VU1C Medium Ballistic Repeater

Designed in EE 002 and put into service in EE 002-v, the VU1C was created to replace the Neshaten's much older machine guns that they had brought with them from the old home world, machine guns that were far to old and falling apart.

General

Type:	Medium Repeater
Faction:	Kingdom of Neshaten

Specifications

Weight	36 Kg's
Length	1,780 mm
Barrel Length	1,255 mm
Cartridge	MG56n156 Nemin
Rate of Fire	450-500 rounds/min
Muzzle Velocity	3000 Ft/s
Purpose:	Tier 4 Light Anti-Armor
Effective Range	1,500 m
Max Firing Range	7000 m
Feed System	Auto-fed

General

The VU1C is a general purpose medium repeater designed to be used against infantry targets; it serves a dual purpose as one that can either be held in the hands of a soldier with the usage of a tripod, or

mounted within the firing module of a tank. The weapon uses the [x240 Libra](#) ammunition, and is auto-fed by an automated system; although in the event of an emergency a belt-fed system can be used.

Although considered to be old school by most standards, the VU1C's barrel is surrounded by a liquid coolant system that helps keep the barrel cool during extended periods of firing; although its design means that there is still a rough chance that the barrel can malfunction or even explode whilst being used by an infantrymen.

Firing Mechanism

The machine utilises an auto-fed system to ratchet a round into the chamber before being fired; depending on the kind of ammunition used - casing will be ejected through the sides of the weapon.

Discharge Information

The following details the discharge information.

Muzzle Flash and Retort

The weapon generates a white flash upon firing, and giving off a 'clacking' like sound when being fired; depending on how long the trigger remains pressed the retort will grow duller, this is due to the barrel gradually getting hotter in time.

Iron Sights

Located toward the front of the weapon are iron sights that can be used by a soldier in the event the guns on board systems are not operational. Using Iron Sights however gives a nearly 50% range reduction.

Onboard Firing Computer

The VU1C has an on board firing computer that is connected to two forward looking sensors that are design to give a soldier the best possible range and accuracy of hitting a target; the rear of the weapon has a display that can be used by non-infantrymen or infantrymen that don't have a helmet; this display shows the weapons general firing angle and a rough estimate on 'where' a bullet might hit. When connected to a soldiers helmet, a heads up display will appear on that soldiers helmet and provide them the same amount of detail that would be provided to a non-helmeted soldier, with the exception that the soldier doesn't need to look at the display and instead can just keep their eyes forward and above the

weapon, a targeting indicator on the HUD will actually show 'where' the soldiers is aiming.

Firing Modes

There are three firing modes for this weapon, safe, burst fire, and full auto.

Safe

Safe mode secures the weapon and prevents it from being fired even if the trigger is pressed.

Burst Fire

Burst Fire mode will fire is used to fire the weapon in a five second burst, or roughly fifty rounds per burst. This is ideal when using the weapon in a hot environment or when accuracy is key.

Full Auto

This mode is used to lay down continuous fire, such as when suppression is needed or when large groups of enemies are swarming a position.

Components

The following lists the components of the weapon.

Tripod

A three legged tripod, includes a stabiliser to keep the weapon stable during firing.

Barrel

The barrel of the weapon is where the bullet is fired out of, this particular component is the most likely to malfunction over extended usage.

Main Body

The main body, or the section located just behind the barrel, contains the firing mechanism, iron sights,

on board firing computer, display, and even the connectors for the battery and ammo feed.

Sensor Eyes

Located on the front of the main body, the sensor eyes are really electronic scopes that are used to zoom in on distant targets but can also provide vision during daylight hours. The 'left' eye on the gun is used during normal night hours, and contains an infrared system. The 'right' eye, contains a long-distance electronic zoom capability but also has a sound sensor as well, which can be used to detect movement in the general area of up to two hundred feet.

Display

Located in the rear of the main body, the display protects an image in 1080p.

Guard Shields

Located on the left and right side, the guard shields are an optional component of the gun, but ideal for usage since they block the light given off by the weapons eight power cells. The Guard Shields are made out of Cynestran.

Power Cells

Attached to the left and right of the weapon are three NG-1 Power Cells, six in total. These cells provide the power needed to operate the weapon. Each cell provides up to an hour's worth of power.

Modifications

The weapon can be equipped with the following modification:

Modification	Description	Cost
Suppressor	Reduces Noise	582 Rn
Muzzle Brake	Reduces recoil and redirects gases	600 Rn
Ported Barrel	Directs gases to the side after firing	500 Rn
Flash Suppressor	Reduces muzzle flash	760 Rn

Check: Firearm Terminology for descriptions of above items.

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