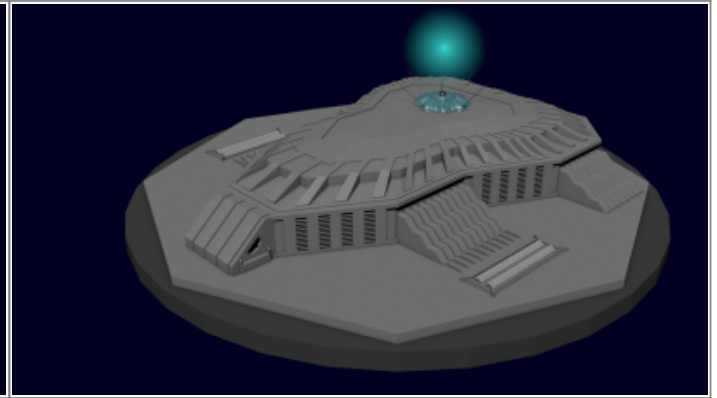


Mark 1 Silver-Rain Phalanx



Silver-Rain Phalanx in its opened state



Silver-Rain Phalanx in its closed state

Often referred to as 'Silver Rain' due to the shining silver bullets used in the weapon, the Mark 1 S.R. was designed for use strictly against light armored targets such as star fighters and enemy ordianances. The weapon works in similiar fashion to a high-speed machine gun, spitting out bullets by the hundreds of mere seconds to fill space with thousands of tiny, high-explosive projectives that can act as mini-mines for anyone who crosses paths.

The weapon is considered be a close-in weapon system due to it's limited range, although in space range isn't much of a factor. The weapon is mostly automated and run by a ships AI, although manual targetting can be made possible, just not very efficient. Most Neshaten consider this weapon to be 'crude', but most also consider it effective in its job.

Originally meant for just ground based defenses, the turret was also approved in its design phase for use on ships and stations. It first saw service in EE001-v([YE 35](#))

Other, much heavier versions, of this system are in development but presently only a light mounted version exists.

Details

Main Details	
Class	Anti-Fighter/Ordinance
Type	Close-in Weapon System
Designers	Yuina'cema Merchant Family
Manufacturer	Yuina'cema Merchant Family , Mliitary Dockyards

Specifications

Main Specifications	
Rate of Fire	3,500 Rounds a minute
Effective Range (Space)	Virtually Unlimited
Effective Range (Atmosphere)	4.8 Km
Maximum Range (Atmosphere)	6.9 Km

Main Specifications	
Primary Ammo	k20x8 120mm Tristen Shell
Caliber	20 x 102 mm
Muzzle Velocity	1,100 m/s

Components

Sensor Pod

Located on top of the unit and just behind the barrel is a dedicated sensor pod that functions as the main targetting unit for the turret, it can track up to twenty different targets and prioritize which ones are a threat and which are not. It's most noticable due to it's nine antenna's that protrud of it and the hazard light that is atop one antenna. The light changes colors depending on the status of the turret, blue means it's inactive, while red shows that it's active.

Gun Barrel

The Silver Rain's main gun barrel. The barrel is over one thousand two hundred mm's long. It uses a linkless feed system to supply it with ammo, the barrel uses magnetic rails to propel the projectiles at nearly one thousand meters a second.

Ammo Drum

Located toward the bottom of the turret is an automated ammo storage drum, the drum has enough room to hold over four hundred and forty eight thousand rounds of ammunition, which the weapon can easily expand in less than eight minutes of continous fire.

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