

Na-V6-W3801 "Dark Zenith" Anti-Neutron Cannon

Initially deployed in late [YE 36](#) as a proof-of-concept prototype and (at **long** last) completed over a **year** later in the summer of [YE 38](#), [Nepleslian Arms and Munition's](#) "Dark Zenith" Anti-Neutron Cannon is [Nepleslia's](#) first-ever energy-based weapon designed *specifically* for usage by starfighters against *starships*.

History

The fruits of a top-secret collaboration project between [NAM's Aerotech](#) division and [Peacekeeper Heavy Industries](#) (via the "official" explanation of improving [Nepleslian-Jiyuuian](#) relations under [DATASS](#)), the Na-V6-W3800 "Dark Zenith" - named in recognition of its vastly-larger forerunner, the [My-D1-W3001 Xeneth Cannon](#) - was originally intended to be the primary armament of the [Na-YF/A-6X\(A\) "Scythe" Stealth Fighter/Interceptor](#) - thereby granting the [Scythe](#) with enough firepower to threaten even **capital ships**, given that the aerospacecraft was to have featured *four* of what was jokingly referred to as the "[Plasma Lance's](#) little brother."

There was just one problem with this grand concept of overwhelming firepower supremacy: The aforementioned project's engineers had *grossly* overestimated the miniaturization capabilities available to them, for the [Ayana-Class Escort](#) had been equipped with a *single* [Xeneth](#); furthermore, it had dedicated an entire [room](#) to it - thereby making it appear as [YE 36](#) became [timeline:ye_37]] that the cramming even *one* "Dark Zenith" into something a **tenth** the size of an [Ayana](#) would, to put it mildly, be a *nightmare*.

And a nightmare it was - for it wasn't until the opening months of [YE 38](#) that the (by now exhausted and weary) engineers finally had a prototype that wouldn't overload, explode, destabilize, achieve spontaneous combustion, overheat, disintegrate, or violently lose anti-neutron containment after firing a single shot. Regardless, however, they had done it: In the final months of that year's summer, the "Dark Zenith" Anti-Neutron Cannon passed its final live-fire pre-deployment trial - and in doing so, removed the final barrier preventing the completion of the [Navy's](#) long-awaited second-generation [starfighter](#).

Specifications

- **Designer:** [Neplesian Arms and Munitions](#), [Peacekeeper Heavy Industries](#)
- **Manufacturer:** [Neplesian Arms and Munitions \(Aerotech\)](#)
- **Name:** "Dark Zenith" Anti-Neutron Cannon
- **Nomenclature:** Na-V6-W3801
- **Type:** Energy Lance, Heavy Directed-Fire
- **Purpose:** Anti-Starship, Anti-Starfighter
- **Damage:** [SDR 1](#)

- **Range (Planetary):** 10,000 meters (~6.214 miles)
- **Range (Space):** 500,000 kilometers (~311,000 miles)
- **Rate of Fire:** One three-second beam every 30 seconds¹⁾

About the "Dark Zenith" Anti-Neutron Cannon

Similar to the aforementioned [Xeneth Cannon](#), the "Dark Zenith" functions by drawing from an [anti-neutron containment system](#) and (upon accumulating a sufficient quantity) encasing them in a subspace field, akin (albeit on a much, much, *much* smaller scale) to that of a [Subspace-Encased Positron-Tunneling Cannon](#). The resulting "beam," of course, is capable of penetrating spatial-distortion shielding with ease and inflicts nearly as much damage - but also is the *only* mode the "Dark Zenith" is capable of firing in. Nor do the drawbacks end there; due to the sheer reduction in size (and resulting lack of auxiliary field generators), the Dark Zenith's range and beam duration are both mere fractions of its older brethren - and that doesn't even *begin* to cover its abysmal rate of fire and frequent need for lengthily re-calibrations.....

OOC Notes

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Approval thread [here](#)

¹⁾

Thirty-second re-calibration process required by subspace field generators after every 3 shots.

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