160mm Artillery Railgun

Primarily equipped to Self-propelled artillery, 160mm Railguns are designed for both direct and indirect fire. As a platform for indirect fire, it has the ability to launch a variety of ordinance over obscuring terrain to provide support for troops and armor. For direct fire, it can be used as an Anti-Air platform to protect ground forces against air strikes.

Primary Role: Indirect Combat Support Secondary Role: Anti-Air Range: 100 kilometers Rate of Fire: One round per three seconds Muzzle Velocity: Varies between 1000 and 6000 meters/second

Damage Rating Values

Ammunition	Damage Rating	Description
160mm x 640mm AOE Plasma Shell	3 ADR	Area of Effect, Super-heated Ammunition
160mm x 640mm Canister	0	Carries smoke, chemical, or biological payload
160mm x 640mm Concentrated Plasma Shell	4 ADR	Super Heated Ammunition
160mm x 640mm EMP Shell	0	Disables non-hardened electronics
160mm x 640mm Fragmentation Shell	3 ADR	Area of Effect, Kinetic Ammunition
160mm x 640mm Tungsten-Carbide Spike	4 ADR	Direct-fire Kinetic Ammunition