

Multi-Mode Aether Shock Array

The Aether Shock Array has been a main cannon system used by the [Star Army of Yamatai](#) since [YE 28](#).

History and Background

The Aether Shock Array was first designed for use on the [Sakura-class Light Gunship](#) in [YE 28](#). [Ketsurui Fleet Yards](#) found the weapon to be ideal for use on [Star Army of Yamatai](#) ships and the design quickly gained popularity and widespread usage. In [YE 29](#), an upgrade was made to include a [Transposition Fold "Legacy" Cannon](#) fire option for the weapon. The weapon continued to appear as a mainstay on ship classes and was even placed in a more advanced form as the [Ke-B5-W3900 Amenonuhoko-Class Main Weapon Array](#) on the [Izanagi-Class Dreadnought](#) in [YE 39](#).

In [YE 43](#) the weapon is still in active use and is the main weapon of many [Star Army Starship Classes](#) that are gunships or larger.

Appearance

The weapon has taken on three different forms so far across [Ketsurui Fleet Yards](#) designs. It is a forward-facing structure on the bow of the ship.

- “The Sword”, an iconic sword-like shape found on ships like the [Sakura-class Light Gunship](#), [Plumeria-class \(2E\) Medium Gunship](#) and [Azusa-class Light Gunship](#).
- “The Prongs”, a forked double prong design found on ships like the [Sharie-class Battleship](#).
- “The Bulge”, a more rounded design found on the [Fuji-class Expeditionary Gunship](#).

Technologies

The array projects an intense [Scalar Field](#) that disrupts space/time within a target region at the quantum level, causing a massive tear in the fabric of reality. The resulting spatial instability releases all the potential energy within the affected region of space in the form of a massive and incredibly destructive flood of [aether](#) particles and other forms of hard radiation. The unstable aether particles interact catastrophically with nearly all forms of matter and energy, disrupting defensive barriers and interfering with the fundamental nuclear forces that bind matter together.

As a transposition array, the weapon system folds space/time between two points, generally causing reality within the targeted area to collapse in on itself implausively. In this mode, the array places an incredible strain on the affected area of space/time that can take weeks or even months to “heal,” creating a trench-like pseudo-black hole phenomenon in space that will attempt to draw in and ‘crush’ certain objects or ships in its vicinity, depending on whether or not they are actively utilizing space/time anchors or distortion-based technology.

General Statistics

General statistics for the Multi-mode Aether Shock Array.

Statistics	
Year of Creation	YE 43
Designer	Ketsurui Fleet Yards
Nomenclature	Ke-S3-W2800 or specific ship nomenclature.
Alt. Nomenclature	N.A
Manufacturer	Ketsurui Fleet Yards
Fielded by	Star Army of Yamatai
Availability	Mass Production
Discharge Color	Teal
Ammunition Source	Scalar Field Generator / Aether Generator

Firing Modes

Different firing modes of the Multi-Mode Aether Shock Array.

Gunships and Cruisers				
Type	Damage Tier	Rate of Fire	Maximum Range	AOE
Rapid Pulse	Tier 10	60 pulses/minute	149,000,000 kilometers	Single Target
Heavy Pulse	Tier 12	20 pulses/minute	149,000,000 kilometers	Single Target
Beam	Tier 13	5 beams/minute	149,000,000 kilometers	Single Target
Spread	Tier 12	2 spreads/minute	10,000,000 kilometers	30° Cone
Battleships and Flagships				
Type	Damage Tier	Rate of Fire	Maximum Range	AOE
Rapid Pulse	Tier 11	60 pulses/minute	149,000,000 kilometers	Single Target
Heavy Pulse	Tier 14	20 pulses/minute	149,000,000 kilometers	Single Target
Beam	Tier 15	5 beams/minute	149,000,000 kilometers	Single Target
Spread	Tier 12	2 spreads/minute	10,000,000 kilometers	30° Cone

The [Plumeria-class \(2E\) Medium Gunship^{1\)}](#) and the [Azusa-class Light Gunship^{2\)}](#) also have:

Firing Mode	Purpose	Rate of Fire	Area of Effect	Maximum Range ¹	Maximum Diameter
Filtered Pulse	Tier 9, Heavy Anti-Mecha	60 pulses/minute	Single Target	149,000,000 kilometers	35 meters
Wide Spread	Tier 12, Heavy Anti-Starship	2 spreads/minute	60° Cone	6,000,000 kilometers	6,928,203 kilometers

OOC Notes

[Andrew](#) created this article on 2021/01/31 16:13.

The goal of this page is to eliminate the vast number of stub articles.

Used collective information from:

- [Ke-B5-W3900 Amenonuhoko-Class Main Weapon Array](#) by [Khasidel](#).
- [Ke-S3-W3900 Main Weapon Array](#) by [Frostjaeger](#) and [Ametheliana](#).
- [Ke-B3-W3000 Main Weapon Array](#) by [Wes](#)
- [Ke-S3-W2920 Main Weapon Array](#) by [Wes](#)
- [Ke-S3-W3020 Main Weapon Array](#) by [Wes](#)
- [My-B1-W3000 Aether Shock Array](#) by [Wes](#)

This was approved by [Wes](#) in this [thread](#).

Star Army Logistics	
Supply Classification	Class F - SYSTEMS WEAPONS ASSEMBLY MAJOR
Products & Items Database	
Product Categories	subsystems
Product Name	Multi-Mode Aether Shock Array
Nomenclature	Type 43
Manufacturer	Ketsurui Fleet Yards
Year Released	YE 28

1)

https://starmy.com/wiki/doku.php?id=starmy:weapons:ke-s3-w4000_aether_shock_array#ke-s3-w4000_aether_shock_array

2)

https://starmy.com/wiki/doku.php?id=starmy:weapons:ke-s5-w4100_aether_shock_array

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