Azorean Disruptor

Designer: Crypaea Citystate Manufacturer: Crypaea Citystate Personal Price:

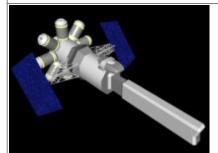
Pistol	350 neeras
Rifle	750 neeras
Gatling	1600 neeras

Satellite Price: 6,000 neeras Starship Price: Med 4,000 neeras Lrg 8,000 neeras

Damage Rating:



Personal



* Starship (Med) - Tier 10, Light Anti-Starship * Starship (Lrg) - Tier 12, Heavy Anti-Starship



Nomenclature Information

Name: Type A007341 Disruptor Type: Energy-based Disintegrator Role: Anti-personnel, Anti-light armor, Anti-ship Length: 140 cm, 10 m, 100 m, 150-200 m respectfully Mass: 15 lbs, 50 lbs, 500 lbs, 1000 lbs respectfully

Discharge Information

Projection/ammo type: Laser Pulse Effective Range

Pistol	30m
Rifle	300m
Gatling	150m
Satellite	1.5 Ls*
Medium	1.5 Ls*
Large	3 Ls*

*Ls = Light Second

Muzzle Velocity: Light speed Muzzle Blast: Stormy green wave Firing Mode(s): Single shot Recoil: None Personal Weapon Power Supply Power cylinder 30 shots each Satellite Power Supply Power core that powered multiple capacitors, each capacitor equals 1 shot Ship based Power Supply Ship's power cores

Damage Description: On impact, the disruptor wave excites the atoms in the target and thus breaking the bonds between them. This causes the target to disintegrate or otherwise lose structural stability.

Energy Generator Description

Visual Description: A canister which is approximately 60 mm in size is attached to the back end of the personal version with a coolant vent on either side to allow the generator to 'breathe' (cool air going into one end and warm air coming out the other). These vents can be manually opened or closed, but it is recommended to keep it open during use and then closed during storage. A 100 cm canister is connected below the weapon fixture on the satellite/starship. Coolant vents are attached to either size and discharge hot air after each firing sequence, closing back up once the weapon is ready to fire again. Charge: The weapon, regardless of size, has a recharge rate of 3-5 seconds after firing.

Maintenance Information

Field Maintenance Procedure: Prevent excessive dirt, grime, etc. from entering the unit's coolant vents or barrel. Replaceable Parts and components: Vent ports and power generators are all replaceable.

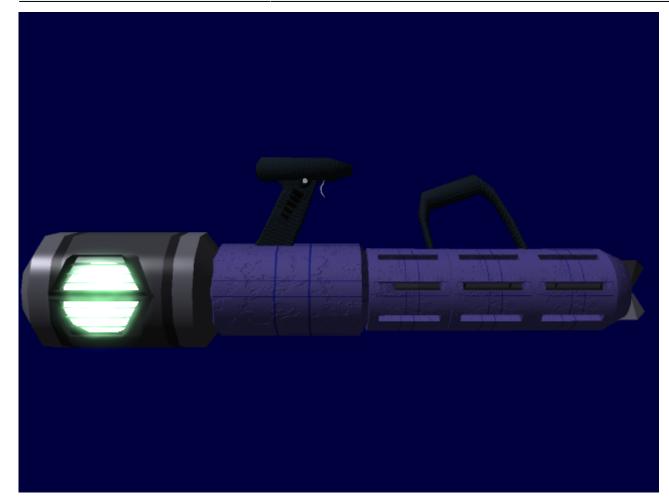
Component Information

The disruptor is primarily composed of titanium with a limited amount of carbon tubing where needed. The personal version is shaped as a tube with the canister generator on the back end. The front end of the barrel is purposely warped into an "I" shape. Two handholds are located on the top of the weapon, one in the exact middle and the other near the back end, which also houses the trigger. The user holds it from the hip, much like one would hold a mini-gun. The cannon version is a fixed weapon placement with the generator right below the barrel, which is embedded into the satellite/starship's hull.

History

The Crypaea Citystate has designed most of the mining lasers and other laser technology for the Azorean Commonwealth since the unification. Although lasers aren't that sensible underwater, especially for weaponry, Crypaea has nonetheless continued researching this branch of science. Eventually, their engineers discovered a way to use laser technology to affect the very molecules of matter. At first, this curiosity seemed to only churn the surrounding water with a green glow. Eventually, the engineers realized that it was not just churning the water, but since water is matter, it was breaking up water matter into its base atoms. After much deliberation on whether to continue or abandon the project, the citystate officials decided to take the device to the surface for experimentation. After launching a floating target drone, the engineers fired the weapon on the target, which was nearly disintegrated in the process. Thus, Crypaea has begun work on developing an exceptional weapon for use on the surface and potentially in space as well.

First Generation Disruptor cannon



Art thanks to Kai!

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