

Sharp - Needler Pistol

Late EE000 ([YE 33](#)), Neshaten engineers started working on new idea for weaponry. Firing a very thin sharp projectiles at high speed. It proved to be useful weapon with possible use for military purposes, especially for the high penetration power. That led to the creation of the first prototypes of Sharp Needler Pistol. Meant to serve as reliable and effective side-arm for both marines and ship-crew. After initial testing the weapon was adopted in EE001 ([YE34](#)) and is being issued to Neshaten Military.

Nomenclature Information

Designer: Sar'eh Tira Manufacturer: [Shukara Volunteer Navy](#) Name: Sharp needle pistol Type: Mass Accelerator Role: Sidearm Length: 27 centimeters, grip is 17 centimeters Mass: 1.5 kilograms/ 3.3 pounds Rate of Fire: 30 rps/1800 rpm. Damage: Tier 1, Light Anti-Personnel Ammo-count 300 rounds

About the Sharp

Because most of current Neshaten weaponry is energy-based it was decided that there is a need for solid-projectile weaponry to be used. Sharp pistol was first to be prototyped and made to test the effect of needle weaponry and prove its need and usefulness.

Appearance

Rather bulky pistol, there is no receiver visible on the weapon. On both sides of the weapon is a small indicator showing how much power the energy crystal still holds. The indicator is made by five little LEDs, less lights are lit up when the weapon is powered up, the less energy is in the crystal. Large boxy magazine fed into the weapon in front of the trigger. Grip holds the energy crystal powering the mass accelerator. The grip itself has a small switch on the under side that activates the crystal and makes it power up the barrel.

Discharge Information

Muzzle Flash and Retort

Weapon itself does not produce any flash upon firing. What can be heard is buzzing of the magnets accelerating needles and of course the actual needles flying through the air. Since the ammunition is caseless, there are no cases exiting the weapon after firing.

Projectile Appearance

Needles fly at extremely high speed and are not visible to the eye after firing.

Ammunition

- Magazine - Holds 300 needles, includes a safety-slide. Can be filled with chemical and poisonous liquids.
- Energy crystal - good for 2000 rounds

AP Needle Damage Quickchart	
Type	Damage
3mm AP needle	Tier 1, Light Anti-Personnel

Needles are over-penetrating high velocity munition. They have low stopping-power, but are likely to leave small bleeding and through-by-through wounds.

Weapon Mechanisms

Firing Mechanism

Along the lines are magnetic rails, which upon pressing the trigger starts powering up from energy crystal in the grip. As rails are magnetize, its sends the projectile that is fed into barrel at extremely high velocity through the barrel.

Loading and Operation

Needles are stored in a magazine. Due to the small size of the needles and large amount of them in the magazine, they come pre-loaded from factories and cannot be loaded by hand.

The magazine itself is inserted into the weapon in front of the trigger and is secured by pinch. To release the magazine, user has to push small button above the magazine, easily reached by thumb. Needles are fed into the weapon by small spring, pushing needles in the barrel through small gape in the upper part of magazine with squeeze of the trigger.

Safety and Fire Mode Selector

Safety is in the magazine itself. It is small slide closing the gap allowing the ammunition to be fed into the barrel. Weapon has no fire mode selector, it can only fire at fully automatic mode.

Firing Modes

Weapon only fires in fully automatic mode. Magazine feeds the weapon, which fires roughly 30 rounds per second, one needle after another.

Weapon Sight

Weapon uses simple iron-sight on the upper side of the barrel. Two boxy shapes serves as rear sights and single one as a front sight. Weapon has to be held at certain distance form the eyes so, the sights can be aligned together.

Attachment Hard Points

Weapon has two rails for attachments. One under the barrel, used mostly to attach knife for close combat situation. Second is between the sights on upper side of the barrel.

Melee Attachments

This weapon currently has only two types of melee attachments.

Spike

The Spike is a long titanium object with no sharp edges. It has a very sharp point though, offering good penetration when used to stab enemy.

PDR: 3 Length: 25 cm

Bayonet

Sharpened long knife made from composite titanium, with sharp edge and point.

PDR: 2 Length: 30 cm

Other

Pricing

- Sharp - needle pistol: (300 RN) Includes a nylon belt, holster and two magazines of ammunition.

Replaceable Parts and Components

- Extra Barrel: (Insert Price in KS, DA, etc)
- New Grip: (Insert Price in KS, DA, etc)

Optional Attachments

- Spike (50 RN)
- Bayonet (25 RN)
- Under-barrel flashlight (10 RN)

Ammunition

(AP Needles) Price Quickchart	
Type	Price
1 magazine - 300 shots	20 RN

OOO Notes

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