

LSDF Deshe'vo Plasma Assault Rifle

A plasma rifle in assault-rifle style configuration produced by the Lorath Matriarchy in the year YE 35, designed as a successor to the [LSDF "Hik'id" Plasma Assault Rifle](#)

About the Deshe'vo Plasma Assault Rifle

Produced for the purpose of modernizing energy weapon design produced by in-house manufacturers within the Lorath Matriarchy, the Deshe'vo incorporates what would amount to 'third generation' energy weapon technology, incorporating the first-gen technology of the Hik'id, in conjunction with the second-gen technology found in the [Compressed Packet Rifle](#). Third generation technology in the Deshe'vo includes improved discharge cohesion, improved heat dissipation, improved power management, and most of all; modernized affordable components, despite being a 'third generation' weapon, this is the second model in the 'P' series, earning Deshe'vo the name 'P-Two' in field usage.

Notably, the Deshe'vo incorporates three firing modes, an incapacitation setting, a personnel operation setting, and an armored combat setting. While incapacitation and personnel settings are capable of being used by unarmored personnel, the armored combat setting causes significant heat displacement, to the point of scalding and burning the operator's exposed skin or skin which is insufficiently insulated. Due to the risk involved, it is strongly indicated that the high setting of the Deshe'vo be reserved to use by operators wearing proper body-armor, or power armor.

Nomenclature Information

- Designer: Lorath Matriarchy – Design team under M'hai 'Griz' Yu'vich Lmanel
- Manufacturer: Lorath Matriarchy and licensed production affiliates.
- Name: Deshe'vo Plasma Assault Rifle
- Nomenclature: LM-EMR-P-02-35¹⁾
- Type: Plasma energy weapon
- Role: Infantry and Power Armor Assault Rifle
 - Length With Stock: 29.25 Inches / 74.295 Centimeters
 - Weight With Stock: 12.56 Pounds / 5.69 Kilograms
 - Length Without Stock: 19.7 Inches / 50.3 Centimeters
 - Weight Without Stock: 11.25 Pounds / 5.10 Kilograms

Appearance

Deshe'vo type plasma rifles are patterned roughly after the original Hik'id rifle and its sister rifles. However, due to modernization and changes in ergonomics, few traces of that lineage are distinctively apparent. None the less, key features of the Deshe'vo include a rear grip with a hand-and-trigger guard, stock mounting hardware for detachable optional stock, topside mounting rails, magazine well placed in front of the trigger-and-hand guard, a bottom rail mounted beneath the rail suitable for fore-grip

attachment, bayonet attachment, or grenade launcher.



Discharge Information

- Muzzle Flash: Horizontally directed 'fan' shaped flash, translucent in density, can best be described as a 'ragged' pattern. Hues of blue, red, and orange at the discharge point, forming into a cohesive discharge of orange and violet purple plasma.
- Retort: Sharp 'cracking' sound upon each discharge.
 - Projectile/Beam Appearance: In mid-power settings. a brief but bright glowing violet-orange tracer with an equally brief and faint orange aftertrail - the bolt is fired too fast to actually see in motion, however, beam setting discharges maintain a mix of violet and orange coloration. At high power settings, all discharges take on a blue-violet coloration.
 - Effective Range - Atmospheric, Personnel Mode: 600 Meters
 - Effective Range - Atmospheric, Power Armor Mode: 2,450 Meters
 - Effective Range - Zero Atmosphere, Personnel Mode: 12,000 Meters
 - Effective Range - Zero Atmosphere, Power Armor Mode: 49,000 Meters
 - Rate of Fire In Automatic-Fire Packet Discharge Mode: 11 Discharges Per Second
- Recoil: Zero degree lift, zero recoil.

Energy Sources

Note: All discharge capacity values are in relation to standard-issue magazines. Larger double and triple capacity magazines are available on special order.

- Ammunition **QNC** In Magazine-Style Enclosure, Standard Issue.
 - Average **DR** – Incapacitation: Personnel Damage 1
 - Average **DR** – Personnel Operation: Personnel Damage 4
 - Average **DR** – Armored Operation: Armored Damage 3
 - Discharge Capacity – Incapacitation Operation Mode – QNC: 148 Packet Discharges / 148 Seconds of Beam-Discharge
 - Discharge Capacity – Personnel Operation Mode – QNC: 74 Packet Discharges / 74 Seconds of Beam-Discharge
 - Discharge Capacity – Armored Operation Mode – QNC: 30 Packet Discharges / 30 Seconds of Beam-Discharge

