

600mm Chase Railgun

Created in AF 260 (YE 31), The 600mm is the only railgun equipped to starships for Anti-Ship purposes, the 600mm Railgun is always placed in a fixed battery position aimed fore of the ship. It can also be equipped on a variety of vessels though vessel size limits the amount of Railguns that can be placed on the ship In order to power the railgun to launch projectiles at velocities up to 60% of light speed, it is given its own [D-H3 Secondary Fusion Reactor](#) as a dedicated power source to power a series of capacitors. These capacitors are then used to charge the superconductor rails and launch an variety of ordinance. It can only launch one round every ten minutes in order to keep the rails from overheating. Only Tungsten-carbide spike rounds are used.

Primary Role: Anti-Ship Secondary Role: Orbital Bombardment Damage Rating Value: 5 SDR - 600 x 3000mm Tungsten-Carbide Spike Effective Range 2 Light Seconds (599,584 kilometers), Theoretically Unlimited Rate of Fire: One round per 10 minutes Muzzle Velocity: 0.4c

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