

NovaCorp Heavy Assault Rifle

Producer and Pricing Information

- Designer: [Ephesus](#)
- Manufacturer: [NovaCorp](#)
- **(Suggested) Price:** 22,000 ks.
- **Ammunition Magazine:** 25ks.
- **Rucksack:** 500ks.
- **Party pack (5000 rounds):** 200ks.

Nomenclature Information

- Name: No-W-5
- Type: Combined Xaser and Railgun.
- Role: Heavy assault.
- Length: 1.5 metres.
- Mass: Use of high grade ceramics and substances like carbon-ring makes this a surprisingly light weapon for its size. However it is too heavy for a human – it requires a strong Neko, [ID-SOL](#), [Custodian War Android](#) or a power armour to use effectively.

Discharge Information

- **Projection/ammo type: Fires both bullets and Xaser beams.** * Firing Mechanism: The weapon has two barrels and can fire two differing forms of attack – although not at the same time – Xaser or bullet. The Xaser simply works by choosing that option, pointing the weapon and pulling the trigger – a concentrated Xaser beam shoots out of the higher of the two barrels. Under the secondary option you chose the railgun setting and upon pulling the trigger a bullet is loaded into the barrel using electromagnetic attraction before being fired out using a rail-gun system.
- Caliber: 20mm
- **Beam Diameter:** Two centimetres.
- **Beam Arc:** 0 degrees.

Effective Range

- **Xaser:** 4.5km
- **Railgun:** 3km

Maximum Range:

- **Xaser:** 8km
- **Railgun:** 6km

- **Minimum Range:** 0.

Muzzle Velocity:

- **Xaser:** Speed of light.
- **Railgun:** 7000 m/s

Muzzle Blast:

- **Xaser:** Often produces a lightning crack like sound as the air it travels through expands. Low energy shots can negate this effect.
- **Railgun:** A very loud sound as it breaks the sound barrier. Sub-sonic rounds are silent.

Firing Mode(s):

- **Xaser:** 1 second beam with a 0.5 second gap in between shots.
- **Railgun:** Semi-automatic or automatic – 400 rounds a minute. Through vocal commands, or otherwise interacting with the rifle, you can have complete control over the speed of the projectile - including sub-sonic rounds and rate of fire.

Recoil:

- **Xaser:** Almost none.
- **Railgun:** Very considerable.
- **Damage Description:** The Xaser beam effects its target by usually burning straight through it, melting it or causing part of it to explode through its extreme temperature differences. It is highly penetrating and can go through most forms of armour while retaining much of its destructive force. It is particularly devastating to electronics and organics – even a stray hit can cause lethal levels of radiation exposure if not treated relatively fast. It is perhaps overkill against infantry but highly efficient against armoured targets. DR 7.

Ammo Description

Name: 20mm round.

- **Visual Description:** The ammo is stored in two separate places on the rifle – in each case in a rectangular prism. The larger of the two rests under the lower barrel in front of the trigger, the second (which is smaller) slots into side of the weapon. This allows for two clips to be stored simultaneously. The rounds are each 2.5 centimetres wide and 6.5 centimetres long. The rounds have iridium cores (a substance significantly heavier than uranium) surrounded by a carbon-ring casing.
- **Ammo:** 30 rounds (main magazine), 15 rounds (side magazine).
- **Charge:** Internal quantum foam power source provides it with an almost unlimited charge for both Xaser and railgun.

Damage Description: The round hits its target with enormous force, usually capable of penetrating considerable damage and ripping straight through several targets. The console allows for variable speeds

- including for subsonic rounds which are silent, but don't travel as far or do as much damage. DR 5-6.

- **Alternate:**

As a separate purchase you can buy a rucksack like container which is slung on the back and connected to the weapon through a thick tube. In this container can be slotted up to 5000 rounds allowing for an efficient rapid fire weapon rather than the more select weapon it usually is.

Weapon Mechanisms

Safety: Yes. Its weapon functions have to be specifically activated through pressing a button on the on-top console or voice command. **Fire mode selector:** Yes. Again it can be operate through use of the console or voice command. **Weapon Sight:** Yes. Comes with telescopic sight fitted with infrared and ultraviolet sensors. **Really cool built in thingy:** It has a high powered LED torch built into the front of the weapon. Variable power on both Xaser and Railgun accessed by console. Inbuilt computer system allowing for voice recognition and vocal commands.

Visual Description

This is a very large weapon, compact but also smooth. Normally painted black or a very dark shade of green it centres around its two barrels (which do not protrude from the main body of the gun) It has two handles beneath it, a butt at the back and a place to store ammo both in the rear handle and on the right hand side. On the top there is a sight and a small digital console which allows you to activate various modes.

History

The Xaser Assault Rifle was a very effective weapon, but it was thought that it lacked variability. It also lacked a certain amount of fire power - enough for many situations it was true, but NovaCorp thought that they should make a high range infantry weapon - no so powerful that it would need a power armour to wield, but beyond the power of most other infantry weapons. As such Ephesus got to work, and after scrapping an early idea of including a micro-missile launcher decided to go for a weapon which had two different forms of projectile - energy and kinetic.

OOO Notes

This article was created by [Zakalwe](#). It was approved by [Doshii Jun](#) on January 5, 2007: [Approval Thread](#)

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