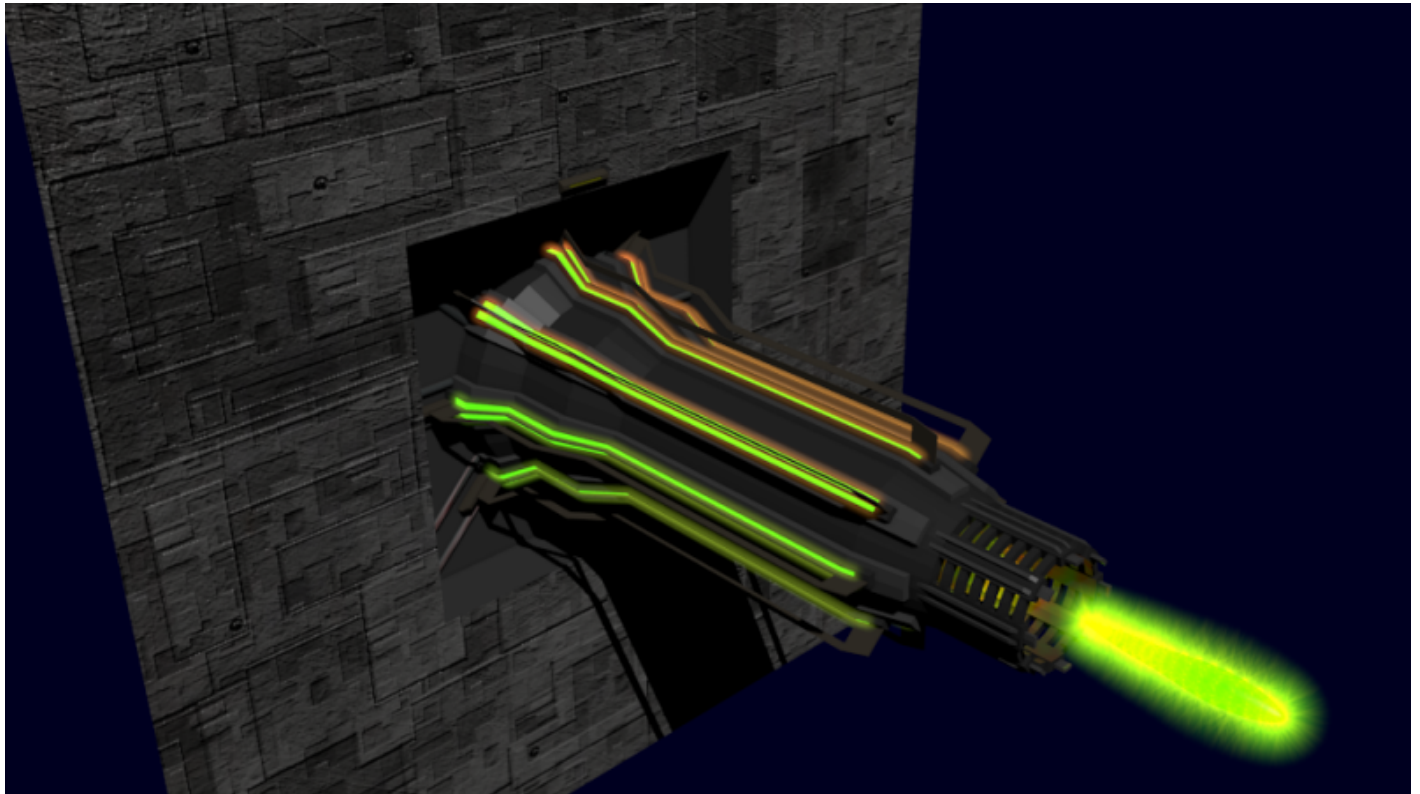


Broadside Plasma Battery



In keeping with some of the very old traditions of the [Neshaten](#), the military and it's monarch brought back something that was of a staple to their military vessels back during the days of the federation: Broadside weaponry. The B.P.B. is the first of it's Broadside Cannon line to be recreated for use on warships, it's a type of cannon that is fix-mounted and can only be fired in one direction but this makes it a particually dangerous weapon to get into the sites of because it can turn a lot of firepower into one direction and also means that any ships that get in close can be racked with fire.

The weapon first appeared in EE001-v([YE 35](#)).

Details

The Broadside Plasma Battery is capable of being recessed into the side of a ships hull, this helps protect it from enemy sneak attacks or from when the ship doesn't need them.

It should be noted that while this weapon is primary meant for use against other starships, enough ships with the broadside can easily turn a particular area of space into a killing field against fighters and ordinances.

Like most Neshaten based weaponry, it has two different fire modes. One is a pulse fire mode, and the other is a concentrated stream mode.

Details

Class: Anti-ship Type: Weapon Designers: [Yuina'cema Merchant Family](#) Manufacturer: [Yuina'cema Merchant Family](#), Military Dockyards

Specifications

Max Range (space): 1 light second, 300,000 kilometers Max Range (atmosphere): 800 kilometers

Rate of Fire:

- Pulse Mode: Once every five seconds
- Concentrated Mode: Thirty second concentrated beam, can be refired after two minutes.

Modes

Pulse Mode

Pulse Mode is a type of firing mode for the cannon that allows it to fire a bolt of high-energy plasma once every five seconds for a total of twelve bolts per minute.

If Concentrated Mode has been fired, then it'll take two minutes before Pulse Mode can be used.

- [Purpose](#): Tier 12, Heavy Anti-starship

Concentrated Mode

Concentrated Mode is where a plasma stream is fired out of the cannon for a grand total of thirty seconds, this kind of firing stresses the heat sinks located within the barrel. This can be offset by using secondary heatsinks, but it'll still result in a one minute and thirty second cool down.

- [Purpose](#): Tier 12, Heavy Anti-starship

Components

The cannon has several components to it

Heat Sinks

Located on the front and also toward the rear, the heatsinks help dissipate the intense heat that the

cannon generates during firing. These heatsinks should be replaced after each battle, or once every one hundred hours of consecutive use.

Plasma Generator

Found in the rear of the cannon is it's plasma generator, or the generator that actually generates the plasma needed. The generator is isolated behind four inches of [Cynestran](#) in order to protect it from direct hits to the cannon or from plasma cascade reactions (a state in which the cannon is in the process of firing only to be destroyed by enemy fire, resulting in the plasma 'backing up')

Plasma Collectors

Plasm collectors are a series of systems found throughout the cannon that helps to absorb any unspent plasma to be recycled and reused with the gun, this can reduce the amount of plasma needed to fire although hit doesn't reduce it's refire time. The system can also help fight against a plasma cascade

Fire Control Center

Each cannon has its own dedicated [Neshaten Flight Control Center](#).

Plasma Feed System

A system that feeds the plasma into the cannon and then helps 'shape' it into a bolt to be fired.

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