

# Particle Lash

The 'particle lash' is an energy weapon utilised by the I'ee, primarily designed for ship-to-ship combat. It comes in two main forms, one intended for short range use, and the other for longer ranges, the latter of which is mainly used on large ships. Its technology is derived from the I'ee [Particle Drive](#) and as a result, is usually powered by the craft's engine core.

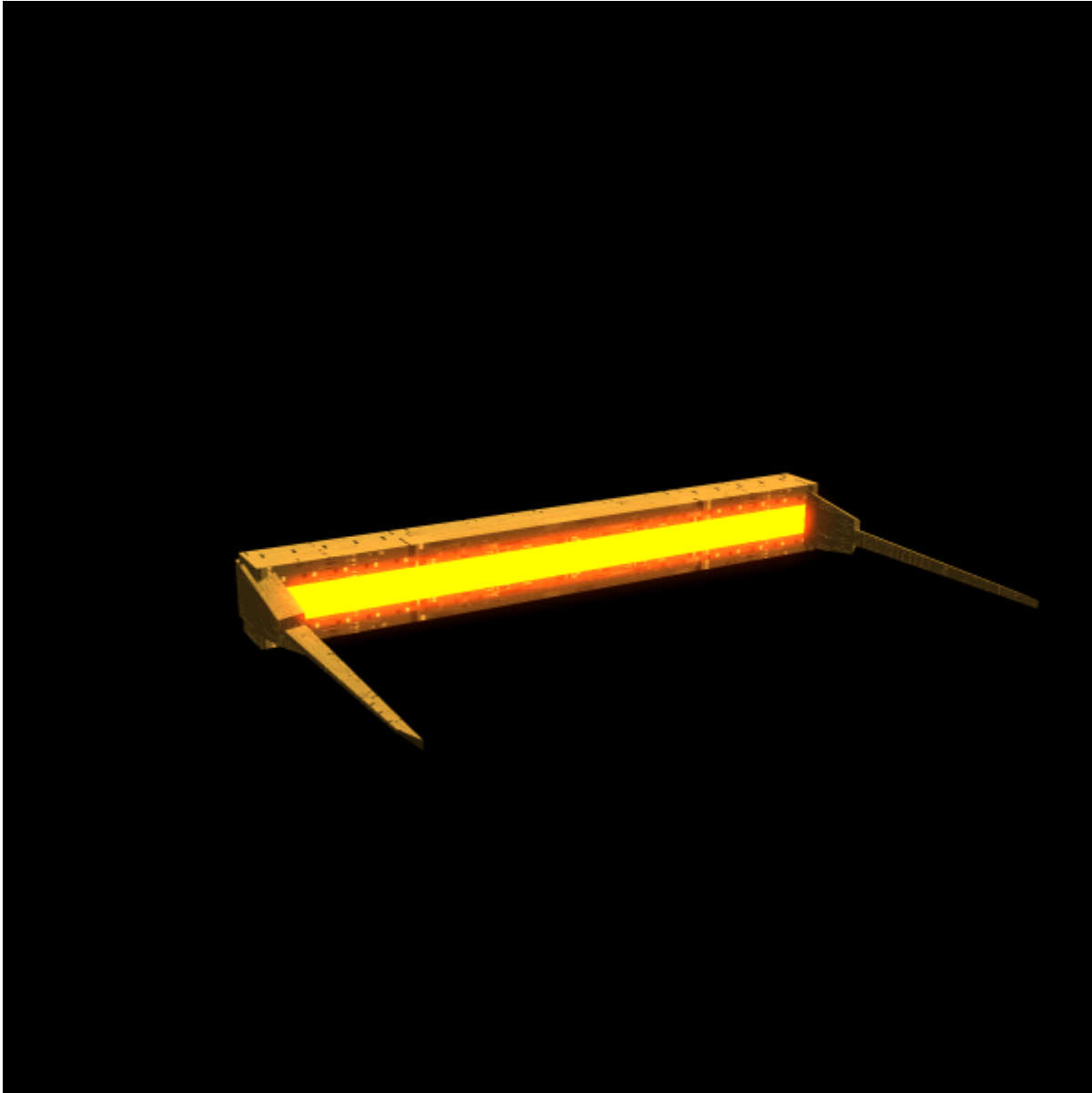
## Nomenclature Information

Besides its serial number used for manufacturing, I'ee names for the weapon tend to be vague in meaning and vary from family to family, as is usual. One common name is 'Thi-Thi-Oo', which can be roughly translated to 'Hunter/killer of unfamiliar/unknown'.

- Designer: Ithit
- Manufacturer: Ithit
- Name: Particle Lash (official name varies)
- Nomenclature: N/A
- Type: Particle
- Role: Ship-to-ship armour stripper.
- Length: 20 m minimum (size varies depending on ship type)
- Mass: >4 tons

## Appearance

Because the weapon draws power from the ship's engines, the weapon system itself tends to be comparatively small: One universal constant is the emitter's width. The emitter is usually rectangular in shape, and glows a vibrant orange when powered. On either end of the emitter are two guiding antennae which assist in directing the energy blast, similar to the prongs used in I'ee particle engines.



## Discharge Information

- Muzzle Flash: A bright, flickering orange glow.
- Retort: When fired, the weapon emits a stuttering hum that resonates throughout its parent vessel.
  - Projectile/Beam Appearance: In its short-ranged form, the weapon releases a curving arc of orange energy from one end of the emitter, lashing down at the target before being pulled back up by the other end of the emitter. The effect appears similar to a fiery wave from a side-on perspective and is designed to rip whatever armour has been destroyed by the weapon out into space, leaving a gaping rent. In its longer range form, the weapon fires a bola-like rope of orange particles at its target.
- Effective Range 2 km (short range), 100,000 km (long range)
- Rate of Fire: Constant (short range), 30 shots per minute (long range)
- Recoil: N/A

## Energy Source

- Energy Source: [I'ee Particle Drive Core](#)
- Average [DR](#): Tier 10, Light Anti-Starship
- Round Capacity: Varies according to ship (and therefore engine) size.

## OOC Notes

[Littlewasp](#) created this article on 2018/01/11 04:24.

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