

Pulse Laser Emitter Assembly

Made available in YE 39 as the killing half of FSCorp's line of [pulse lasers](#). The emitter assembly can be built from a variety of components to achieve different effects.

About the Emitter Assembly

The emitter assembly connects to the power assembly and contains the emitter, lens, and alignment module along with optional cooling equipment. Along with the usual damage of a standard laser these also deliver [secondary effects](#) to the target.

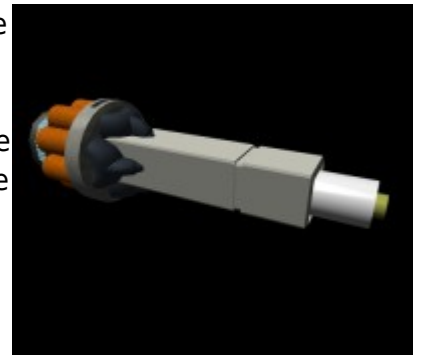
Nomenclature Information

- Designer: [FMS Design Engineers, Laser Division](#)
- Manufacturer: [Frontier Manufacturing Service](#)

Appearance



The emitter assembly resembles a rectangle with beveled corners and features a square lens. While its design is odd when compared to other laser equipment the designers chose this boxy style to fit more equipment into the assembly and offer room for extra equipment. Come [YE 40](#) the design would change in a way that would simplify the maintenance, improve efficiency, and better protect the lens.



Weapon Mechanisms

These components are used in the creation of the Emitter Assembly.

Photo-gravitational Infusion Chamber

The component on all emitter assemblies that makes possible the fantastic penetrative qualities of weapons built from [FMS Universal Pulse Laser Equipment](#). This device is integrated into the barrel and is non replaceable due to its permanent integration into the metal of the emitter. Rather than hit with brute

force like other pulse lasers the weapons made by the [Frontier Manufacturing Service](#) are more refined and are intended to be used with precision.

The device works by generating a small, dense field of gravitons ahead of the laser pulse. The photons are captured by the gravitons and the velocity is perfectly transferred into the bonded particles by means of an undisclosed, proprietary method and the beam leaves the barrel tighter than ever. Upon contact the superheated, molten matter is pushed aside by the gravitons allowing the photons to continue into the item. This has created a phenomenon of laser pulses that do not stop upon contact causing them to penetrate deeper than usual and in some cases pass through the object it hits.

Emitter

Emitters come pre-tuned in different wavelengths and cause intense, concentrated heat spikes at their point of impact that results in matter exploding apart. [FSCorp](#) classifies the red, blue, and green lasers made by [FMS](#) as civilian grade and sell them to anyone. The sale of ultraviolet laser weapons are restricted and are only sold to trusted buyers.

- **Red:** best penetrative capabilities of the civilian lasers, limited residual heat.
 - Capable of piercing through lightly armored target.
 - +1 tier vs. armor
- **Blue:** balanced performance, delivering equal amounts of armor penetration and heat saturation. This emitter contains an ionization chamber that delivers and intense jolt of electricity into whatever it strikes.
 - +1 tier vs. shields and electronics.
- **Green:** least penetrative capabilities of civilian lasers but delivers most heat saturation, often resulting in a small explosion upon impact.
 - Delivers kinetic force equal to its price in kilograms.
- **Ultraviolet:** An entirely different type of emitter, this laser is not in the visible spectrum and requires a specific lens. Greatest penetrative capabilities with least heat saturation. Has a very high power demand and is very expensive. FSCorp will only sell these to trusted buyers.
- +2 tier vs. Armor

Damage Quickchart

Target	Armor	Shields
Red	+1 DR Tier	+0 DR Tier
Blue	+0 DR Tier	+1 DR Tier
Green	+0 DR Tier	+0 DR Tier
UV	+2 DR Tier	+0 DR Tier

Pricing

These prices are specifically for the Emitters and mist be multiplied by the base tier of the chosen emitter:

- **Personnel-grade:** 10 KS
- **Armor-grade:** 100 KS
- **Mecha-grade:** 1,000 KS
- **Starship-grade:** 10,000 KS

Known Models

- [Starfighter Primary Laser Weapon](#)

Lens

- **Standard:** Most balanced performance in terms of heat efficiency and range.
 - No extra cost, comes standard.
- **Long-range:** Offers greatest range possible but holds the most heat.
 - Same cost as chosen emitter.
- **Wide-angle:** the exact opposite of the long-range lens, creates a shotgun-like effect by bending the laser into a cone shaped beam. Must be used with the Electronic Choke Control alignment module.
 - Same cost as chosen emitter.
- **Ultraviolet:** specifically built to work in conjunction with the ultraviolet emitter, each one is custom made with the emitter.
 - 4×cost of chosen emitter.

Alignment Module

- **Standard:** This manually adjusted AM is the most basic alignment adjuster available and requires a screwdriver for tuning. Tuning this AM is very similar to tuning an optical scope. The SAM comes standard with every emitter assembly at no extra cost.
- **Automatic:** The AAM requires a special cap. When the cap is attached the emitter emits a laser no more powerful than a laser pointer into the cap. The laser is reflected off the cap into the emitter assembly and the AM adjusts the lens until the laser is in perfect alignment with the emitter. The process is finished almost instantly, making this upgrade wildly popular.
- **Targeting:** The TAM is an evolution of the AAM that when paired to targeting equipment, be it a telemetry scope or fire controller, can be used to automatically aim each shot. Weapons equipped with this upgrade are often referred to as 'smart guns'. FSCorp will only sell these to trusted buyers.
 - Same cost of chosen emitter.
- **Graviton Targeting:** G-TAM technology is what cemented the careers of the engineers that made FSCorp's laser technology. This AM further enhances the capabilities of the original TAM by adding the components of miniaturized, generic graviton projectors to bend the laser after it passes through the lens. It is heavier than the TAM upgrade but has the unique ability to shoot around corners. FSCorp will only sell these to the most trusted buyers.
 - 2×cost of chosen emitter.
- **Electronic Choke Control:** Required to operate a wide-angle lens, mimics the four most common [choke patterns](#) of projectile shotguns and can switch patterns on demand.

- Same price as chosen emitter.

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