

# UMC-GRA-E-S001 'Gammatron'

The Gammatron system is a large helical chamber which contains a series of tubes that transport the particles required for the reaction between all of the different weapons systems in the Tarantula. It can also be developed as a single large cannon with internal properties. Because of this, it is a rather large weapon that is most suitable for mounting on gunships or, of course, the new UMC Tarantula, which was developed by the same researcher that developed the Gammatron system.

When the Gammatron fires, it fires a variable-wavelength packet of particles through space. This packet is backed up by repeated bursts issuing from the particle accelerator. When these packets strike a target, it creates an anti-matter/matter reaction that annihilates all matter in a radius that can be adjusted according to the desired usage of the weapon by changing the wavelength of the gamma rays. Upon solid, liquid, or gaseous material, this reaction will completely obliterate it. It will turn coherent matter into nothingness.

The design of the Gammatron was created by the eccentric Lorath scientist, Research Head Sa`ryl Emolia Misalngt, and development and production assistance were given by the UMC corporation. Sa`Ryl worked on the Aurora project with her native colleagues, but afterward decided to go out and research independently.

## Development Information

The Gammatron has been developed by the UMC solely for the purpose of being incorporated as the main weapons system of the new UMC super-weapon, the Tarantula Mobile Armor.

## Technical Information

The Gammatron uses a system similar to the UMC's Combined Particle Cannon that is tuned to fire radiation emissions. Therefore, the energy requirements exist for the Gammatron as for the Combined Particle Cannon.

The reaction-chain for the Gammatron is rather intense and complex. There are a variety of methods, but the most effective for combat purposes starts with combining Carbon 13 and Uranium. When the two elements react, they create four effects: First, a nitrogen 14 atom is created. This atom is a residual effect that will disappear after the reaction condenses. Secondly, a nuclear fusion reaction occurs, but this is so small it is negligible. Third, and most importantly, a Gamma Ray Photon is produced. Fourth, a positron is created. Each shot is measured by the built-in targeting computer so that the speed differentiation will cause the positron and gamma ray photon to collide upon the point of impact. When this occurs, an anti-matter/matter reaction spreads out from the point of impact. This reaction looks to be a literal void in the fabric of space that takes with it whatever matter it touched. This anti-matter/matter reaction also causes the stray nitrogen atom and the remaining gamma radiation to be destroyed. The size of the anti-matter "burst" is relative to the size of the wavelength of gamma radiation produced, which is changed by the amount of elemental uranium and Carbon 13 used in the initial reaction.

The round is aimed through a particle accelerator cannon. Using electro-magnetic stabilization, particulate matter is measured by the targetting computer to collide at a certain point (the point at which the user aims the weapon).

The Gammatron's variable wavelength targeting computer has the following constraints:

- It requires 3-4 shots on a target before the computer can calibrate to the proper frequency.
- The Gammatron must recalibrate when firing on multiple shield layers. This takes only 1 shot between shield layers.
- The Gammatron cannot calibrate properly to CFS or variable wavelength shielding methods. This means that it must pass these types of shields by destroying them through sheer damage output.
- The Gammatron's targeting computer does not "remember" shield wavelengths. It must recalibrate, even to the exact same shield, if it does not fire on this shield for over 24 hours.

## Stats

- Location: Front of a starship / Abdomen of the Tarantula
- Primary Purpose: Anti-Starship
- Damage:
- Ship Primary Weapon: Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship.
- Ship Secondary Weapon: Tier 12, Heavy Anti-Starship
- Fighter and Point-Defense Units: Tier 9, Heavy Anti-Mecha
- Conversion Area of Effect: Variable between one and one-hundred meters, depending on the size of the accelerator used. For the Tarantula's main gun, about 60 meters. For the Tarantula's smaller guns, 1 millimeter. For a starship-sized cannon, 100 meters.
- Range: Equivalent to Two Light-Seconds
- Rate of Fire:
- Normal: Comparable to the conventional Combined Particle Cannon
- Massive (Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship.): Once every 45 seconds
- Payload: Unlimited so long as energy and matter can be provided by external systems. Unlimited munitions only applies when an energy-to-matter device is available.

Producers/Users: Produced by the UMC, used by the Lorath and UOC.

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