

# Laser Guided Laser

The 'laser guided laser' is a “*smart*” weapons system designed by the [Shasta No Sekai](#) corporation in [YE 40](#) that uses advanced optics and artificial intelligence to generate predictive fire patterns on targets at range.

Laser Guided Laser	
<b>DRv3:</b>	T-7 Light anti-mecha
<b>Purpose:</b>	Anti-air, Anti vehicle
<b>Range (Planetary):</b>	6,000m +/-
Rate of Fire:	12 pulses per minute
<b>Ammo:</b>	<a href="#">Energy Cell</a>

## About the Laser Guided Laser

The lgl was designed in ye:40 by the shasta no sekai corporation for the [Terror Wolf Project](#) as its first and mainline 'smart' weapon. The reasoning behind such a weapon was to create a system that made up for the blatant incompetence of its pilots and the abundant processing power of the [Fairy Ai](#) to create a weapons system capable of *marking* up to four targets simultaneously at range and having a surefire weapons system to take them down without worrying about the skill of the pilot.

This is achieved by giving the fairy access to six laser-guided rangefinding lenses built on to the side-exterior of the weapon that can be used in tandem with the fairies processing ability to create logic paths based around movement and predictive movements based on available data. This, complimented by a mechs advanced optics systems allow long-range and accurate predictive targeting that allows even the most incompetent [stray](#) to hit fast-moving or long-distant targets by simply allowing the fairy to handle the minute adjustments of aiming and simply *pulling the trigger*.

Such a system is found in all SNS mechs but is utilized to an entire order of magnitude beyond with the lgl which, by using the dedicated rangefinding optics and wide array lenses allows the weapon even greater accuracy but at the cost of less range and fire rate compared to other SNS energy weapons.

This system paired with the sheer stopping power of the four individual lasers and its multiple energy types makes it a threat to any size of opponent from small armored vehicles and powered armor to the most agile of space fighters that enter its range.

## Appearance

The lgl consists of four long, square-like barrels roughly eight and a half feet long combined in a 2×2 configuration. Each barrel ends in a green lense due to aesthetic preference<sup>1)</sup>. On the exterior of these quad barrels is a smaller rangefinder array with six red rangefinding lenses.

The lgl can be mounted in several different styles and configurations so long as the rangefinders are not

obstructed.

Discharge Information

- Muzzle Flash: Variable. The standard beam is a bright blue flash from the lens. No muzzle flash when using IR beam.
- Retort: a loud echoing blast of clearly energetic nature.
- Projectile/Beam Appearance: Variable. A massive blue beam as thick as an average mans thigh of solid energy that lasts for roughly 1.5 seconds. Can be a near-invisible IR style beam as well.
- Effective Range: 4,000m +/-
- Rate of Fire: 12 pulses per minute (4 pulses per barrel per minute.) can fire all four pulses at one target, multiple at a single target, or multiple at multiple marked targets.
- Recoil: Considerable enough recoil that it cannot be mounted to any non-mech or non-vehicle. Would break even the limbs of powered armored individuals when firing and requires a dedicated power source too large to be carried.

Ammunition (Or 'Energy Source' if applicable)

- Ammunition:Energy Cell
- Purpose: T-7 Light anti-mecha
- Round Capacity: infinite so long as power is supplied.

Damage Quickchart		
Type/Mode	Type	Damage
Standard	Base	T-7
IR	Stealth	T-6
Shotgun	Scatter <sup>2)</sup>	T-5
EM	Anti-Shield	T-3 (T-5 against shields)
Flare	Stun <sup>3)</sup>	T-0

OOC Notes

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\* Approved by Andrew on 2023/01/09.<sup>4)</sup>

<sup>1)</sup>  
but fires a blue beam of energy

<sup>2)</sup>  
Fires all four beams in a cone at close range at a target close to the weapon. Beams last longer than base type and are weaker to draw out the charge

<sup>3)</sup>  
Creates a blinding light from all four barrels bright enough to temporarily blind close range targets even using optical filters

<sup>4)</sup>

<https://stararmy.com/roleplay-forum/threads/shasta-no-sekai-flyswatter-mech.69839/>

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