

Starfighter Primary Laser Weapon

In [YE 39](#) the [Frontier Service Corporation](#) released the Starfighter PLW for general circulation and usage in FSCorp's mecha and aerospace craft. [Frontier Manufacturing Service](#) created this weapon for use as a mecha-scale primary weapon with plenty of customization options.

About the Starfighter PLW

Built to be the primary weapon system for the Wahoo Interceptor, this system has also been adapted into weapons for mecha.

Nomenclature Information

- Designer: [Frontier Manufacturing Service](#), Laser Division
- Manufacturer: [Frontier Manufacturing Service](#)
- Name: Starfighter Variable Laser Weapon
- Nomenclature: [Fs-YV1-W3900](#)
- Type: [Pulse Laser](#)
- Role: Starfighter primary weapon
- Length: 1 m (little over 5 ft)
- Width: 45 cm (little under 1.5 ft)
- Height: 45 cm (little under 1.5 ft)
- Mass: 45 kg (~100 lbs)

Appearance

Like all laser weaponry made with [FMS Universal Pulse Laser Equipment](#) the device is 'square-barreled', rectangular with beveled corners. The lens glows when powered on as the laser emitter doubles as its own targeting system.

Discharge Information

- Muzzle Flash: Advanced polarization in the lens ensures that all of the photons emitted by the laser is traveling in one direction, and in doing so prevents bystanders from being blinded while also reducing the overall flash to be no greater than that of a traditional firearm.
- **Beam Appearance:** While also making the beam color visible as a streak that seems to dissipate over the course of a second. The color of the beam is dependent on the emitter that has been installed. Red, blue, and green emitters create beams of corresponding colors while the UV emitter is just blurry.
- Retort: The act of firing is very quiet, sounding much like a noisy camera flash. It's the power assembly that is noisy. The motor cycling the electrode can be noisy, like a turbine engine, or very

quiet, like a small brush-less motor.

- **Effective Range**
 - **Space:** 140,000 Kilometers
 - **Atmosphere:** 4500 meters
- **Rate of Fire:** 700 rounds per minute
- **Recoil:** Negligible

Energy Source

- **Power source:** A generator can power two weapons simultaneously.
- **Average DR:** [Light anti-armor \(Tier 7\)](#)
- **Round Capacity:** ~700 pulses or 1 minute of sustained firing. Complete cooldown from overheating takes 3 minutes or 20 seconds when purging freon from the cooling system. (WARNING: purging coolant makes it harder to cool the weapon later.)(CAUTION: overheating the weapon will create fractures in the lens of the focusing array and may result in shattering.)

Weapon Mechanisms

- **Firing Mechanism:** The weapon is built from any [UPLE](#) components.
- **Loading:** While a battery will suffice a single generator can power two weapons simultaneously.
- **Mode Selector:** The safety is in the arming switch. When the power is connected the weapon is live. A pull of the trigger will result in weapon operation.
- **Firing Modes:** A half pull of the trigger will cause the weapon to fire a single pulse. Fully depressing the trigger will cause the weapon to fire continuously.
- **Weapon Sight:** digital cross-hairs with a firing line are displayed on a HUD.
- **Attachment Hard Points:** The weapon is compatible with any [UPLE](#) components.

Pricing

- **W3900 PLW:** 1,000 KS
- **UPLE Accessories:** Consult [UPLE Emitter](#) components.

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