

FMS-2 Plasma Thrower 'Stalwart Suppressor'

The Plasma Thrower was a fairly recent design concept by the eccentric Stalwart Defender, unique in that not even a prototype design was built. The concept was a simple utility weapon that combined the well-proven destructive capability of a plasma rifle with the anti-personnel utility of a flamethrower. While theoretically it was quite possible, Stalwart's knowledge of the magnetic containment requirements to make such a weapon possible was limited.

The Lorath were the answer. Given that our knowledge of plasma weaponry was quite advanced, with the help of SDI's new engineering team, the design was given new life. While in many ways its capability is lower than that of Matriarchy designs, its low cost, utility, and large ammo stores help even the footing.

In truth, the weapon was developed in part for the approaching SDI-X powered suit program, a parallel development to the WIND and WINTER with low-cost production and export in mind. Watch out for their release in mid YE 30!

The midranged Suppressor is designed for both atmospheric and space operations, and its primary mission is to destroy PAs and personnel. The close-range flamethrower function is extremely destructive and is best used in specialized situations; or a tricky melee you want to get out of, fast. More reckless PA operators may choose to ram their enemies with the flamer function, though we at SDI of course do not recommend such a thing and waive all responsibility for the deaths of anyone using one of our weapons.

For the better benefit of our consumers, a lower-cost version is available without the flamethrower functions, designated FMS-2E. The upper sight is compatible with all major computer systems in the Kikyo sector, and we pride ourselves on our technical support and our quality engineering. We assure that you will be satisfied with this weapon's kill potential, or we'll give you a full refund within 30 days.

Remember, shop smart, shop Stalwart!

General Information

Designer: Stalwart Defender, Stalwart Defense Industries Manufacturer: Lorath Matriarchy Cost: 1200 KS (including 2 ammo packs and recharge rack) Cost (without flamethrower function): 1000 KS (including 2 ammo packs and recharge rack) Cost (extra ammo packs): 25 KS Each

Name: FMS-2 Plasma Thrower 'Stalwart Suppressor' Type: Plasma Rifle/Flamethrower combination Type (low-cost version): Plasma Rifle Official Model Number:¹⁾ SDI-FM-S2 Official Model Number (low-cost version): SDI-FM-S2E Role: Anti-personnel, anti-PA, crowd control; dual operation in vacuum and terrestrial environments

Technical Information

Projection/ammo type: Energy projectile/continuous plasma stream Firing Mechanism: Contained plasma

energy is fed from the battery pack to a pre-fire chamber within the unit, magnetic forces are applied to the plasma energy. The magnetic forces exerted upon the energy then force the plasma down the barrel of the weapon. Magnetic confinement systems in the barrel force the plasma to form a coherent pulse of energy, or in the flamethrower configuration, provide enough confinement so plasma wash would not harm the weapon user. On each firing, a electromagnetic and gravitic device acts upon the weapon and reduces the recoil delivered by the magnetic accelerator function. Muzzle Velocity: 1000 m/s (in atmosphere) Firing Mode(s): Single Pulse, Continuous stream ('flamethrower') Recoil: Light to moderate, depending on burst duration, shorter bursts create a more noticeable jerk. Rate of Fire: 50 pulses/minute, or continuous stream

Magazine: Rear-loading compact ammo pack, 100 shots or 1 minute sustained flamethrower operation. Utilizes compressed gas and biological power cell combination allowing effective use in both vacuum and atmosphere situations. Safety: Trigger guard safety Fire mode selector: Dual triggers - lower flamethrower trigger built into grip, requires deliberate pressure - can set ammo pack to disable flamethrower function Weapon Sight: Digital sight on top of unit; requires computer connection to PA unit or visor system for use, display provides aiming and ammo information



Ranges listed are applicable in 1g of gravity

Effective Range 350 m Maximum Range: 500 m Minimum Range: 0 Range (Flamethrower): 3 m

Damage Description: Light molecular damage, organic and metallic material incineration and vaporization. However, due to a lack of subspace acceleration, molecular disruption effects are minimal.

Damage Rating: 5 in pulse mode, 4 in flamethrower due to confinement issues.

1)

Note on Stalwart weapon nomenclature: The first segment refers to Stalwart Defense Industries. The second segment is the designer's initials, in this case Fusegu Mora, Stalwart's real name. The third segment is made of three parts - first the series designator (in this case, the Special series), then the model number, then the variant designator. The model number is usually shortened in casual conversation, such that a weapon with a designation SDI-LL-M1D would become LLM-1D.

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=faction:lorath:weapons:stalwart_surpressor

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

