

<b>General</b>	
Class:	Ground and Star fighter Based Weapon
Type:	Energy Weapon
Designer:	<a href="#">Shukara Armaments and Manufacturing</a>
Manufacturer:	<a href="#">Shukara Armaments and Manufacturing</a>
Fielded by:	<a href="#">Kingdom of Neshaten</a>
Organizations using:	<a href="#">Kingdom of Neshaten</a> , <a href="#">Shukara Volunteer Navy</a>
Production:	Dependent on vehicles
Price:	840,000 Rn

# HN-10-K Plasma Blaster Cannon

The HN-10-K is a [Neshaten](#) vehicle mounted blaster cannon designed for use against enemy infantry and even against vehicles. The weapon was put into service in EE 002.

## About

Designed during the year of EE 001, but not pushed into service until EE 002; the HK-10-K is a blaster based cannon system designed for vehicles only; although its size isn't the reason, but rather its internal components that make it impossible for it to be used on anything other than a vehicle, although the recoil of the weapon also plays a large part in this as well. In keeping with military doctrine, the weapons designers programmed the software so that it would be open source, and would allow military soldiers or even software engineers to service the weapon with ease or design firing programs to suit their purposes and although the blaster comes with three pre-defined firing programs created by its designers, those programs might not be the ones used by soldiers out in the field but rather by those made by the soldiers to serve their purpose.

## History

The HN-10-K wasn't originally a military based weapon, but rather, one designed for use within the Kingdom's prison system to put down riots. Its first appearance was in ER 607 when plasma weaponry was still in its infancy when it came to use by the military, but private trade families had already figured out several useful methods for use in criminal control, such as installing them in pop-out turrets to fire on criminals that escaped from their cells or for use as turrets outside of a prison complex to keep inmates in.

By EE 001 the military already had a number of successful plasma based weaponry and one additional weaponry wouldn't have been needed, but military officials saw that the civilian version of a plasma blaster deferred in its design from the military version. One example was that civilians had been able to solve some of the heating issues typically found in smaller, vehicular mounted plasma based systems; because of this, and more, the military adopted this design for use on their vehicles while also adapting

some of its improved components for use in other plasma weaponry.

Its creation also replaced the most commonly used [Mark One Tri-Mounted Laser Turret](#) found on the Neshaten's light tank.

## Appearance

Because of how the weapon is designed and where it can be used, its actual appearance differs considerably based on the vehicle platform; however a common factor is its single barrel design and plasma heat sinks located on the sides, although on some vehicles those heat sinks might be connected to coolant pipes.

## Default Firing Modes

The HK-10-K has three default firing modes that were designed by the weapons designer.

### Mode 1 - Pulsed Plasma

Mode 1 is a firing program built into the weapon that fire a six round burst every five seconds; this creates a volume of fire that can take on groups of enemy personnel clustered in areas that have little or no protection or that can be used to take on lightly armoured vehicles that are moving at high rates of speed. In order to accomplish this, the weapon stores a large deal of plasma within a vehicles plasma capacitors so that the weapon can fire its shots in such succession. This particular firing program is common-place within ceiling mounted turrets found within military facilities.

- Rate of fire: Six round burst every five seconds.
- [Purpose: 3, anti-personnel](#)

### Mode 2 - Charged Plasma

Mode 2 is the secondary firing program for the weapon; unlike mode 1, mode two was designed to punch through medium armour such as that found on armoured personnel carriers or even armoured walls. Mode 2 fires a bolt of plasma once every ten to fifteen seconds, although its rate of fire depends on the gunner; unlike in Mode 1 which is a burst fire. Mode 2 was also intended for use against clustered forces of personnel, because of this, when the plasma bolt explodes it does so with a great deal of force behind it, its explosive radius is ten feet in diameter and can create a small crater.

- Rate of fire: Once every ten or fifteen seconds, depending on trigger pull.
- [Purpose: 4, Light-anti-armor](#)

## Mode 3 - Piercing Plasma

Mode 3 is currently the third and final firing program of the HN-10-K; this mode is designed to be used against slow moving light and medium armoured targets; containment fields shape the bolt of plasma into a thin shell that is ideal for punching through armour plating, the rear of the bolt contains the majority of its explosive force and can then transfer that force into the confines of whatever it is fired at. Mode 3 is not ideal for use against groups of enemy personnel, but can be used against heavily armoured personnel. Its effectiveness against heavily armoured vehicles depends on the kind of armour that vehicle is using. Because of the purpose behind this mode, it takes thirty seconds for the weapon to fully charge up a shot capable of punching through heavy armor.

- Rate of fire: One shot every thirty seconds.
- Purpose: 7, Anti-Mecha

## OOC

Because the weapons software is open source, the creator has placed a damage rating cap of tier 7. All firing modes created for this weapon must be approved by the plots GM and then added to this page.

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