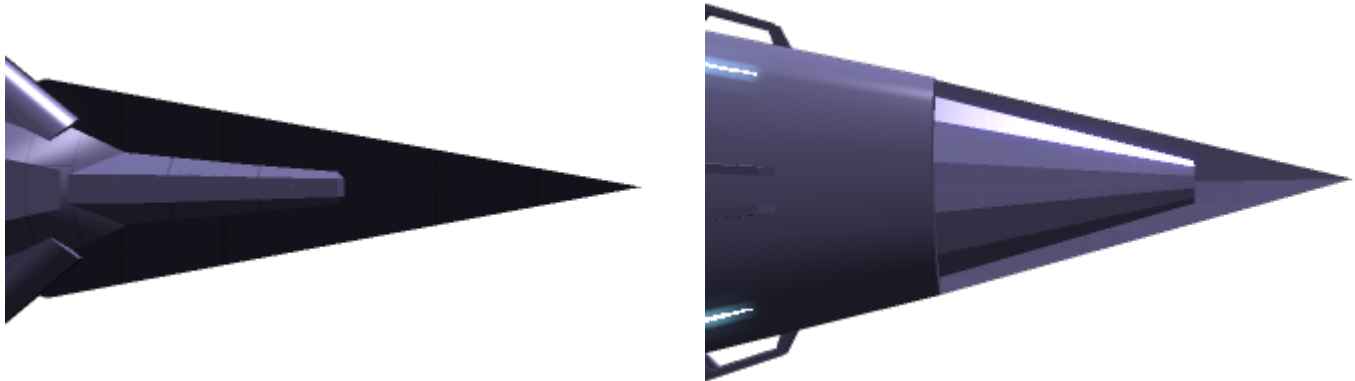


Ke-D2-W4000 Shock Cannon

The Ke-D2-W4000 is an aether shock cannon designed in [YE 40](#) to be the main gun for the [Yui 7-class Scout](#) and the [Chiaki-class \(1B\) Escort Destroyer](#) by [Kage Yaichiro](#) to replace the [Ke-D2-W3200 Shock Cannon](#). It was also inspired by the [Ke-S3-W3900 Main Weapon Array](#) for the [Fuji-class Expeditionary Gunship](#) and employs advances in technology pioneered in it.



Mounted on a [Chiaki-class \(1B\) Escort Destroyer](#) and a [Yui 7-class Scout](#) respectively

It functions by emitting a [scalar interference pulse](#) that creates a small rend in the fabric of space-time. When this occurs, all energy potentials in the target area are released into normal space simultaneously, causing significant amounts of destruction. Though less powerful than full-blown [Aether Shock Arrays](#), they are still restricted to the military and are not to be salvaged and used by civilians.

This version of the weapon has a couple of new modes. A mode based on the older [Ke-D2-W2900 Phased Pulse Cannon](#) that is pure plasma with the radiation and anti-plasma filtered out is intended for atmospheric use, while a short range spread mode is designed to be able to strike at more targets at once. Unlike that of the related [Ke-S3-W4000 Aether Shock Array](#) for the [Plumeria-class \(2D\) Medium Gunship](#), this spread mode reduces the range notably in exchange for maintaining the same firepower and firing rate as the Beam mode.

Firing Mode	Purpose	Rate of Fire	Area of Effect	Maximum Range ¹	Maximum Diameter
Filtered Pulse	Tier 8 , Medium Anti-Mecha	30 pulses/minute	Single Target	149,000,000 kilometers	15 meters
Rapid Pulse	Tier 9 , Heavy Anti-Mecha	30 pulses/minute	Single Target	149,000,000 kilometers	15 meters
Beam	Tier 12 , Heavy Anti-Starship	6 beams/minute	Single Target	149,000,000 kilometers	15 meters
Spread	Tier 12 , Heavy Anti-Starship	6 spreads/minute	30° Cone	60.9 kilometers	40.6 kilometers

¹Though the weapon can fire and hit a stationary target a maximum of 149,000,000 kilometers (92,000,000 miles/1 AU) away, it should be noted that the weapon's discharge would take 8 minutes and 20 seconds to travel this distance. Faster-than-light sensors on enemy ships could easily allow an enemy to dodge in this span. Due to this, it is standard practice to consider 899,376 kilometers (~0.006 AU / 3

light-seconds) to be the functional range for this weapon in Rapid Pulse or Beam Modes. When firing a Spread, however, the diameter of the shot widens with distance and the distance is far closer. This leaves an enemy less likely to be able to evade at the cost of notably reduced range.

Systems that make up this weapon were built in a modular fashion so that the sections composing the ship's main gun could be easily switched with other modules at a later time, if desired. Exchanging the main gun's systems in this fashion requires about 6 hours.

OOC Notes

[toshiro](#) created this article on 2018/03/03 15:25. It uses data from the [Ke-S3-W3900 Main Weapon Array](#) article made by Frostjaeger at the request of [ametheliana](#).

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