

Sns Guass Hammer

The [Shasta No Sekai Guass Hammer](#) is a powerful Gauss weapon designed to be wielded by mecha, delivering devastating kinetic energy through the use of depleted thorium slugs. Manufactured by Shasta No Sekai Corporation, this weapon combines magnetic acceleration with depleted thorium ammunition to unleash incredible destructive force matched with the slow but reliable fire rate of an autocannon.

Guass Hammer	
DRv3:	T4-8 Variable
Purpose:	Anti Armor, Anti Mecha
Range (Planetary):	6,500m +/-
Rate of Fire:	120rpm
Ammo:	SnS 35mm Guass Rounds
Nomenclature:	Sw-M2-W4500

About the Guass Hammer

The Gauss Hammer was specifically developed to provide mecha pilots with a high-impact, long-range weapon capable of neutralizing heavily armored targets through saturation as compared to most of the corporation's reliance on alpha-strike style energy weapons.

The weapon's core functionality lies in its electromagnetic coil system, which generates a powerful magnetic field to accelerate the depleted thorium slugs to tremendous velocities. These slugs, composed of a solid durrantium core with a depleted thorium jacket, possess exceptional density and hardness, enabling them to penetrate even the most fortified armor.

The guass hammer is equipped with an intelligent targeting system, which interfaces with the mecha's [Fairy Ai](#), providing precise targeting information. This allows pilots to engage distant targets with remarkable accuracy, maximizing the destructive potential of each shot.

Appearance

The Guass Hammer comes in many forms as a weapon platform from smaller *sawed off* compact versions to rotary chainguns for heavy mecha, and others. But the standard variant is a long-barreled mass-driving guass cannon with a flared muzzle brake, compensating recoil ballet, and a large ammunition drum autoloader.



History

The development of the GH began in [YE 44](#) in response to the increasing demand for a long-range, armor-piercing weapon suitable for mecha warfare when an alpha strike proved too risky. Shasta No Sekai Corporation recognized the need to provide mecha pilots with a versatile weapon capable of engaging heavily fortified enemy positions and armor through consistent saturation.

Using depleted thorium as the primary ammunition for the Gauss Cannon was a no-brainer. The corporation's abundance of thorium, donated unknowingly by [Hanako](#) was chosen for its exceptional density and abundance.

Through meticulous engineering, the guass hammer was fine-tuned for optimal performance, ensuring the precise acceleration of the depleted thorium slugs to achieve maximum penetration and kinetic impact upon impact with the target. Extensive field testing demonstrated its effectiveness in neutralizing armored threats, making it a favored choice among mecha pilots in combat scenarios. It was completed in design and fielded as early as mid [YE 45](#)

Discharge Information

- **Muzzle Flash:** The guass weapon emits a short-lived, bright white muzzle flash in the shape of a concentrated beam. The flash is compact and intense, lasting only for a fraction of a second before dissipating. Its size is relatively small, focused at the exit point of the weapon's barrel.
- **Retort:** The guass weapon produces a distinctive and sharp cracking sound upon firing, resembling a series of rapid, high-pitched snaps. The retort is a result of the electromagnetic forces generated

during the firing process.

- **Projectile/Beam Appearance:** The guass weapon does not fire a visible projectile or beam. Instead, it propels the ammunition using powerful electromagnetic fields. As a result, there is no visible beam or trail associated with the weapon's discharge.
- **Effective Range:** The practical usage range of the guass weapon varies depending on the specific model and ammunition type. However, it generally excels at medium to long-range engagements, with an effective range of up to several kilometers.
- **Rate of Fire:** The rate of fire of the guass weapon depends on several factors, including the weapon's design, power source, and cooling capabilities. It typically has a relatively slow rate of fire compared to rapid-fire weapons, with an average of around 1-2 rounds per second.
- **Recoil:** The guass weapon exhibits minimal recoil due to its design and the absence of combustion. Upon firing, the weapon experiences a negligible backward movement with a slight upward trajectory. The recoil pattern is generally manageable, allowing for precise targeting and sustained fire.

Guass Hammer Ammunition

Type	Damage
35mm Incindiary:	T-4 Light Anti-Armor
35mm Frag:	T-5 Medium Anti-Armor
35mm HE:	T-6 Heavy Anti-Armor
35mm Standard:	T-7 Light Anti Mecha
35mm HEAP:	T-7 Light Anti Mecha
35mm AP:	T-8 Medium Anti-Mecha

OOC Notes

[Charmaylarg](#) created this article on 2023/05/16 15:25.

This article was approved by [Andrew](#) on 2023/05/20¹⁾.

Products & Items Database	
Product Categories	weapons: vehicle mounted
Product Name	SnS Guass Hamer
Nomenclature	Sw-m2-w4500
Manufacturer	Shasta No Sekai
Year Released	YE 45
DR v3 max	Tier 8

¹⁾

<https://stararmy.com/roleplay-forum/threads/shastas-world-mech-weapons.70515/#post-438196>

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