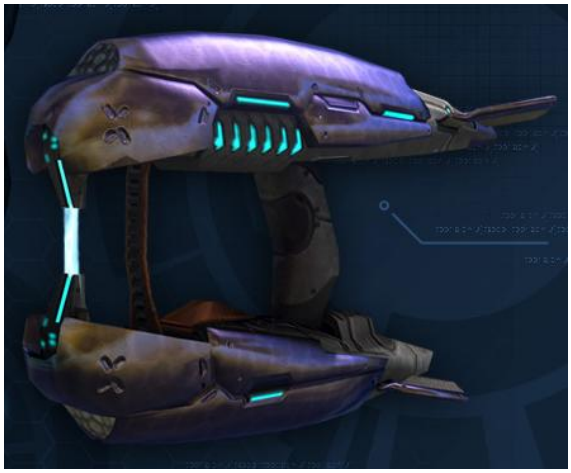
Weapons D6 / Directed Energy Rifle Covenan



Directed Energy Rifle Covenant Variant

A plasma rifle is a Covenant directed energy weapon that use superheated ionized gas called Plasma instead of projectile ammunition. The weapon has a power output of 100-150 KV @ 2~3 dA, and can fire 360~540 rounds per minute. Unlike the Plasma Pistol, the plasma rifle is capable of semi-automatic, and full automatic fire, this is thanks in part to its dual plasma collimator design. Placed atop one another, these collimators fire in a "stagger" taking the slow automatic fire of each individual collimator and combining it, this design allows a faster rate of fire and more rounds per second, which adds to the lethality of the weapon. The Type-25 DER is the primary weapon of the Covenant?s officer corps, used by Elites and Brutes, although Jackals and Grunts have been seen using this weapon. Against UNSC infantry, the Type-25 rifle's lethality is considerably greater than its counterpart the Type-25 pistol due to the faster rate of fire, injuries inflicted to the victim are severe third-degree burns, with the wound being cauterized instantly upon impact. Even near misses will produce severe burns and heat trauma, should the plasma impact an object, the impact can create fragments that may come into contact with a victim, with crippling or lethal effect. Generally two hits from either a plasma pistol or plasma rifle will kill a light, or non armored target. Like its counterpart, over extended periods of firing, can overheat the weapon, causing it to become unusable for a short period of time.

Model: Covenant Plasma Rifle
Type: Energy Weapon
Scale: Character
Skill: Firearms: Blaster Rifle/ Energy Rifle
Ammo: 100
Cost: 6000 credits (ammo: 200 per clip)
Availabilty: 3, X
Range: 3-25/60/120
Fire Rate: 1,5*
Damage: 5D/ 4D/ 2D Single, 6d+2/ 5d/ 2D Burst of 4

Game Notes:

Lowrecoil: -1 to Penalties for firing in Automatic or Bursts

Overheating: For every Burst fired add the weapon takes 1 heat unit, if the weapon reaches 4 it will

take 4 rounds to cool down and be able to fire again. Every round not fired in burst reduces the heat by 1.

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