

Pelphrys Particle Pulse Autocannon

The Pelphrys is a development on the Atromos technology, rather than being a rifle however this is a squad support autocannon capable of churning out large amounts of destructive fire at a high rate of fire and high range. While relying on relatively basic technology it is a devastating weapon.

Producer Information

Designer: Elysian Empire. Manufacturer: [Elysian Celestial Empire](#). Price: Military issue. Not for sale.

Nomenclature Information


Name: Pelphrys. Type: Particle Pulse Autocannon. Role: Anti-Personnel, Anti-Armour, Anti-Material. Length: 1.7m. Typical to the Atromos design the barrel does not obvious appear separate to the body. Mass: The weight of the autocannon would normally be greater than a soldier, or possibly even two, could carry but the weight is rendered negligible through the use of an incorporated anti-gravity system which allows it to be carried and operated by a single soldier (although two are preferred).

Discharge Information

Projection/ammo type: Hydrogen molecules. Firing Mechanism: The autocannon rifle functions first through taking liquid hydrogen stored in its ammo belt, allowing it to convert into gaseous hydrogen and then proceeding to process and treat it through a series of chambers. The first chamber ionises the hydrogen so that its molecules are carrying one too many electrons and in the second they are gathered around a high energy electrode. The polarity of the electrode is then reversed and this change of charge electrostatically repels the negative ions to near the velocity of light. This differs from the Atromos only in being larger, faster and utilising short pulses rather than a beam for maximised effect. The pulse of anions passes through a secondary chamber filled with low pressure gas. Collisions with the gas strip the extra electrons from the anions, making the particle beam neutral. The pulse proceeds out of the barrel of the rifle at around about 186,000 miles per second, and straight to its target where it damages it through impacting it with great kinetic energy. The final result is a pulse of huge kinetic power.

Beam Diameter: 4 cm. Beam Arc: 0 degrees. Effective Range 4.7 km (the distance to the horizon at ground level). Maximum Range: 6 km. Minimum Range: It isn't particularly advised that you fire it within 1 metre. Muzzle Velocity: 186,000 miles per second. Muzzle Blast: There is no specific muzzle flash, however the pulses can be visible extremely briefly as a flash of light through the air as the molecules interact with the air. Firing Modes: Semi-automatic (fires a 'bolt' for every pull of the trigger), burst (a burst of ten shots) or automatic (firing at full speed for as long as the trigger is held down). Full speed is 320 RPM. Recoil: The recoil is low due to the small mass of the projectile combined with the gravity manipulation effect of the weapon.

Damage Description: The particle pulse causes damage through a cascade effect – to use the analogy of a cue ball the particles in the pulse transfer all their energy to the ‘racked balls’ of particle in the target, quickly spreading its enormous kinetic energy through the target – the target is super-heated near instantly and often explodes. The power and speed of these shots combine to give the weapon a damage

rating of Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (): Staff needs to determine which).

Ammo Description:

Name: Hydrogen Belt. **Visual Description:** The Pelphrys’ hydrogen needs are supplied by capsules of highly compressed liquid hydrogen joint together to form a ‘belt’. Each capsule is 7 centimetres long by 3 wide and contains 10 compartments, each containing enough hydrogen for ten pulses. Each belt contains fifty such capsules. The belt is fed into the left hand side of the weapon. **Ammo:** 500 (10) rounds.

Name: Battery. **Visual Description:** The battery for the Atromos is a medium sized rectangular metallic box which slots into the right hand side of the rifle. **Charge:** 500 rounds.

Weapon Mechanisms:

Safety: Yes. The safety has to be deactivated through vocal command or pressing one of three buttons on the top of the rifle. The safety button is the on to the left. The weapon is designed so that if the safety mechanism is damaged it will be capable of firing. **Fire mode selector:** Going between the three firing modes can achieved through the use of the centre of the three buttons or by vocal command. **Weapon Sight:** A volumetric targeting screen is projected above the autocannon, showing likely targets. The autocannon can be set onto ‘automatic’ mode where it uses its own internal gravity manipulator to aim and fire the weapon, and even when not used it always grants the firer a computer-like accuracy at any target which it is aimed at. The weapon accommodates infrared and visual sensors and also scans the radio waves for indications of an enemy presence – showing his on the volumetric screen. It also has a laser pointer on the bottom of the barrel.

Really cool built in thingies: The Pelphrys has an advanced targeting computer capable of distinguishing friend from foe in over 98% of cases, as well as compensating for scenery, cover, movement and a plethora of otherwise negating factors. This computer continually aids the firer, and can even take complete control over the rifle once commanded. This computer can also recognise a range of vocal commands, as well as commands typed in on its LED screen at the top of the weapon.

The Pelphrys also contains three gravity manipulation devices, one at the front, one in the centre and one at the rear. Working in tandem with the onboard computer these serve to aid the transportation of the rifle, help the rifle or even put the rifle on auto-aim and fire. When doing this the guns can rise a considerable distance up into the air. These generators also automatically adjust for recoil.

The computer is displayed on a small display panel on the top of the gun which constantly supplies the amount of ammo and charge left in a quiet glow (unless ordered no to).

Furthermore the weapon is equipped with a small range of sensors, including audio, visual, infrared and radio receiver – aiding it in detection and aiming.

Maintenance Information:

Field Maintenance Procedure: The weapon is fairly low maintenance in the field and tampering around with the insides is not to be advised. Replaceable Parts and components: The weapon is pretty much self-contained, its compactness meaning that getting specific replaceable parts is not overly easy. Normally a soldier will simply be issued another one while the old one is repaired.

Visual Description:

The Pelphrys is a large stocking weapon with no noticeable barrel but a thick body, also possessing the organic elegance expected in an elysian weapon – compact and simple but with thin vine like grooves running over the body of the weapon. The weapon can either be mounted on a tripod or rely on its gravity systems to make it float.

The weapon is transportable through a strap on the top (although with the command to come weightless), and is fired and aimed through a rear-orientated set of handles with a trigger on each one (only one is necessary to fire). The shell of the weapon is made out of a ultra-hard fullerite covered with energy resistant ceramic in order to give its excellent protection against the majority of weapons that could be used against it.

History:

The Pelphrys Particle Pulse Autocannon was designed as part of Elysia's ongoing military reforms, designed to aid the infantry with a powerful weapon capable of cutting through infantry or even more efficiently damage armour, mecha and even some smaller ships.

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