

Glass Maker

The *Glass Maker* Assault laser is a powerful anti-armor, anti-mecha, and even light anti-ship weapon developed by the [Shasta No Sekai](#) R&D team from their labs in the SNK *Amaryllis* factory on the corporations headquarters based on [Freehold Factory](#). The weapon, known for its ability to turn sand to glass with intense energy was developed in [YE 41](#) for use in the prematurely developing [Pathfinder Class Mech](#) being designed by the corporation as a powerful and final solution to the rampant [Deathcrawler Auto-Tank](#) tanks that roam the spacer outpost and threaten the corporations claim on the planet.

🔮 Glass Maker 🔮	
DRv3:	T-9 Heavy Anti-Mecha
Purpose:	Anti-Armor/Mecha/Starship
Optimal Range (Planetary):	54.7km (34 miles)
Rate of Fire:	6 Charges per minute ¹⁾
Ammo:	Hyper Cells

About the Glass Maker

Originally designed as a method for bored R&D techs to carve their names into passing ship debris leftover from the *glassing* of the planetoid in YE:30, the Glassmaker quickly showed an aptitude towards combat utility in the new and budding [Terror Wolf Project](#) and its need for a powerful anti-armor weapon capable of taking down a Death Crawler tank or purchased equivalent with only marginal effort through the frontal armor and a near-guaranteed kill from the flank or on high.

After many systems were tested from ATGM to minimissile and recoilless platforms, it was the Glass Maker that won the show when its usual firing at low orbit starship debris procedure failed when the weapons gimble mount failed and the laser fell to a ninety-degree angle to fire through the wall of the factory itself and leave several kilometer lines of glass in the outside sand that in its single charge, separated a corporation vehicle into two separate halves, a nearby building, and two unlucky members of the [Strays](#) security force with one being bisected and the other losing most of his head above the jaw in an instantly cauterized and unorthodox beheading.

The following test against actual armor only resulted in a single death, however, when one of the R&D staff underestimated the size of the beam and *“Attempted to cook a pan of popcorn above it. Losing his entire right hand, and, in the resulting panic and loss of coordination running through the solid beam, separated his upper and lower body at the midriff.”*

Appearance

The Glass Maker, like most of the corporations' weaponry, has no stock default look or aesthetic as a weapons system compared to a stock assembly line weapon that always shares the same appearance. That being said when it is assembled the Glass Maker often is short and fat and devoid of a long barrel due to energy weaponry' lense based beams' lack for a rifled barrel. It is, however, a bulky and not man-

portable as the need for a dedicated battery bank and sensitive mounting and gyroscopes mean it is always at best larger than an average motorcycle but with the dimensions of an engine block to house all the complicated inner workings of the weapon.

Discharge Information

- **Muzzle Flash:** The weapon lacks any actual muzzle flash being a solid beam weapon.
- **Retort:** A singular, high decibel *crack* sound as the air is superheated and dissipated is the only sound the weapon makes. But the sound of surface material being moved, burned, melted, and liquified by intense heat and energetic force often overshadow the sound of the weapon itself.
- **Projectile/Beam Appearance:** The weapons beam appearance is reminiscent of a single straight line of uncurving energy roughly the thickness of a tree trunk and bright gold in appearance bright enough that even at a dozen meters away can cause sunspots in those with unprotected vision. The beam lasts for the duration of the attack and shrinks in an appearance before dissipating completely while still leaving waves of radiating heat. At night or in dark biomes the weapon's beam is bright enough to illuminate up to ten meters in all directions from any point of the beam and can ruin natural or artificial Nightvision from a distance of one hundred meters.
- **Effective Range:** 54.7 kilometers (34 miles). This is not to say that the beam follows the curvature of a planet is might be firing on. But with a proper line of sight such as from elevation or firing at objects in low orbit, the beam is not affected by gravity. This is also the *optimal* range of the weapon, as it can hypothetically fire well beyond that point or even into low orbit but the almost fifty-five kilometers estimate is the maximum effective clarification range of the optics the corporation has access to.
- **Rate of Fire:** 6 Charges per minute (5-second beam duration, 5-second cooldown, and recharge before next beam)
- **Recoil:** Light recoil from the sheer force of the weapon pushing against the latent atmosphere when firing in motion. But practically no recoil as when used in a stationary mech that has stabilizers and actuators.

Energy Source

- **Ammunition:** A battery bank of ten [Energy Cell](#) are installed in the weapon each giving the weapon a half second of fire time before it is drained allowing all the batteries to combine their power load at once.
- **Purpose:** T-9 Heavy Anti-mecha (Stronger against materials that don't dissipate energy well and weaker against materials that dissipate energy well)
- **Round Capacity:** The weapon self charges multiple [Hyper Cells](#) on a five-second charge after draining the batteries or idle. Meaning ammo is hypothetically limitless but can wear and degrade battery life over time if not switched out after every engagement.

Pricing

The weapon is surprisingly easy for the corporation to produce with its specialty in laser and energy-

based weapons and the available parts on hand leading it to be sold relatively cheap.

- 6,000 DA.

Issues

The corporation is well aware of a reported increase in latent radiation relative to idle gamma rays where the weapon strikes. This radiation is a well thought out as a way to irradiate enemy equipment and territory and in no way, as the InterNep weapons community seems to indicate, is an unintentional side-effect of using highly radioactive energy sources to funnel a constant flux of energy in what such *backseat professionals* have called a “Firehose Of Energy”.

Know that the corporation values the users of all its products and also their discretion in not revealing such trade secrets to [any](#) of the [larger](#) and authoritative groups of the Kikyo sector who might otherwise make false claims against the use of such weapons in an operational theater *out of pure jealousy* and by making false claims and sanctions about unethical weaponry. The Shasta No Sekai corporation appreciates the discretion of its customer base.

OOO Notes

[Charmaylarg](#) created this article on 2020/03/19 16:38.

[Approval Thread](#).

1)

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