

# Weaponry (WIP)

Pulse weapons exist, but they remain rare and inaccessible. Their construction, energy systems, and handling protocols have not yet been shared with human personnel such as Civil Protection. The knowledge remains limited to what can be inferred from brief sightings, distant deployments, and indirect reports. Human forces continue to rely on conventional ballistic equipment until pulse technology reaches stable production and clearance for wider use.

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## CV-1000 Stun Baton

*Civil Protection Series | First-Issue Enforcement Tool | Generation One Compliance Device*

The **CV-1000 Stun Baton** represents the **earliest standard-issue compliance tool** deployed by **Civil Protection units** during their global emergence following the Combine's ascension. Based on crude pre-war law enforcement designs, the CV-1000 was rapidly developed by Combine sub-manufacturing arms to serve as an accessible yet brutal tool of direct population control.

## Design and Construction

At its core, the CV-1000 is a reinforced melee device consisting of a **rubber-insulated alloy handle** fused with a **conductive metal shaft**, enhanced by a **shock-guarded grip ring** that shields the internal activation switch. This guard not only prevents accidental discharges but also **mitigates disarmament** in close-quarters combat, allowing a Civil Protection unit to maintain a firm grip even during aggressive engagements.

The striking end of the baton is built from **densified Combine composite plating** — both electrically conductive and structurally resistant to fracture. Basic **internal wiring** channels a constant high-voltage output from a compact power cell embedded in the handle, enabling **instantaneous current transfer** upon contact with a target.

Unlike later-generation models, the CV-1000 lacks **modular voltage control** or **impact dampeners**. It delivers **full charge output** with each strike, regardless of the situation. This crude yet effective design was favored during the earliest crackdowns, where displays of absolute force served both tactical and psychological objectives.

## Operational Use and Public Response

While later batons would introduce regulated compliance settings to better serve across variable threat levels, the CV-1000 was **not designed with restraint in mind**. A single active strike could **incapacitate most unarmored targets instantly**, and two consecutive blows were typically sufficient to render even hardened resisters unconscious or immobile.

Due to its **lack of safety modulation**, many early detainees referred to it grimly as "*the Re-Educator*." Reports from relocated sectors describe **intense neuro-muscular disruption**, involuntary collapse, and memory blackouts following exposure. Civil Protection logs indicate that excessive use occasionally resulted in **neurological damage**, cardiac distress, or death — though such outcomes were categorized internally as "*acceptable collateral for optimal behavioral compliance*."

As time passes and **newer-generation stun batons are in development**, the CV-1000 is planned to be **phased out** in frontline urban centers. However, it is expected to **remain in deployment within less stabilized or lower-priority sectors**, where its raw **intimidation factor** and proven durability continue to serve the interests of Civil Protection doctrine.

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## SR-1 | Light Pulse Carbine

The SR-1, commonly referred to as the **Pulse Carbine**, is an early-generation directed energy rifle deployed by the Overwatch Transhuman Arm (OTA) prior to the standardization of the AR2. Lightweight and modular, the SR-1 bears a structural resemblance to late 21st-century human firearms, making it a familiar—if terrifying—sight during early Combine occupation phases.

Despite being a standard-issue weapon within the OTA, the SR-1 is rarely seen by civilians due to its restricted deployment protocols. Primarily utilized by **Ordinals** and **Biotic Containment Units**, it is often absent from routine Civil Protection operations or urban suppression sweeps. The only species likely to call the SR-1 “common” are the **Vortigaunt Tribes**, who are frequently hunted by Combine teams equipped with this weapon, owing to the threat Vort-kind pose when unshackled.

The SR-1 fires condensed **pulse rounds** from compact cylindrical energy cartridges mounted beneath the barrel assembly. Each cartridge contains enough charge for approximately 24 shots, with each pulse round carrying enough kinetic and thermal energy to **easily penetrate kevlar and light armor**. Though armor-piercing in function, pulse rounds differ significantly from conventional AP munitions: instead of simply piercing tissue, the round delivers an **immense transfer of impact force**, coupled with searing heat capable of **instantly cauterizing or vaporizing flesh** around the entry point.

The result is often fatal even from non-vital hits, as the **combination of force and thermal trauma** causes catastrophic disruption to internal structures, reducing the likelihood of recovery or resistance.

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## SP-2A | Heavy Pulse Machine Gun

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# SS-2G | Pulse Sub-Machine Gun

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## SG-1 | Heavy Pulse Shotgun

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