

# SnS Arc Disruptor

The Arc Disruptor is a powerful energy weapon designed for integration with mechs and other combat vehicles. Manufactured by the [Shasta No Sekai](#) in [YE 45](#), it emits a focused arc of ionized plasma that can disable electronic systems and disrupt energy-based weaponry.

## About the Arc Disruptor

The Arc Disruptor was developed by the Shastas world corporation as a secondary mecha-based weapon. Its design was driven by the need to neutralize enemy systems without causing physical harm, providing a non-lethal yet highly effective solution on the battlefield.

The arc disruptor accomplishes this by firing short-range arcs of ionized plasma that while not as dangerous as some weapons is at the very least an effective concentrated weapons platform. The weapon in essence is a continuous *lightning gun* that dries a target with continuous arcs of electricity.

- **Damage:** T-4 Light Anti-Armor
- **Range:** 75m

## Nomenclature Information

- Year Created: Ye45
- Designer: [Shasta No Sekai](#)
- Manufacturer: [Shasta No Sekai](#)
- Name: Arc Disruptor
- Type: Energy Weapon
- Role: Electronic systems disruption
- Length: .8 meters
- Weight: 25 kilograms
- Production: Mass Production
- Nomenclature: Sw-m1-w4501

## History

The Arc Disruptor was designed in [YE 44](#) by the [Shasta No Sekai](#) corporation as a means to repurpose plasma-lense projection devices such as those used in the [SnS Plasma Breaker](#). Not needing to match the concept of the breaker the disruptor was instead utilizing the projection lenses themselves and not the toroid mechanisms. By doing so the corporation was able to repurpose cheap plasma lenses into a low-energy and short range secondary weapon platform for disrupting electronics. The Arc Disruptor was officially fielded in [YE 45](#) as an official small-weapon option for corporation mecha.

## Appearance

The Arc Disruptor consists of a sleek and streamlined design, optimized for integration with mech and vehicle weapon systems. It features a long barrel with cooling vents along its length and an ergonomic grip for stability and control mounted to the mech. The weapon is primarily constructed from lightweight alloys and reinforced with advanced ceramics to withstand the heat generated during plasma discharge.

## Discharge Information

- **Muzzle Flash:** The discharge of the Arc Disruptor creates a dazzling display of bright blue-white light, forming a distinct arc-shaped muzzle flash. The flash is intense and brief, fading quickly after the discharge.
- **Retort:** The weapon emits a distinctive electrical crackling sound accompanied by a low humming noise when fired.
- **Projectile/Beam Appearance:** The Arc Disruptor fires a focused arc of ionized plasma that travels toward the target. The plasma appears as a bright blue-white zig-zagging beam with a visible electrical charge. The beam is highly visible and leaves a trail of shimmering energy in its wake.
- **Effective Range:** The practical range of the Arc Disruptor is approximately 500 meters, although its effectiveness decreases with distance.
- **Rate of Fire:** The Arc Disruptor has a continuous firing mode that keeps the electrical bolt on a target on demand.
- **Recoil:** The weapon produces minimal recoil, thanks to its advanced stabilization mechanisms. The recoil is manageable and does not significantly affect the stability of the mech or vehicle.

## Ammunition

Energy source: [Meso Cells](#)

## Weapon Mechanisms

- **Firing Mechanism:** The Arc Disruptor operates using a plasma generation and emission mechanism. When the trigger is pulled, the weapon initiates a controlled plasma discharge, creating the arc of ionized plasma that is directed toward the target.
- **Loading:** The Arc Disruptor does not require manual loading of ammunition. It is powered by an internal energy cell, which can be easily replaced or recharged.
- **Weapon Sight:** The Arc Disruptor is equipped with advanced targeting optics, including holographic sights and range finders, to assist with aiming and target acquisition. These sighting apparatuses provide precise targeting information to the operator.
- **Attachment Hard Points:** The Arc Disruptor does not have inbuilt attachment hard points. However, it can be integrated into existing mech and vehicle weapon systems using standard mounting interfaces.

## OOO Notes

[Charmaylarg](#) created this article on 2023/05/17 16:29.

This article was approved by [Andrew](#) on 2023/05/20<sup>1)</sup>.

Products & Items Database	
Product Categories	weapons: vehicle mounted
Product Name	SnS Arc Disruptor
Nomenclature	Sw-m1-w4501
Manufacturer	<a href="#">Shasta No Sekai</a>
Year Released	<a href="#">YE 45</a>
DR v3 max	Tier 4

<sup>1)</sup>

<https://starmy.com/roleplay-forum/threads/shastas-world-mech-weapons.70515/#post-438196>

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