

# Variable Assault Weapon

The Variable Assault Weapon is a device designed and created by Nyton Claymere in order to provide the [Daisy M6 Infantry Power Armor](#) with a melee weapon.

## Purpose

To provide the Daisy with a melee weapon while not limiting its ability and performance.

## Appearance

A slightly bigger version of a regular Daisy arm, instead of a hand the VAW has a four hole barrel set in a diamond shaped block. The pilot snugly wraps his fingers into the grip which still takes advantage of the suit's normal strength enhancement. This weapon can replace either arm on the Daisy dependent on user preference.

## Function

The Versatile Assault Weapon can create weapons as needed by the user. Within the arm is a storage unit that holds hemosynthetic fluid laced with metal. The hemosynth is nourished and controlled via the suits own hemosynthetic internal shell. The Daisy's interface allows the pilot to control the shape and direction of the material stream. It solidifies for the duration needed then retracts and morphs back to a more liquid form. The VAW can fire up to four streams simultaneously from the quad-barrel tip. The mechanism uses hydraulic pressure to propel the fluid outward to give it more force. The femtomachines can store the kinetic energy from the original propulsion and use it to curve and move around obstacles as the user directs. This same energy is also used for retraction. If necessary the femtomachines can transfer more energy from the source outward to continue functioning as directed. The amount of pressure used can be varied to the user's preference. Shape and use is limited only by the user's imagination and the weapon's range. While primarily a melee weapon the user can also fire solid needle like projectiles. The amount of hemosynth stored limits the range of the weapon. Lost or spent hemosynth will be regenerated by the internal hemo, and metal will be 'consumed' from surrounding environment.

## Range

The stream has an effective range of 4 meters. This limitation is due both to quantity of hemosynth stored and the power transferal distance. If it goes too far the stream would lose touch with the base and be released like a projectile.

- Stream Mode: Solid Stream
- Effective Range: 4 meters

- Ammunition: Unlimited so long as hemosynth store is not used up
- Damage Rating: 5
- Projectiles: Solid needle shaped
- Effective Range: 1000 meters
- Maximum Range: 2500 meters
- Firing Rate: Semi-Automatic/Auto
- Configuration: Can fire simultaneous bursts of 1-4 using each barrel
- Ammunition: 500 rounds
- Damage Rating: 4

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