

Ke-D7-W3200 Mass Driver Gun

The W3200 Mass Driver Guns are the signature weapon of the [Chiaki-class Escort Destroyer](#).

About the Mass Driver Gun

The MDG is a three-hundred-millimeter bore railgun, inspired by the [Plumeria's positron cannons](#). Instead of strictly fielding positron shells, the MDG also uses Durandium rounds with a Zesuaium-coated tip. It still uses subspace "casings" to give the projectiles shield-piercing capability.

Variable muzzle velocity is a unique feature of the MDG. The guns are able to propel rounds as fast as 0.05 c, but to do so, time must be given to the gun to charge a proper magnetic pulse, as well as for the barrels to cool down. This results in different firing rates, depending on the rounds used and whether the ship is in atmosphere.

The MDG also has its own independent power source in a small fusion generator.

On the *Chiaki*, the guns are designed to be fire-linked in one of three ways: Single, dual or quad.

Rounds and their damage

The *solid* rounds, which each weigh 200 kilograms and are 300 x 1,500 mm in max diameter and length, are nothing more than battering rams. Once the subspace case is shucked off by an opponent's shields, the round collides with the opponent's armor. At that point, the round is designed to pierce it as far as possible, crushing systems and creating gaping hull breaches. Depending on the speed, the rounds could merely crash into the ship and destabilize its contents.

For now, the MDG uses [artillery-style, armor-piercing types](#) during spacy missions. It can also use high-explosive shells for ground assaults.

The *positron* rounds are similar to those fielded by the [Plumeria-class \(2D\) Medium Gunship](#) and its W2901 cannons, but much lighter. The rounds have proximity fuses, but they must be activated. Otherwise, the round will explode on impact.



Anti-matter weapons should not be used in atmospheres.

Statistics

- Length/width: 45 x 1.8 meters
- Primary Purpose: Anti-starship
- Secondary Purpose: Terrestrial bombardment

- **Damage:**
 - AP Solid Type: [Tier 9, Heavy Anti-Mecha](#)
 - HE Positron Type: [Tier 12, Heavy Anti-Starship](#)
- Area of Effect: Point of impact (and splash area for positron)
- Range: Ultimately infinite, depends on gunner; 1 AU (positron)
- Capacity: Dependent on ship magazine.
- Rate of fire: 6 rounds per minute (positron); 20 rounds per minute (AP)
- Muzzle velocity: 0.05 c

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