

Sersis Variable Pistol

Producer Information

Designer: Elysian Empire. Manufacturer: Elysian Empire. Price: Military issue. Not for sale.

Nomenclature Information

Name: Sersis. Type: Variable Rail-Pistol. Role: Anti-Personnel, variable (depending on round). Length: 7.5 inches. Mass: The Sersis is largely composed of composites and ceramics which serve to keep the weight down to 600g (unloaded).

Discharge Information

Projection/ammo type: Bullet. Firing Mechanism: The pistol functions by a cartridge being loaded into the barrel. At this point a capacitor in the pistol is charged up from the battery in the magazine. When the trigger is pulled there is a quick surge of energy into the electro-magnetic coils of the barrel which accelerates the cartridge to its intended speed, which varies depending on the round. Effective Range Varies on round. Maximum Range: Varies on round. Muzzle Velocity: Varies on round. Muzzle Blast: There is no muzzle flash due to the round being EM launched, however there is a 'bang' when the round breaks the sound barrier - although the sound arrives after the bullet. Firing Mode(s): Semi-automatic, burst or automatic. Recoil: EM system results in reduced recoil, as does the comparatively small size of the projectile, offsetting the high power and to result in a pistol which has only slightly above average recoil. This is increased to significant when used on automatic or to fire the larger rounds.

Ammo Description:

The Sersis is designed to accommodate a wide number of different round sizes to make it more adaptable to different users and situations. The rails of the electro-magnetic projection system contract (or expand) depending on the size of the round, ensuring that the same accuracy is ensured throughout the different rounds. The recurrent features throughout is the basic style of the magazine - in that it is a combined magazine/battery with two different compartments, one side of which contains the rounds, the other (smaller) side containing the battery to power the rail-system within the gun. The rounds are for the most part solely bullets, which means that only the solid core is essential meaning that far more can be stored in the same area, and their composition can be significantly stronger. Unless stated otherwise the rounds are composed of an iridium core (which is 3 g/cm² denser than depleted uranium) surrounded a ultra-hard fullerite shell and synthetic diamond tip - resulting not only in an aesthetically pleasing round, but also one with very considerable penetrating power with great weight and strength for its size.

Name: 2 x 6 mm.

Description: The tiny 2 x 6 mm round is designed so that the pistol can contain a very large number of them and fire them at a high speeds – up to 1,200 rpm – although it sacrifices penetrating power, range (20 m) and practical damaging capacity. If not use on automatic the pistol can be used by a true expert to place subtle assassination shots, but this has very limited use. Usefully the rounds have almost zero recoil. Damage Description: Capable of penetrating only thin armour these bullets do not convey much kinetic energy, but can still cause debilitating pain, immobilise or even kill fairly easily. Low level 1. Ammo: 120 bullets. Charge: 120 rounds.

Name: 5.7 x 11 mm.

Description: Designed to be used within 110m the 5.7 x 11 mm round is designed to be carried in comparatively high numbers, to have a high muzzle velocity (510 m/s) and to be highly effective against body armour. As such it is a good choice for situations where there is likely to be close contact with body armoured infantry. Due to the very high number of rounds which can be stored of this bullet it is usually used on automatic. Damage Description: The bullet has a tendency to pierce through armour easily but to ‘over penetrate’ thus making it imperfect as a stopping measure, and lending itself to precision shots. Level 1. Ammo: 50 bullets. Charge: 50 rounds.

Name: 11 x 23 mm.

Description: A significantly larger bullet these are designed to have far great stopping power, and the ability to ‘drop’ targets – to ensure that when the bullet hits it does not simply tear a little hole and allow the target to continue but to ensure that enough damage is done to incapacitate or kill them. As such the pistol can contain far fewer rounds, but they have a grater range (120 m) due to increased flight stability and far great damaging potential. Damage Description: The bullet has a tendency to pierce through armour easily but to ‘over penetrate’ thus making it imperfect as a stopping measure, and lending itself to precision shots. Low level 2. Ammo: 12 bullets. Charge: 12 rounds.

Name: 16 x 30 mm.

Description: These are the monsters of the Sersis range, the largest bullets which are fired with enough force to liquidise the interior organs of anyone it hits (as well as remove a considerable number of them from the body), as well as serve as a decent anti-material round. Due to the high energy requirements of firing such a round the magazine can only contain three – the rest of the room being given over to additional battery space. However this ensures that the rounds have an exit velocity of 300 m/s. It is a favourite when needing to stop/liquidise a target, or facing armoured opposition. Its recoil is fearsome however, and requires considerable steadying. Its range is also quite high – around 200m. Damage Description: The damage of these rounds is very considerable – each bullet is capable of piercing armour due to its weight and composition, but the round transfers comparatively enormous kinetic force to the target. Level 2. Ammo: 3 bullets. Charge: 3 rounds.

Weapon Mechanisms:

Safety: Yes. There is a little green button on the left hand side of the weapon which enables the gun to be fired. **Fire mode selector:** The gun instantly adjusts to the round which is fed into it – and is automatically on automatic for the two smaller rounds. However there is a small red button on the top of the gun which can switch between semi-automatic, burst (five rounds) and automatic. On tap – semi-automatic, two taps – burst, three taps – automatic. **Weapon Sight:** Standard iron-sight built into the top of the pistol, and a laser attached to the bottom of the barrel (activated by vocal command or the small blue button on the side). **Really cool built in thingy:** The Sersis has a very small on board computer. Its sole function is to adjust the workings of the pistol to suit different bullet sizes, adjust rate of fire and to obey vocal commands.

Maintenance Information:

Field Maintenance Procedure: The weapon is fairly low maintenance in the field and tampering around with the insides is not to be advised. **Replaceable Parts and components:** The weapon is pretty much self-contained, its compactness meaning that getting specific replaceable parts is not overly easy. Normally a soldier will simply be issued another one while the old one is repaired.

Visual Description:

The Sersis has the appearance of a large, smoothly designed, automatic pistol – perhaps aesthetically closest to a bulkier Walter PP9 with a more smoother touch – including the smooth vine like grooves over the casing which mark many Elysian weapons. The magazine fits into the grip, and there is a small display on the top of the pistol containing a read-out of the time of ammunition, the amount of it left and the firing mode activated. The colour scheme is usually a dark green and brown, although this will differ based on environment.

History:

The Pestris was certainly a highly effective weapon, but was a little too ... 'exotic' ... to be used by the rank and file, making a far better officer weapon. As such the Sersis was designed, providing both a conventional weapon and the versatility to outstrip other pistols in its range.

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Last update: **2023/12/21 04:22**



