

Anti-Matter Flechette Launcher

A [NovaCorp](#) ship weapon, although it can be applied to planetary warfare, is the Anti-matter Flechette Launcher. In functions through firing a flechette, or needle like spike of metal which contains anti-matter sustained in a magnetic field. The needle functions through having two packets of anti-matter – one portion consisting of an entire gram of anti-matter, and a frontal section consisting of a significantly smaller amount. The purpose of the frontal section is that upon impact with an object that functions in the same way as a shaped explosive – creating high energy plasma in order to open up passage for the remainder of the flechette to pass through before exploding with the bulk of its anti-matter.

The launcher is usually inbuilt in to a ship, but can be located as a turret type weapon. The Flechettes are stored in an area above this and are fed in through a set of graviton beams which feed enough in to meet the rate of fire the weapon in to. The majority of the weapon is simply a large coil-gun which produces huge electro-magnetic forces to fire the Flechette's at very high speeds.

Producer Information Designer: Ephesus Manufacturer: NovaCorp

Nomenclature Information Name: Anti-Matter Flechette Launcher. Type: Coil-gun. Role: Anti-material, mid-range assault. Length: 10m.

Discharge Information

Projection/ammo type: Anti-matter Flechette **Firing Mechanism:** The Flechette are fed in to the barrel of the weapon through small graviton beams to control rate of fire. Once in the barrel they are subjected to a huge electro-magnetic field which propells the Flechette's out of the barrel at great speeds. Caliber: 1.5 inch. Effective Range 100,000 km in vaccum. Designed for 300km in atmosphere. Maximum Range: 300,000 km (ineffective for aiming purposes - time delay). **Minimum Range:** 0 Rate of Fire: 400 rpm. Muzzle Velocity: 5,000 m/s. Muzzle Blast: If in atmosphere there is a significant bang and ongoing bang as the flechette go hypersonic. **Firing Mode(s):** Usually found as a stream of fire. Exact rate of fire can be very carefully controlled due to the system for loading. Recoil: Being based on a vehicle and firing a relatively small projectile limits recoil.

Ammo Description

Name: Anti-matter Flechette Launcher. **Visual Description:** The ammunition is stored in a container above the barrel of the launcher. The round itself is an inch and a half in diameter and a foot long.

Ammo: Varies depending on what vehicle is using the weapon. Damage Description: The flechette effectively has three effects - first the kinetic damage of round hitting is combined with a small amount of anti-matter being allowed to explode - releasing super heated plasma which burns through the target, allowing for the rest of the flechette to go through the opening and explode inside the target with its one gram of anti-matter. The effect is a considerable explosion. DR 6-7.

Weapon Mechanisms

Safety: None, unless built in to the vehicle. **Fire mode selector:** Rate of fire controllable at vehicles controls. **Weapon Sight:** Uses targetting system of vehicle. **Attachment Hard points:** None.

Visual Description: The Anti-matter Flechette System may look like a great number of different things - primarily because it is almost always part of something else - be it the body of a vehicle or not. However when by itself it looks like a large cylindrical tube with a box towards the end of it and on the top which stores the ammunition. Wires lead off the weapon for power.

OOO Notes

This article was created by [Zakalwe](#). It was approved by [Wes](#) on December 30, 2006: [Approval Thread](#)

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