

Supanova Infrared Shotgun

The Supanova IR was designed in [YE 40](#) and is manufactured on an order by order basis by [Galactic Horizon](#). The simulated shotgun was designed to go within the [laser tag](#) game as part of the Horizon made equipment line.

It is not an exclusive item and is available for purchase by any group, its design and built in anti-tamper measures make it impossible to reverse engineer or upgrade into a lethal weapon.

About the Supanova IR

When searching for a unique event to hold for the quarterly staff social event the team at Horizon settled on Laser Tag, at the suggestions of many it was decided they would create their own equipment set and then sell it commercially making a fun social along with a new business product in one go.

The Supanova IR was made for the players who enjoy massive potential in close quarter combat, dispersing 6 beams with each shot that rapidly lose their strength over distance. The Supanova is made for tight playing fields filled with twists and turns.

Nomenclature Information

General list containing information about the groups involved with the weapon design and production along with listing the weapon type and physical statistics.

- Designer: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#)
- Name: Supanova IR
- Nomenclature: GH-W0-1x
- Type: IR Laser
- Role: Simulated Shotgun
- Length: 20ich
- Mass: 4kg

Appearance

The Supanova was designed as a compact yet “Fearsome” looking weapon with a solid design with curved edges to provide aesthetic pleasure as well as making for an easier to wield weapon. A hand guard around the muzzle provides a deflective surface against IR beams protecting the user’s hand when gripping the pump, a recoil compensating stock (optional) ensures the kick provided by the built in motors can be bared by a shoulder easily.



Art by [Banzz](#)

Discharge Information

General information describing the various visual and physical effects of firing the weapon both to the user and area around them.

- Muzzle Flash: A flash around the barrel only visible on the infrared spectrum
- Retort: The built in sound card produces an audible “choop” with every shot see [GTA V](#) shotgun sounds
- **Projectile/Beam Appearance:** A set of 6 scattered green beams that move further apart as range increases
- Effective Range Designed for <20m lengths but still has potential to hit at 30m
- Rate of Fire: Pump action 30rnd/m or 1rnd/2sec
- Recoil: Artificial recoil imitating the strength of a real gun at 23ft.lbs.

Energy Source

The Energy source used to power the weapon as well it's max use before reload and damage guide.

- **Energy Consumable:** [Galactic Horizon Energy Cores](#)
- **Damage Guide:** Refer to [table](#)

- Round Capacity: Each Ammunition core stores 15 blasts

Weapon Mechanisms

A list of the basic functions performed by the user and/or the weapon at the designated stage of equipment operation, also includes pre operation mechanisms which have an effect on the outcome.

- **Firing Mechanism:** If “loaded” pulling the trigger will fire a singles shot, pump action will reset the weapon for another shot
- **Loading:** An Ammunition Core is inserted into underside at the rear end of the barrel where it connects a circuit and powers the weapon, the pump must be used once in order to load the weapon
- **Mode Selector:** a small 2 setting switch located on the left side of the weapons body, when vertical the weapon is in safety and when horizontal the safety is off
- **Firing Modes:** Safety and pump action, required to be manually readied after each shot drops fire rate with the advantage of damage up close
- **Weapon Sight:** Standard issue is flip up open iron sights
- **Attachment Hard Points:** 1 rail on top of the body for sights, 1 rail on underside for grips, 1 shorter rail either side of the barrel for lights and lasers

Other

Any non standard mechanisms or systems included within the system.

- **IR Laser:** An Infrared laser emitter within the gun acts as the “lethal” aspect firing a beam to simulate live munitions, in the Supanova this beam is split into 6 within the barrel and sent out on an angle to create a shotgun affect.

Pricing

A list of pricing for the base model weapon, its replaceable components and optional extras for reference when outfitting characters and NPCs with this weapon.

- **Supanova IR:** 800KS¹⁾

Replaceable Parts and Components

Any key pieces of the weapon that can be replaced if damaged or worn out.

- **Soundcard:** 50KS
- **Motor:** 100KS
- **IR Laser:** 150KS

Optional Attachments

Any additional extra pieces which increase effectiveness or efficiency of the weapon.

- **Red dot sight:** 30KS
- **Tactical light:** 30KS
- **Tactical laser**²⁾: 20KS
- **Stock:** 40KS

Ammunition

List of current ammunition types available for compatible use with the weapon along with the price of purchasing a set of 100.

SSR ammo Quickchart	
Type	Price (100 Round Box)
Rechargeable Energy Core	20 000KS

OOC Notes

[club24](#) created this article on 2018/04/11 22:22.

Article approved on 2018/05/24 [here](#)

1)

500 in bulk

2)

visible to naked eye

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