

Atomic Disintegrator Ray

The Atomic Disintegrator Ray is a power armor-mounted weapon developed by the United Manufacturing Corporation in the year YE34. It was originally meant for sale to independent factions and the end consumer with enough money, but the Lorath Matriarchy bought an exclusivity contract with the UMC for usage and sale rights. Two models have been created - the rifle variant, and the slightly weaker but more compact pistol variant. Both variants utilize an external energy-to-matter converter to generate ammunition.

About the Atomic Disintegrator Ray

The Atomic Disintegrator ray was designed by the UMC's head researcher, [Sa'ryl Emolia Misalngt](#), who also designed the [Gammatron](#) and the [Tarantula](#). It was created for the express purpose of replacing existing conventional starship-mounted weapons in the UMC's armory. The weapon was first prototyped as a starship-sized cannon, but the limitations of high-energy atomic weapons made it less useful against powerful ship-sized shields. In order to optimize the capabilities of the Atomic Disintegrator Ray, it was scaled down to a power armor-sized weapon, and is now meant to compliment the existing UMC weapon line.

Nomenclature Information

- Designer: [Sa'ryl Emolia Misalngt](#)
- Manufacturer: [United Manufacturing Cooperative](#)
- Name: Atomic Disintegrator Ray
- Nomenclature: UMC-NE-EW-S002 (United Manufacturing Cooperative - Nuclear Energy - Energy Weapon - System 002)
- Type: High-energy Atomic Particle Projector
- Role: Anti-Armor
- Length: 3.9ft (rifle variant) w/ 2x2x0.5ft backpack or 10" (pistol variant) w/ 6x6x2" fanny pack
- Mass: 67.90lbs/30.80kg including backpack (rifle variant) or 28.3lbs/12.83kg including fanny pack (pistol variant)

Appearance



Rifle Variant: A gunmetal grey rifle with sleek, curved lines and edges. Has a bulbous section in the center of the receiver, with a small disc between it and the rest of the barrel. Has a rounded buttstock and a reinforced metal pump connected to a rectangular backpack made of similarly reinforced material. The trigger is shaped conventionally, but applied electronically. It is located inside a trigger guard, which is attached to a pistol grip for increased stability. An energy dial is located on the handguard, allowing on-the-fly amplitude modifications. **Pistol variant:** A gunmetal grey pistol with sleek, curved lines and edges. Has a conventionally-shaped trigger and trigger guard and a reinforced metal pump connected to a rectangular fanny pack made of similarly reinforced material. Has a bulbous frame with a rail on the top

for mounting various sights, with three small discs between the frame and the barrel and another two small discs between the barrel and the muzzle. An energy dial is located on the right side of the frame.

Discharge Information

- **Muzzle Flash:** A bright white light reminiscent of a high-powered sunlamp.
- **Report:** A high-pitched, whirring hum.
- **Projectile/Beam Appearance:** A ray of white light speckled with empty spots that appears like static.
- **Effective Range** 100,000 Kilometers in space dealing full damage, up to 250,000 kilometers dealing half damage, half a mile in an atmosphere
- **Rate of Fire:** Continuous Beam, can be discharged for up to a full minute before overheating occurs

Ammunition

- Ammunition Ununoctium-294 created from energy-to-matter converter (functionally unlimited as long as power systems remain undamaged)
- **Average DR:**
 - Tier 3, Heavy Anti-Personnel (Pistol Variant) increasing up to Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor ( **Fix Me!** : Staff needs to determine which) when held continuously over the same target.
 - Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor ( **Fix Me!** : Staff needs to determine which) (Rifle Variant) increasing to Tier 9, Heavy Anti-Mecha when held continuously over the same target.

Ununoctium-294 is a highly unstable, extremely high-energy isotope of the artificial nuclear element 118, [Ununoctium](#) (AKA Eka-Radon)

Weapon Mechanisms

- **Power Supply:** The Atomic Disintegrator Ray is powered directly from the power supply of the power armor the user wears.
- **Firing Mechanism:** Contains a continuously projected ray of excited Ununoctium-294 inside an electromagnetic sheath of gamma rays, which disperses on impact.
- **Loading:** Creates Ununoctium particles inside the backpack using the energy-to-matter converter and pumps them into the gun through a tube connected to the backpack, before the particles are excited and contained.
- **Mode Selector:** An energy dial can bring the weapon's amplitude to 0, turning off the particle projector, or up to 10, which is the default energy setting. The amplitude selector decides the maximum energy of the ununoctium stream by controlling the power of the particle projector. Lower settings can be used for various utility purposes, such as opening sealed doors without

destroying whatever is behind them or damaging armor without hurting the pilot.

- **Firing Modes:** Amplitude 0-10
- **Safety Mechanism:** Included in the mode selector.
- **Weapon Sight:** Built-in adjustable 2-20x telescopic sight (Rifle variant), Iron Front post sight with rear peep sight (Pistol variant)

Effect on Target

The gamma ray sheath containing the hyper-accelerated Ununoctium-294 particles heats up the target to deadly temperatures upon impact, and the high-energy radioactive particles smash apart the atomic bonds holding the target together, causing it to disintegrate into the superheated remains of its base components. Deals more damage per second the longer it is held over a single target, as the speed and efficiency of the atomic decay increases due to the breakdown of structural molecules.

Pricing

- **Atomic Disintegrator Ray Rifle:** 7000KS
- **Atomic Disintegrator Ray Pistol:** 4500KS

Replaceable Parts and Components

- **Energy-to-Matter Converter (Rifle Variant):** 1800KS
- **Energy-to-Matter Converter (Pistol Variant):** 950KS
- **Converter Frame (Rifle Variant backpack):** 250KS
- **Converter Frame (Pistol Variant fanny pack):** 100KS
- **Electromagnetic Condenser (generates gamma rays and contains projected particles):** 1200KS
- **Energy Amplitude Dial:** 80KS

Ammunition

N/A

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Last update: 2023/12/21 04:21

