

# Compressed Packet Weapon System

## Introduction

The compressed packet weapon system is intended to be a modification to existing [Combined Particle Cannon Technology](#), [Lorath Plasma Arc Disruptor](#), and similar Lorath technologies. The compressed packet technology is intended to increase weapon range, impact damage, and weapon efficiency. However, due to the size of the components involved, the alteration is only available to power-armor grade units and larger.

## Technical Information

The 'Compressed Packet Weapon System' has been designed to augment the function of pre-existing subspace and EM accelerated and confined weapon systems such as the [Combined Particle Cannon Technology](#). The compressed packet system centralizes around a focused EM projector system which effectively reduces a beam emission or uncompressed burst into a tight-compression packet. Along with the EM projector, a gravitic field and beam projection system is employed to further compress and stabilize the packet while being ejected from the weapon.

After the weapon has been discharged, a graviton beam is extended from the barrel of the weapon for a short duration to maintain the cohesion, compression, and direction of the released discharge.

The released packet from the weapon maintains cohesion far longer than beams released from previous weapon models. Due to the maintained cohesion, kinetic damages are increased, accuracy is improved, velocity is maintained, and energy loss is decreased.

## Alteration to pre-existing technology statistics

### Plasma Arc Disruptor Technology

#### Original Stats


[discharge\\_information](#)

#### New Stats

Beam Diameter: Three inches. Beam Arc: Three inches to six inches. Effective Range 100 Meters Arc, 500 meters non-arc capable burst. Maximum Range: 1000 meters for a single directed burst with the strip

type unit. 5000 Meters for cannon based unit. Minimum Range: 0 Muzzle Velocity: Light Speed. Muzzle Blast: With strip based units, a glow is visible along the strip's length, then when plasma is expelled a dim purple hue is visible around the plasma vent, along with an arc of purple 'lightning' which arcs between the strip and the target. In cannon form, a single burst has the appearance of a ball of purple light. Firing Mode(s): continuous arc, stream, pulse fire, single shot burst. Recoil: None with compression system disengaged, moderate recoil when compression system is active.



Damage Rating: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (  : Staff needs to determine which) in power armor configuration, Tier 10, Light Anti-Starship in defensive vent and small configuration<sup>1</sup>, Tier 11, Medium Anti-Starship in offensive configuration.

## Combined Particle Cannon

### Original Stats

[discharge\\_information](#)

### New Stats

Projection/ammo type: Antimatter and Plasma

Firing Mechanism: Antimatter and plasma are stored in reserve tanks or generated from an attached power source. Plasma particles or antimatter particles are then routed from their holding chambers, accelerated, heated, and then charged with a subspace field. The subspace charged particles are then accelerated down a magnetic confinement barrel through the use of subspace and magnetic fields. When near the end of the barrel, increased EM stress is added to the released beam or packet and confinement is increased. After confinement is increased using the increased EM focusing system, a gravitic projection is established which compresses beams to a tighter confinement, or compresses packets and establishes increased cohesion. After the beam or packet has left the weapon, a graviton projection is established which maintains beam or packet cohesion.


Antimatter Maximum Range: 150 Meters in atmosphere, 600,000 Kilometers in vacuum. Plasma Maximum Range: 20 Kilometers in atmosphere, 100 kilometers in vacuum.


Antimatter Impact Information: Matter/Antimatter reaction in target area, release of intense x-ray radiation which may produce sizable explosions when in atmosphere. Due to the new compression technology, the antimatter beam of the weapon is now capable of delivering damage comparable to a positron beam weapon.

Plasma Impact Information: Due to subspace acceleration, plasma impact locations undergo molecular disruption, this disruption causes molecular bonds to break down resulting in structural weakening. Additional damage is caused by intense heating effects. After impact, plasma plumes from the impact

area in an area relative to the diameter of the beam and the amount of plasma discharged. Along with disruption and heating effects, kinetic impact damage is caused due to increased beam or packet cohesion.

- Power Armor Unit

Plasma: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (  : Staff needs to determine which) Antimatter: Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (

 : Staff needs to determine which)

- Starship Unit

Plasma: Tier 11, Medium Anti-Starship Antimatter: Tier 12, Heavy Anti-Starship

<sup>1)</sup>  
shuttles, fighters

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