

# OI-M3-W4200, Chain Straight 2

A Follow-on to [Origin's](#) earlier [Chain Straight](#), the Chain Straight 2 is a smaller, more robust weapon that expands on the older model's features, allows for use with a wider range of frames, and is generally more effective and useful than its much-loved predecessor. It was first produced in [YE 42](#) after testing found the original to be a bit long and unwieldy on newer, smaller frames.



## About the Chain Straight 2

The Chain Straight 2 is a heavy duty, monomolecular-edged and high-frequency vibrating chain sword designed to cut and slash enemy Mecha as well as pretty much anything it can come into contact with. It was derived from the earlier Chain Straight, retaining many of its key features while being more robust, having a longer running time, and being generally easier to use.

## Nomenclature Information

- Designer: [Origin Armor Works](#)
- Manufacturer: [Origin Industries](#)
- Name: Chain Straight 2
- Nomenclature: OI-M3-W4200
- Type: Frame-scale Vibro-chainsword
- Role: Melee, cutting and slashing
- Length: 4m
- Weight: 400 KG

## Appearance

The Chain Straight 2 consists of a blocky handle with a rounded pommel, accompanied by a squared-off handguard that is canted forward both above and below the centerline of the handle. A protruding locking mechanism that allows blades to be quickly swapped follows, which interlocks with an accompanying connector on the blade. The blade consists of a blocky upper blade guard, which has spinning, vibrating hexagonal teeth protruding from below that makes up the working part of the blade. Additionally, the Chain Straight comes with a large boxy scabbard that can hold up to four blade sections, as well as four additional chains, allowing for a total of eight chains.



In Red with Optional Throttle attachment



In Red with Scabbard

## Discharge Information

- Retort: A loud whirring sound, accompanied by a high frequency whine of the vibrating blades. Additionally, the sounds of scraping, ripping, and breaking metal or other material can be heard when contacting an object
- Effective Range: Melee <sup>1)</sup>
- Runtime: Five to ten minutes active runtime per charge
- Chain Life: A chain can withstand up to ten minutes of contact with an object of similar materials. It will last longer on weaker materials and less on stronger materials. It is unable to cut [Zesuaium](#).

## Ammunition

- Ammunition: Replaceable Chain
- [Slashing Damage, MAX](#): Tier 8, Medium Anti-Mecha
- [Slashing Damage, MIN](#): Tier 6, Heavy Anti-Armor
- [Continuous Contact, MAX](#): Tier 9, Heavy Anti-Mecha
- [Continuous Contact, MIN](#): Tier 7, Light Anti-Mecha
- Chain Capacity: 8 Chains held in Scabbard <sup>2)</sup>

The Chain Straight 2's blade is designed for slashing and cutting, and will rip and tear at armor and exposed componentry. As the chain spins, it vibrates at an extremely high frequency, giving the monomolecular edges more power and allowing for greater damage capacity. Sustained contact will cut deeper with the effectiveness dependent upon armor strength. With long enough contact, it can eventually cut clean through an armored Frame, starfighter, or other enemy object.

## Weapon Mechanisms

- Mechanism: The Chain Straight Two uses a monomolecular-edged hexagonal-toothed chain, which is held on a blade armature that both spins the chain and vibrates the teeth at hypersonic frequencies, which causes heavy damage upon contact with an object.
- Loading: The Chains are automatically loaded onto the armature by the scabbard. New blade armatures are held in the scabbard. To unload a blade, it is placed in the scabbard and either released by a press of a button or a signal from the frame. A new blade is loaded by simply pressing the hilt onto the connector, and then pulling the assembly out of the scabbard.
- Mode Selector: Using either a signal from the frame or an optional throttle attachments, the blade can be sped up or slowed down to maximum or minimum settings, with infinite adjustment in between.
- Modes:
  - Maximum mode: Maximum mode does the weapon's full damage, with the most output and the shortest runtime. Maximum mode will run for up the five minutes on a single charge, at which point the blade must be docked to recharge.
  - Minimum mode: Minimum mode does reduced damage but doubles the runtime to ten minutes, after which point the capacitor needs to be recharged.

## Other

## Pricing

- OI-M3-W4200 Chain Straight 2: 6,000 KS <sup>3)</sup>

## Replaceable Parts and Components

- Hilt Section: 2,000 KS
- Blade Section: 1,500 KS
- Chain: 500 KS
- Scabbard: 3,000 KS

## Optional Attachments

- Manual Throttle: 500 KS
  - The Manual Throttle is designed to allow Frames that cannot electronically connect to the Chain Straight 2 the ability to adjust the blade's RPM and vibration frequency. Twisting the throttle backward increases both settings, while twisting it forward decreases both settings.

## OOO Notes

[Kai](#) created this article on 2020/01/20 14:28.

- [Approval Thread](#)

<sup>1)</sup>

Anything within the Frame's reach plus roughly three meters of the blade's length

<sup>2)</sup>

Plus up to one extra stored on hilt

<sup>3)</sup>

Comes with Hilt, Scabbard, 4 blades, and 8 chains

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.stararmy.com/doku.php?id=corp:origin:m3\\_w4200&rev=1700311971](https://wiki.stararmy.com/doku.php?id=corp:origin:m3_w4200&rev=1700311971)

Last update: **2023/12/20 21:04**