| Deshe'vo 'P2' Plasma Rifle With Standard Issue QNC Power Cell Damage and Capacity Quickchart | | | | |
|---|--------------------------|--|---|---|
| Power Setting | Firing Mode | Damage²⁾³⁾ | Rate of Fire | Capacity |
| Incapacitation | All Fire Modes | Personnel Damage 1 | 22 Discharges Per Second / Streaming in Beam Mode | 148 Seconds of Beam Mode Discharge, 148 Packet Discharges |
| Personnel Operation | Semi-Automatic Discharge | Personnel Damage 4 | Maximum of 11 Discharges Per Second, Single Discharge Per Trigger Pull | 74 Discharges |
| Personnel Operation | Burst Discharge | - | Three Round Discharge Per Trigger Pull, Two Bursts Per Second | 37 Bursts |
| Personnel Operation | Automatic Discharge | - | Rapid Succession Packet Discharge, 11 Discharges Per Second ⁴⁾ | 74 Discharges |
| Personnel Operation | Beam Mode | Personnel Damage 4 Per 1/5 Second Exposure | Beam Setting Results In Continuous Discharge Until Trigger Is Released, or Magazine Is Depleted | 74 Seconds Of Discharge Time |
| Armored Operation | Semi-Automatic | Armor Damage 3 | Maximum of 11 Discharges Per Second, Single Discharge Per Trigger Activation | 30 Discharges |
| Armored Operation | Burst | -- | Three Round Discharge Per Trigger Pull, Three Bursts Per Second | 15 Bursts |
| Armored Operation | Automatic | - | Rapid Succession Packet Discharge, 11 Discharges Per Second ⁵⁾ | 30 Discharges |
| Armored Operation | Beam | Armor Damage 3 Per 1/10 Second Exposure | Beam Setting Results In Continuous Discharge Until Trigger Is Released, or Magazine Is Depleted | 30 Seconds Of Discharge Time |

| Deshe'vo 'P2' Plasma Rifle With Standard Issue QNC Power Cell Damage and Capacity Quickchart | | | | |
|---|--------------------|------------------------------|---------------------|--|
| Power Setting | Firing Mode | Damage²⁾³⁾ | Rate of Fire | Capacity |
| Overload | Self-Destruct | Armor Damage 5 | One Explosion | 400 Meter Blast Radius Using Fully Charged Standard-Issue Magazine |

Plasma Effect Description – Standard: In standard operation, plasma discharges from the Deshe'vo are intended to deliver a cohesive 'packet' or beam of matter in a plasma state on target. Upon impact, the superheated matter interacts with the molecular and atomic structure of the target material, causing rapid disruption of atomic and molecular bonds through disruption of atomic structures via ionization. During this process, large quantities of kinetic and thermal energy are released into the target material, resulting in thermal damage and physical damage. In materials with abnormally high kinetic and thermal resistance, damage may be localized to the area of plasma interaction with the target material.

Plasma Effect Description – Incapacitation: In incapacitation or generically known as a 'stun' setting, the plasma energy release is distinctively regulated, to the point of being little more than a highly focused discharge of electrically charged matter. Upon target impact with organic targets, the static charge of the beam or packet is released into the target subject, resulting in disruption of the central nervous system and involuntary loss of all muscle control, often resulting in unconsciousness. Repeated exposure may result in cardiac or pulmonary arrest. In material targets, such as electronic systems, discharged energy results in significant damage to unshielded electronic systems. It should be noted, that this mode is sufficient to set fire to combustible materials, and can also be used to heat metals or solid rock.

Overload Description: A feature of desperation, the Deshe'vo incorporates the option to allow an operator to manually disable the internal pre-fire chamber pressure regulator, allowing for a continuous charge to be built within the pre-fire chamber, until containment failure results in an explosive release of plasma, kinetic energy, and heat, resulting in an explosion comparable to typical standard high-explosive plasma ordinance. This function relies upon a charged magazine being available, as well as the user to maintain a grip upon the trigger of their weapon, or to rig a means of keeping the trigger depressed for five to ten seconds, depending on magazine charge.

Weapon Mechanisms

- **Firing Mechanism:** Ionized matter and raw power output is derived from the QNC power cell, which provides power and matter to a pre-fire chamber, where matter is ionized and energized via rapid electromagnetic acceleration. Alternatively, the weapon can be supplied with the same resources via external supply.
- **Loading:** QNC power cells encased within standard magazines are attached and connected to the weapon in a magazine well. Once the magazine is depleted, a magazine ejection button is depressed, allowing for the magazine to be removed, and a new magazine to be put in place. Alternatively, the weapon can be supplied via external power source.
- **Mode Selector:** Firing mode selection is handled via touch interface placed in front of the trigger

assembly, and is selected through finger gestures identical to those of using the Hik'id type plasma rifle. Mode status is indicated on the selector, as well as on the rear of the topside of the weapon.

