

# Djahet Enhaed Carbine

Not Approved

## Description

The Enhaed was constructed to provide Sahaadi forces with a rugged, reliable short-barreled rifle for use in the field. Constructed of light-weight yet strong plastics and composites. The Enhaed is effective at taking out soft or lightly armored targets with a reasonable rate of fire, accuracy and range for the platform. The basic version is customizable with a range of various upgrades leading to a number of possible variations between users and mission profiles.

## Weapon Specifications

### Nomenclature Information

Organization: Confederate Armed Forces Government: [Sahaad Confederacy](#) Designer: Djahet Fleetforges Manufacturer: [Djahet Fleetforges](#) Name: Djahet Enhaed Carbine(Dj-DEC-01a) Type: Variable Fire Carbine Role: Carbine Length: 33.58 in Mass: 5.79 lbs ROF: 650-675 RPM

### Appearance

### Discharge Information

Ammunition Types: 5.4mmR FMJ, 5.4mmR HPA

Effective Range 500 Meters Maximum Range: 605 Meters Muzzle Velocity: 784 m/s Muzzle Blast: Little to none. Firing Mode: Single, Semi, or Full Auto Standard Firing Capacity: 35 Shots Recoil: Little to no recognizable recoil for armored infantry. Small counterweight also helps to lessen possible recoil issues.

### Firing Mechanism

Variable Fire Gauss Weapon A coilgun (electromagnetic pulse accelerator) is a type of projectile accelerator that consists of one or more coils used as electromagnets in the configuration of a synchronous linear electric motor which accelerate a magnetic projectile to high velocity. When the trigger is pulled, a circuit is completed that connects the rifle's power source to the electromagnetic coils.

## Ammunition Description

Projectile Type: 5.4mmR FMJ Payload Type: Jacketed Impact Round. Damage: Medium Penetrative power. The copper jacketing helps to insure less round deformation before impact. Designed for use against soft targets or those wearing extremely light protective wear. (Tier 1, Light Anti-Personnel)

Projectile Type: 5.4mmR HPA Payload Type: High-Impact Armor-Piercing Capacity: 27 rounds Damage: High Penetrative Power on lightly armored infantry. Tungsten shells resist deformation after ballistic cap weakens armor for penetration. Due to higher power requirements, shots fired are lower due to power draw. (Tier 2, Medium Anti-Personnel-4)

## Weapon Mechanisms

- Magazine: [Abraqa Capmag](#)
- Safety: Left-Side Switch. (On, Off)
- Collapsible Stock: Sliding rifle stock to allow easy stowing and to maximize space.
- Fire Mode Selector: Right-Side Firing Dial for selective firing.
- Attachment: A under-slung 40mm single-shot grenade launcher can be affixed. (Tier 3, Heavy Anti-Personnel)
- Sights: Flippable sights for use of optics or accessories.

## Other

Field Maintenance Procedure: Wipe and clean after every mission, taking care to scrub the barrel down and all moving parts. Capacitor/Magazines will need to be recharged and ammunition replenished after each use.

## Possible Weapon Additions/Upgrades

- High-Strength Barrel and Electromagnetic Coils. (Longer lasting, with a slight 8% increase in velocity.)
- Extended Capacitor/Magazine (Increase Munition and charge capacity. However the trade off is a increase in weight.)
- Telescopic Sighting 2x (Increased View Distance, Can also be affixed with a Night-Vision Scope)
- Laser Sighting

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