**Anti Matter Gun**

**From The Black Vault Encyclopedia Project**

**Antimatter guns** are common weapons in the [science fiction](http://www.theblackvault.com/wiki/index.php/Science_fiction) universe and are usually employed in space combat involving a 3D battlefield that spans up to several light minutes. This weapon is very likely to be used in space battles, as clusters of [antimatter](http://www.theblackvault.com/wiki/index.php?title=Antimatter&action=edit&redlink=1) munitions can travel through empty space without reacting with "regular matter" and annihilate itself.

In space battles, [antimatter](http://www.theblackvault.com/wiki/index.php?title=Antimatter&action=edit&redlink=1) might be stored in [electromagnetic bottles](http://www.theblackvault.com/wiki/index.php?title=Electromagnetic_bottle&action=edit&redlink=1) and then projected by particle accelerators to cause tremendous damage to enemy capital ships, and utterly annihilating a corvette, fighter or any other small spacecraft.

**Theory**

The core of [antimatter](http://www.theblackvault.com/wiki/index.php?title=Antimatter&action=edit&redlink=1) weapons are of course [antimatter](http://www.theblackvault.com/wiki/index.php?title=Antimatter&action=edit&redlink=1) ammunition. Antimatter is matter whose subatomic particles have opposite charges than normal matter. It was originally discovered by the famous British physicist [Paul Dirac](http://www.theblackvault.com/wiki/index.php?title=Paul_Dirac&action=edit&redlink=1). [Antimatter](http://www.theblackvault.com/wiki/index.php?title=Antimatter&action=edit&redlink=1) will undergo [annihilation](http://www.theblackvault.com/wiki/index.php?title=Annihilation&action=edit&redlink=1) when it comes in contact with regular matter, transforming into several forms of energy, usually consisting of high-energy gamma radiation and series of high-velocity [subatomic particles](http://www.theblackvault.com/wiki/index.php?title=Subatomic_particle&action=edit&redlink=1).

The goal of an antimatter weapon is to project an [antimatter](http://www.theblackvault.com/wiki/index.php?title=Antimatter&action=edit&redlink=1) munition, or a cluster of same, onto an enemy vessel to cause an [annihilation](http://www.theblackvault.com/wiki/index.php?title=Annihilation&action=edit&redlink=1) reaction, which destroys the enemy vessel. However, due to the absence of air or other carrier medium, there will be no shockwave, which renders these otherwise explosive reactions (nuclear fission/fusion and annihilation) somewhat weaker than a [Relativistic kill vehicle](http://www.theblackvault.com/wiki/index.php?title=Relativistic_kill_vehicle&action=edit&redlink=1) strike. However, it is impossible to accelerate an object with substantial mass to relativistic speed using any technology that is presently known.

The [antimatter](http://www.theblackvault.com/wiki/index.php?title=Antimatter&action=edit&redlink=1) weapon would allow a corvette or gunship the ability to cripple or critically damage a capital ship and is therefore a highly effective weapon in space battles.

**Outside of fiction**

Aside from fiction, the real world application of antimatter weaponry is closely associated with advances in particle accelerators and electromagnetic containment. The former allows more efficient production and the latter will permit antimatter to be stored without annihilating itself and causing extensive damage to surrounding apparatus.

**Fictional Universe**

In the fictional universe of [Wing Commander](http://www.theblackvault.com/wiki/index.php?title=Wing_Commander&action=edit&redlink=1), [Antimatter](http://www.theblackvault.com/wiki/index.php?title=Antimatter&action=edit&redlink=1) guns are too large to be mounted on anything smaller than a [destroyer](http://www.theblackvault.com/wiki/index.php?title=Destroyer&action=edit&redlink=1) and too inaccurate to be used against [fighters](http://www.theblackvault.com/wiki/index.php?title=Fighter_aircraft&action=edit&redlink=1). They are nevertheless a valuable asset since they attack armor directly, bypassing any form of [shields](http://www.theblackvault.com/wiki/index.php?title=Shields&action=edit&redlink=1) — including capship-issue phase shields. Improvements in this gun allowed for the targeting of [bombers](http://www.theblackvault.com/wiki/index.php?title=Bomber&action=edit&redlink=1) and slower moving fighters by 2669.

The version of the weapon released in 2667 had the damage potential to vaporize 30 centimeters of durasteel armor with one direct hit.

The earliest known version of this weapon was seen on the [*Concordia class*](http://www.theblackvault.com/wiki/index.php?title=Concordia_class&action=edit&redlink=1) *Super Cruisers* which entered service in or around 2645.

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