

# Fireball Positron Cannon

Developed in the last days of [YE 36](#) by [Aerotech](#), the Fireball Positron Cannon was NAM's answer to a need for heavier firepower on Nepleslian warships.

## Development

Based off the highly-successful [Massed Positron Array](#), the Fireball is a much larger weapon. It was intended to be a partial replacement for the [NAM Plasma Lance Cannon](#) on warship classes where a heavier armament was desirable. The Fireball could also be used to replace remaining aether shock arrays present within existing Nepleslian designs.

Development time for the Fireball was extraordinarily swift. All of the design work was completed within a day as much of it was a simple upscaling of the existing positron arrays. The antimatter generators for the system required minor modifications to accept an increased power input. Within 48 hours, five prototypes had been constructed for weapons testing.

True to form, the first two exploded in a great fireball due to insufficiently strengthened antimatter containment chambers. These chambers were, as with every other part of the weapon, upscaled. The antimatter charge, however, had not increased by the same scale as the weapon. It had been exponentially multiplied, a fact which the NAM designers had forgotten to account for.

However, the catastrophic fireball deaths of the first two prototypes had already led to it being dubbed the Fireball. The third prototype with a strengthened containment chamber, exploded on its tenth shot. An improvement but one that was still rather fatal for both the user and target. The fourth prototype fared no better.

In the end, NAM had to entirely redesign the containment chamber out of [Nerimium](#) instead of the previous titanium/depleted uranium mix it had used. With a denser, thicker containment chamber, the excited anti-matter would have a harder time overreacting when being launched.

NAM kept firing the fifth prototype for three days until they called off the test and announced it as a success. When they shut down the weapons system to examine its components, they found that most had begun to melt from the excess heat being vented. This then required a sixth prototype with an improved ventilation and cooling mechanism.

This was tested for the same period and nothing was found amiss. And so the Fireball was presented to the Navy as a new weapon just in time for Lewis Pasco Day.

## Similar Systems

The only other weapon system for starships in Nepleslia which has an equivalent destructive yield is the [GREEN UMD Canister](#). These are less desirable only because every ship can have a finite number of

rounds. With the Fireball, there is no limit to the generation and containment of antimatter as long as energy is provided.

## Damage Effect

The Fireball launches a greenish-white mass of excited anti-matter at relativistic speeds from its barrel. Upon impact with either energy shields or matter, these excited particles ignite and release their stored energy in a massive conflagration of energy.

## Appearance

The Fireball is distinguished from other gun systems by its octagonal barrels.

## Statistics

- Primary Role: Anti-Starship
- Secondary Role: None
- **DR Value:** SDR 5
- Range: 1 AU unaided
- Rate of Fire: 10 shots per minute
- Payload: Unlimited, providing hyperspace taps are providing power.

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Last update: **2023/12/21 02:08**

