

# Starburst IR Assault Rifle

The [Galactic Horizon](#) Starburst IR Assault Rifle is a rifle built out of hardy polymers with internals fitting the specs of a laser pointer more so than an actual weapon. Designed to be an affordable and easy to manufacture laser tag equipment set for entertainment franchises and corporate staff events with the ability to work in any environment making them viable within an office as much as an open field. It was created in [YE 40](#) by [Galactic Horizon](#) just before their quarterly staff social as an entertainment solution for the group.

## About the Starburst

Built to go along with the [Eclipse Laser Gear](#) was a series of simulated firearms that were built for fun. They were crafted with the same level of detail as is put into their more lethal cousins, DC motors and sound chips put a bit more of a realistic twist on them to further immerse players in the experience.

## 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: Starburst IR Assault Rifle
- Nomenclature: Gh-W1-2a
- Type: IR Laser
- Role: Simulated Assault Rifle
- **Length** 39.5 in (1,003 mm)
- Mass: 6.37 lb (2.89 kg)

## Appearance

Available in either black or white, the main body of the rifle is a smooth, 20 inch (508mm) long by 2 inch (50mm) wide by 3.5in (86mm) rouleaux cuboid with a rail across the top (comes with removable sight posts) and one that runs 12 inches along the underside until it comes into contact with the lower receiver, where the pistol grip and trigger are located behind the mag assembly. The (removable and adjustable) stock adds an additional 10 inches(254mm) to the back end of the gun. Overall it is built to resemble a generic assault rifle from a distance yet still have a certain style to its outline to help avoid the mistake of it being mistaken for an actual weapon.



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: Only Visible on the Infrared spectrum, a small flash
- Retort: A soundcard is built into the rifle, meant to simulate the “Pyeow” sound of a laser weapon.
- **Projectile/Beam Appearance:** a short lived, thin streak of light in the same colour as the team of the person holding it.
- Effective Range 30m (21yards, 65 feet)
- Rate of Fire: 700-950 rounds/min cyclic sustained | 45-60 rounds/min semi-automatic
- Recoil: Artificial recoil imitating the strength of a real gun at 40.4 ft-lbs

## Energy Source

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

- **Energy Consumable:** [laser\\_tag\\_ammunition\\_cores](#)
- **Damage Guide:** Refer to [table](#)

- **Round Capacity:** 150 shots can be fired before the energy core needs to be replaced with another

## 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:** Energy is drawn from a magazine-shaped battery, this energy is then used to project an IR laser out the end of the barrel.
- **Loading:** Insert a magazine diagonally into the lower receiver and pull back the charging handle, ensure the safety is off.
- **Mode Selector:** a small dial above the trigger, vertical for semi auto, angled for full auto and horizontal for safety.
- **Firing Modes:** Automatic- fires as long as the trigger is held down|Semi-Automatic-fires once per squeeze of the trigger.
- **Weapon Sight:** comes stock with flip up, standard three-prong iron sights, unless it is replaced by mounting another sight on the top rail.
- **Attachment Hard Points:** a Rail along the top and bottom of the weapon, as well as a shorter one on either side of the barrel.

## 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 Starburst this beam is refracted slightly each shot to imitate the slight spread of an assault rifle, this effect is not active in semi auto mode..

## 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.

- **Starburst:** 800KS<sup>1)</sup>

## 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.

- **Holosight:** 30KS
- **Tactical light:** 30KS
- **Tactical laser**<sup>2)</sup>: 20KS
- **Angled grip:** 30KS
- **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

## OOO Notes

[SirSkully](#) created this article on 2018/04/10 14:01.

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<sup>1)</sup>

500 in bulk

<sup>2)</sup>

visible to naked eye

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