



"Motionless Sleep" Multibarrel Plasma-Caster

The "Motionless Sleep" Multibarrel Plasma Caster is a guided plasma starship weapon produced by the [Lazarus Consortium](#) in [YE 38](#). It is presently available at a cost of 125,000 KS¹⁾ per assembly.

About the Motionless Sleep

An oddly named weapons system the "Motionless Sleep" is a weapon built upon the principle of [guided plasma extrapolated to a logical extreme](#): By having many convergent barrels instead of a single large weapon system providing a myriad of sources of minor damage, targets can be bombarded from all sides simultaneously in a spiderweb of plasma beam-shot.

The weapon itself is designed to be mounted on a starship to replace more conventional turret systems in order to track and create complex firing solutions (referred to by pilots as "bullet hell") the design of Motionless Sleep is bespoke to the unit, while the shape of the harmonica rails on which the weapon sits in may differ from application to application but the plasma barrel assembly is universal.

Initial designs of the weapon itself were designed to feature a single large starship mounted plasma weapon intended to replace conventional turret systems, however it was discovered that while a single larger shot proved a danger to enemy units it was much more effective to produce multiple projectiles of a lesser magnitude capable of tracking multiple targets as well as herding and overwhelming individual foes.

The projectiles produced are generally guided by impulses sent along a thin trailing tail connecting the mass of the plasma projectile to it's parent launcher allowing the trajectory to be updated in real time by the unit's targeting computers.

Damage Effect

On impact each plasma projectile scorches and splashes over an area of approximately five square meters on the target as the projectile destabilizes and bursts brilliantly as it loses rotational speed. The effect of this is a wide area of molecular destabilization, erosion of any materials it comes in contact with, as well as severe thermal damage both cooking anything nearby as well as potentially causing damage due to rapid thermal expansion.

Nomenclature Information

- Designer: [Lazarus Consortium](#)

- Manufacturer: Lazarus Consortium
- Name: Motionless Sleep Plasma Caster
- Type: Guided plasma weapon.
- Role: Anti-Frame, Anti-PA, Anti-Fighter swarm weapon.
- Length: Each barrel is two meters in length.
- Mass: Each barrel weighs 40kg (88lbs) and the mounting rack weighs 250kg (551lbs)

Appearance

The weapon itself resembles a curved large harmonica with rows of plasma projector assemblies plugged into its surface. This may be installed on a variety of turret mounts, articulated arms, into weapons pods, or into the hull of the ship itself.

Discharge Information

- Muzzle Flash: Blue-white flash.
- Retort: The weapon produces an electrical crackle when it discharges in atmosphere.
- **Projectile:** Each shot is a lance of typically blue plasma rotating at a moderate velocity venting small amounts of plasma from the main body as it adjusts its trajectory with energy pulsing along a thin tail that connects it to the weapon. The plasma produced is generally blue in colour however in oxygen rich environments the light emissions shift into the ultraviolet spectrum becoming nearly invisible to the naked eye.
- Effective Range 10km in atmosphere, or 5000km in a vacuum (The range is limited by the plasma dispersing due to trajectory corrections.)
- Rate of Fire: Simultaneous burst every 2-6 seconds, or sequenced continuous fire.
- Recoil: Negligible.

Energy Source

- Ammunition Effectively unlimited so long as the unit it is mounted on continues to provide power and hydrogen.
- **Weapon DR:** Tier 9, Heavy Anti-Mecha per plasma projectile.
- **Overheat:** Built in rate of fire regulation prevents overheat during normal operation. Should a user override the safeties the weapon will burn out within thirty seconds.

Weapon Mechanisms

- **Firing Mechanism:** Compressed hydrogen gas is pumped into the main heating chamber and then rationed to the barrel assemblies where it is charged and accelerated out of the weapon.
- **Loading:** The weapon is provided hydrogen gas from the Starship it is mounted to.

- **Mode Selector:** Firing modes are handled by the Starship's computers working in concert with integrated processing units.
- **Firing Modes:** Simultaneous fire, or sequential shots.
- **Weapon Sight:** The weapon is aimed and fired based on data provided by the Starship it is mounted to mated with data provided by integrated processing units.

Pricing

- **"Motionless Sleep":** 125,000 KS

Replaceable Parts and Components

- **Singe Plasma Cannon Assembly:** 4000 KS
- **Mounting Frame:** 2000 KS
- **Processor Unit:** 300 KS

Optional Attachments

- **Sensor Cluster:** 10,000 KS ²⁾

OOC

Created 2015/08/11 23:55 by [Eistheid](#)

Approved 2015/01/11 17:05

¹⁾

or equivalent

²⁾

Allows the unit to function more accurately and independently causing less strain on the parent vessel.

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Last update: **2023/12/21 00:57**

