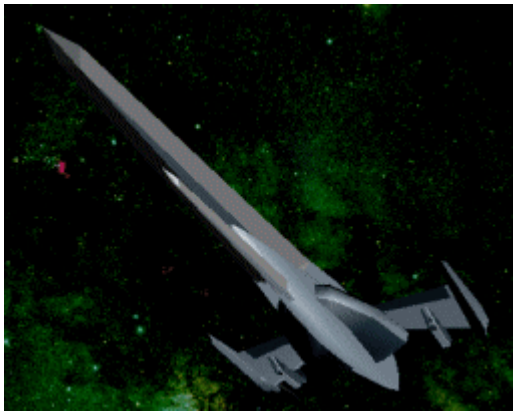
Ke-S3-W3020 Main Weapon Array

The Ke-S3-W3020 is an aether shock array designed by Ketsurui Fleet Yards in YE 30 for use on the Plumeria-class (2D) Medium Gunship. It replaces its predecessor, the Ke-S3-W2920 Main Weapon Array, and is designed with a higher rate of fire in mind.



An aether shock array works by releasing an incredibly intense scalar interference pulse that causes a tear in the fabric of space-time. When this occurs, all energy potentials in the target area are released into real space simultaneously, causing catastrophic destruction. The array is designed for anti-starship or anti-fleet use.

Damage Rating V3: Tier 13 (Light Anti-Capital Ship)

Firing Mode	DRv2	DRv1	Rate of Fire	Area of Effect	Range
Rapid Pulse	4	9	Once every 2 seconds	Single Target	300 million km
Beam	5	10	Once every 15 seconds	Single Target	300 million km
Spread	5	10	Once every 45 seconds	30° Cone Area Effect	20 million km

300,000,000 km is about 2 AU or 186,000,000 miles.

The array consists of a center firing node, a large upper assembly (which resembles a dagger blade), and a smaller lower assembly. The beam can be steered up to 75 degrees right or left, and up to 45 degrees down, but cannot fire higher than straight-forward due to the weapon's arrangement.

Systems that make up this weapon were built in a modular fashion so that the sections composing the ship's main gun could be easily switched with other modules at a later time, if desired. Exchanging the main gun's systems in this fashion requires about 6 hours.

OOC Notes

Article written by Wes.

Star Army Logistics	
Supply Classification	Class F - SYSTEMS WEAPONS ASSEMBLY MAJOR

Products & Items Database	
Product Categories	weapons: starship
Product Name	Ke-S3-W3020 Main Weapon Array
Nomenclature	Ke-S3-W3020
Manufacturer	Ketsurui Fleet Yards
Year Released	YE 30

From:
https://wiki.stararmy.com/ - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=stararmy:weapons:ke-s3-w3020_main_weapon_array

Last update: **2023/12/21 01:03**