

QnS Shipyards Singularity Ejection Cannon

The weapon generates a black hole inside of the ship and then spins it to generate a SEC, that energy is focused out the front of the ship and out at the target. A complex ring of gravity generators is situated on a ring outside of the ship with more inside of the ship lining a chamber built for containment of the black hole. The internal gravity generators contain the singularity while the outer ones form and spin it to create the GRP. The energy is then focused out of this chamber. Complex magnetic arrays and gravity generators line this part of the weapon and can guide and direct the beam.

- Location: Typically the forward 3/4 of the ship with a focusing chamber running down the center of the ship.
- Primary Purpose: System Bombardment
- Secondary Purpose: Heavy fire support
- Damage: Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship (



- : Staff needs to determine which) every 15 seconds against non-gravitationally shielded ships
- Range: Virtually Unlimited
- Payload: Virtually Unlimited as long as power is provided.
- Rate of Fire: A continuous beam can be generated for 6 minutes; after that, the structural integrity system needs a 25 second refresh period.

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