

# "Finagle's Revenge" Recoilless Rifle



## About the Weapon

"According to the Art of Never Again there are approximately 34 fundamental laws of universe, but one of the most ignored ones is Finagle's Law. It's something along the lines of 'Never assume malice when stupidity will suffice'. But from what we've seen of alien interstellar politics, I think I can safely conclude Finagle must be spinning in his grave." - Mastermind Pascal One Six 16-8420-4462 The Art of Never Again, Chapter 811: The Call to Arms

Designer: State Biomechatronics Manufacturer: Rapid Assembly (Suggested) Price: -

Type: Hybrid Recoilless Rifle Role: Fire Support Length: 1.6 m / 5 ft 2 in Mass: 22 kg / 50 lb.

The Finagle's Revenge is a heavy infantry cannon designed to allow smaller infantry and Automaton forces to compete with the brute force of power armor. While the cannon itself is quite heavy it uses a

counter-weight system to literally nullify all recoil (or come very close to it). Despite this, the sheer weight of the weapon itself – and its heavy ammunition – means it is typically only used by soldiers with augmented strength, or those in two-man heavy weapon teams.

This weapon utilizes hybrid propulsion technology to propel the round through it's smoothbore barrel. The main weapon uses chemical propellant supplemented with coilgun acceleration to launch the round, while the the rear section uses simple chemical propulsion. A counterweight heavier than the round is used to compensate for its lower velocity in order to achieve an energy equilibrium.

## Discharge Information

An extended breach runs from the trigger section to the very end of the rifle, which is designed to be held beneath the arm. Rounds are loaded in manually and slid back with the bolt until they align with the opening at the rear of the weapon (for the counter-charge). This weapon uses a combination of chemical propellant and coilgun acceleration.

When the trigger is pulled, the weapon simultaneously ignites the round propellant, as well as a countweight designed to match the total energy of the projectile to nullify the kickback, instead of relying on the gunner to absorb the shock which might commonly incapacitate a humanoid gunner. The counterweight contains densely packed heavy metal shavings that will be released behind the gunner upon firing. Due to their individual cutting shapes this chaff will encounter heavy air resistance and will harmlessly scatter several feet behind the gunner rather than turning in to deadly shrapnel.

Caliber: 25mm. Effective Range 6 km / 3.7 mi Maximum Range: 10 km / 6.2 mi Minimum Range: Effective at point blank Muzzle Velocity: ~1200m/s / ~ 2700 mph Muzzle Blast: A bright flash Firing Mode: Breach-loaded single shot Recoil: None; See notes

## Ammo Description

### Best Wishes

Type: 25mm ferrous-cased solid core shell Appearance: A single large gunmetal cannon shell, approximately 240mm (or 9 inches) in length. [ADR 3](#)

The 25mm shell is composed of a super-dense core, usually composed of a depleted uranium alloy, is encased inside a ferrous-composite shell. While perhaps not as outright tough as more advanced alloys a depleted uranium penetrator has the advantage of being pyrophoric and self-sharpening on impact. When a successful penetration is made, the inside of the enemy unit will be riddled with flaming shards of metal designed to ignite fuel and ammo with the promise of turning the enemy unit into a smoking husk.

## A Friendly Hello

Type: 17mm armour-piercing, fin-stabilized, discarding-sabot (APFSDS) Appearance: An oversized “dart”, with a pair of thick rings at it's center and just before the head, which allow the smaller round to fit the 25mm barrel. [ADR 2](#)

These rounds are designed for use against soft targets, such as VIPs (who may be carrying defense against small-arms), computer equipment, igniting fuel and ammo reserves, and so on. These anti-materiel rounds are of a much lower muzzle velocity than their cousins since they are designed with more clandestine activities in mind. By using a fin-stabilized rounds with far less weapon propellant the sound, heat, and flash signature of the weapon can be decreased exponentially. Unfortunately, these rounds move much slower and with greater arc than the standard ones, so require careful pre-sighting or computer-assisted calculation to fire accurately.

## Weapon Mechanisms

Safety: Digitally-controlled Fire mode selector: Digitally-controlled Weapon Sight: Multispectral/Optical Lens Assembly designed to interface with helmets or neural implants

## Additional Equipment

Autoloader: The breach mechanism can be fitted with an autoloader mechanism to be fed 12-round belts. While it can technically be fired by a single operator thanks to this mechanical aid, in practice the ammunition is so heavy that a second soldier is needed to carry additional belts when deploying to a new firing position.

Operational Brace: If a gunner does not have compatible neural implants or a helmet interfaces, the safety and control settings can be manipulated via a control glove/brace which is worn on the gunner's secondary hand. Controls are operated either by slight finger twitches, or voice control. This glove also contains a basic backlit computer screen, which can be used to – quite crude and inefficiently – to input settings without the use of a proper interface if none is available.

Operational Visor: This is designed to be used in conjunction with the Operational Brace. Worn over the eyes, this visor effectively blinds one to the surroundings in order to properly use the embedded digital screens.

Triptrap: These are simple tripod-mounted drones that utilize thermal/motion sensors to detect soldiers with their immediate line of sight at up to 15 feet. Depending on their configuration they can be set to detonate as trip bombs, fire a basic SMG or pistol weapon as a makeshift sentry turret, or simply send an alert to the Operational Visor. These units are obviously invaluable for covering the flanks of gunners without support, whose attentions may be mostly or completely taken up by interfacing with the weapon.

## Maintenance Information

Field Maintenance Procedure: Due to the sheer weight of rifle components needed replacement parts for field repairs will almost certainly be unavailable. Maintenance must be performed by any starship fabricator or Automata technician with proper training software.

Replaceable Parts and components: Barrel assembly, sensor array, RTG fuel source (15 year lifespan)

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