Optional Attachments

- Reflex Sight: 50 Rn
- Laser Sight: 30 Rn

Ammunition

Neshaten Light Power Pack Price Quickchart	
Type	Price (Power Pack)
Single Power Pack	20 Rn
Set of 5 Power Packs	85 Rn

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=faction:neshaten:ninstre_pistol&rev=1572700778

Last update: **2023/12/20 21:41**