- **Safety Mechanism:** Can be fitted with user DNA logging technology, as well as biometric lock.
- **Weapon Sight:** Simple integrated sights, or small flip-up reflex-style sight placed on rear of weapon, which includes range finder display capability. Issued with an add-on sight package consisting of optical sights, with electronic data overlay, allowing for electronic image magnification and targeting data. Integrated electronic sight and add-on sights are capable of providing a network link-up if activated, allowing for remotely supplied target information.
- **Attachment Hard Points:** Rear stock hard-points, topside sight mounting hard points, bottom-side equipment mounting rail, barrel compatible with bayonet.
- **Military Issue Safeguard:** Rifles issued in an official capacity can be set up with a remote monitoring system, which allows for the rifle to be remotely tracked through the use of an encoded 'ping', designed to trigger the tracking mechanism, which is unable to be triggered by an improperly coded signal. A remote deactivation safeguard is also present, which can remotely disable a weapon, a quantum encryption lock is present to prevent malicious use of the feature. Weapons can also be remotely instructed to be locked in a specific fire mode. Remote features are locked out upon a number of unsuccessful connection attempts, and only can be cleared with a code which is routinely altered and updated.

Other

Power Armor Integration Capability

A noted offshoot of the Deshe'vo development program, the weapon has been adopted for power armor integration. Through the removal of the rear stock assembly, trigger assembly, some of the internal regulatory features, and modification of the outer furniture of the weapon, the Deshe'vo has been adapted for use as a viable integrated weapon for power armor applications, as well as for mounting as a light-vehicle weapon.

Pricing



Notice: Export of this weapon is tightly regulated, with prices listed in accordance to export prices outside of the Lorath Matriarchy to authorized buyers. Lorath Matriarchy associate prices are ½ of listed values.

- Deshe'vo Plasma Rifle: 4500 KS/HS

Replaceable Parts and Components & Optional Components

- Sights Package Set, Four Optics (Iron, Reflex, Electronic, Optical units): 1250 KS/HS
- [Adapted Sensor Monocle Sight^{6\)}](#): 150 KS/HS

- Standard Issue Magazine: 25 KS/HS
- Double-Capacity Magazine: 75 KS/HS
- Triple-Capacity Magazine, Drum: 200 KS/HS
- 'Streamline' Magazine⁷⁾: 30 KS/HS
- Replacement Internals Kit: 2,000 KS/HS
- Special Request Stock Assembly Or Standard Stock: 100 KS/HS
- Fold Down Foregrip: 100 KS/HS
- Tactical Flashlight/Laser/UV/IR Light Combination: 125 KS/HS
- Targeting Assist Bipod/Smart Mount: 250 KS/HS
- Standard Bipod: 50 KS/HS
- Custom Furniture (Grips, guards, covers): 150 KS/HS
- Charged Plasma Routing Conduit/Cable, Two Meter Length⁸⁾: 75 KS/HS
- Trigger Guard Safety Lock, With Biometric and Key Interface: 25 KS/HS
- Spray-On Adaptive Camouflage With Image Processor: 1,250 KS/HS
- Manual Fire-Control Switch Assembly: 100 KS/HS
- Cleaning Kit and Tools: 15 KS/HS
- Carry Slings, Style On Request: 50 KS/HS
- Power Armor Adapter Kit For PA Forearm Integration: 1,000 KS/HS
- Promotional Sticker, [T-Shirt](#), Hat, and Sunglasses Package: 5 KS/HS

Ammunition

| (Insert Ammo Name) Price Quickchart | | |
|---|--------------|------------------------------|
| Type | Price | Capacity⁹⁾ |
| Standard Issue Magazine | 25 KS/HS | 148/74/37 |
| Double-Capacity Magazine | 75 KS/HS | 296/148/74 |
| Triple-Capacity Drum-Style Magazine | 200 KS/HS | 444/222/111 |
| 'Streamline Magazine' ¹⁰⁾ | 30 KS/HS | 148/74/37 |
| Charged Plasma Routing Conduit, External Power Supply | 75 KS/HS | ∞ |
| PA Adapter Kit | 1,000 KS/HS | ∞ |

OOO Notes

This page was originally created on 2013/07/24 23:31 by [DocTomoe](#). Artwork by Arieg.

1)

Lorath Matriarchy - Energy Muniton Rifle - Plasma - second model - YE 35

2)

Fields marked with - indicate identical value to previous line entry.

3)

Values for non-beam settings indicate damage per discharged plasma packet

4)

Will fully expend magazine in 6.7 seconds

5)

Will fully expend magazine in 3.35 Seconds

6)

Modified from the original 'Peeper', designed for tactical use, with added combat software applications suited to range finding, target identification, target tracking, trajectory calculations, and IFF capabilities, additional applications can be added.

7) 10)

Conforms to trigger guard assembly, as opposed to traditional magazine shape/style, same capacity as standard issue

8)

Used for connecting to an external power source

9)

Incapacitate / Personnel / Armored

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Last update: **2023/12/21 04:23**

