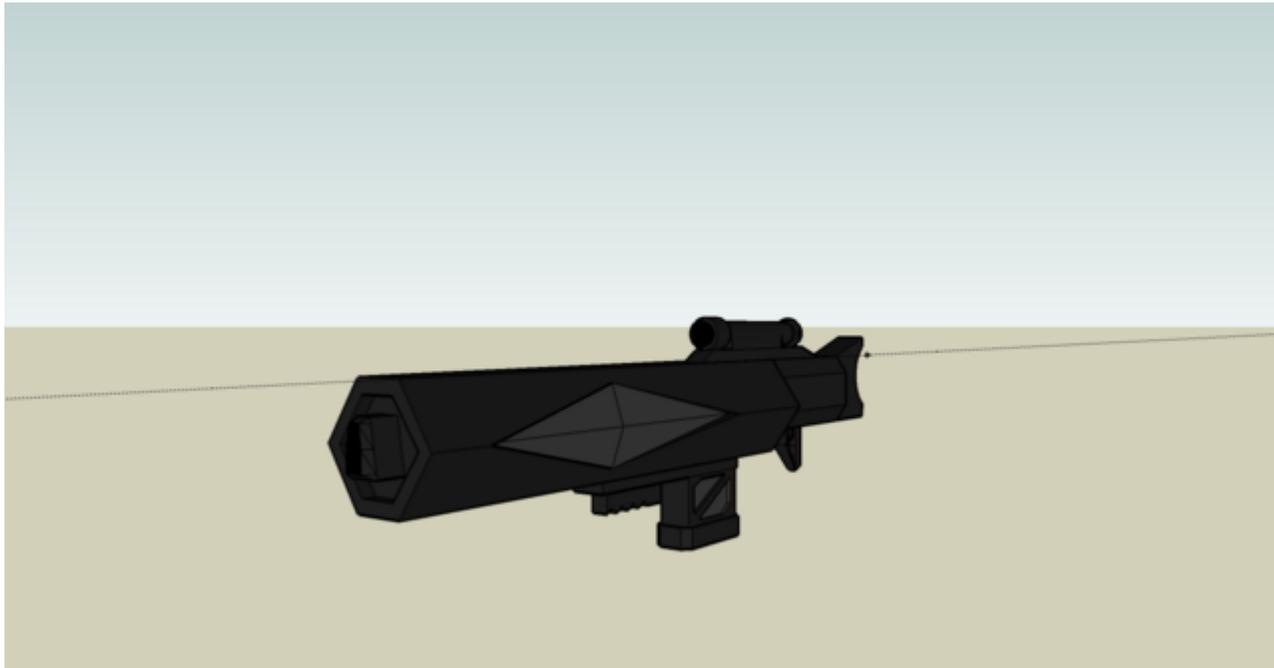


Zweihander MK1 Mass Driver Rifle



Overview

An exceptionally powerful weapon, the Zweihander is meant to provide an IPG Operator with dependable long-ranged support. The fact that it can take out a small tank makes it all the more useful. The weapon's casing is made primarily out of a lightweight Durandium alloy, making it rather light for a weapon so large. The Zweihander is painted black, with an anti-reflective coating added for good measure. The weapon should be used with the NaX-A-1A Britva for maximum effectiveness as well as safety, as almost anything other than an ID-SOL could be either hurt or killed by the recoil (even with the use of four pistons located in the barrel shroud), and unable to get a shot past somewhere around 2 km.

Weapon Specs

Producer Information

Designer: NAM, X-Tech Division Manufacturer: NAM (Suggested) Price: [SAoN-IPG Operator](#) personnel use only.

Nomenclature Information

Name: NaX-W-1A Zweihander Type: Mass Driver rifle Role: Sniper weapon Length: 1.2 Meters/ 47 Inches

Mass: 18 Kilograms/ 40 Pounds

Discharge Information

Projection/ammo type: 16mm [Durandium](#) round. Firing Mechanism: Rail gun Caliber: 16mm Durandium Effective Range Most (Very skilled) shooters are able to get around 2 km unaided, and around 5 km with a direct fire targeting computer. Anything further than this requires a combat computer, such as a SavTech, and something along the lines of a power armor. Maximum Range: Effectively 8 km, although it would be extraordinarily difficult to hit a target at this range, and would require an extremely advanced targeting computer. Minimum Range: N/A Muzzle Velocity: 5 km/s Muzzle Blast: A slight flash, and a very loud bang. Firing Mode(s): Semi-Automatic Recoil: Very high.

- *Note: The recoil generated by the weapon necessitates the use of a bipod mounted into the ground. Without the use of one of these, it's quite possible that the shot would not connect with its target and that the user could be injured.*

Munitions Information

Ammo Description

Visual Description: A very long, very thick shell with a sharp tip marked either white or red around the end, designating a penetrating round and an explosive round, respectively. Due to the material used to create the ordinance, it's rather light-weight. They are stored in large magazines that are fed into the bottom of the gun, with six rounds in every magazine.

Damage Description:

White Round: This is a very large and sturdy Durandium sabot. Due to the round's extremely high speed and durability, it can punch through just about any infantry armor, most vehicles, and even lower grade Power Armors. *Damage Rating 5*

Red Round: This sabot features a core of very potent explosives packed under extreme pressure. While the front of the round is a solid piece of Durandium, the sides are actually designed to allow for easier fragmentation upon detonation. It can cause very heavy damage on targets, but since this round carries explosive ordnance instead of a solid slug, it lacks the kinetic energy to puncture armor as well as the White Round. These rounds are usually in shorter supply than white ones, and caution should be taken while handling them. *Damage Rating 4 against armored targets, but far more effective against un-armored enemies.*

Other Information

Weapon Mechanisms

Safety: A switch located slightly above the trigger guard. **Fire mode selector:** None **Weapon Sight:** There is a fairly large scope built into the casing of the weapon. It's extremely powerful (Able to zoom up to 8 km), and includes LLV, thermal, and video uplink capabilities. **Really cool built in thingy:** There is a wireless connector built into the weapon that allows it to interface with the modified SavTech JANE AI found in the NaX-A-1A Britva armor, allowing for extra coordination with the weapon.

It should be noted that the Zweihander requires an immense amount of power to operate. Because of this, the user has two options. If the Operator follows X-Tech's advice and uses the weapon in conjunction with the Britva Infantry Armor, there is a power cable attachable to the armor to provide this energy, located in the side of the weapon, just under the scope. However, if the user wishes to not use the Britva, there is an optional battery. The battery unit is rather large, about the size of a fanny-pack, and can be worn accordingly. However, it only holds enough energy to power six shots.

Maintenance Information

Field Maintenance Procedure: The weapon is quite complex, and most Operators without extensive technical training will be hard-pressed to make fixes in the field. It is advisable to simply wait to return to base for repairs. If the fusion reactor suffers damage, it is recommended the Operator cease use of the weapon immediately. **Replaceable Parts and components:** The Zweihander requires a very powerful battery to keep it running, and the barrel is easily replaceable.

History

Ryan Veles needed a sniper rifle. While the [Zen Arms sniper rifle](#) that has been in service with Nepleslia is effective, it sometimes lacks the massive power that is sometimes needed in a combat situation. While most people would argue that this would simply mean "bring in the Power Armor," sometimes more subtlety is needed. Thus, Ryan Veles turned to X-Tech. They responded with the massively powerful Zweihander.

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