

# Event Horizon IR Minigun

The Event Horizon IR Minigun was designed in [YE 40](#) by [Galactic Horizon](#) as a specialty weapon for the [Galactic Horizon Laser-Tag](#) and is featured in the Juggernaut mode. Set apart from the other weapons it was not designed to be widely used by players, and rather is a specialty item.

## About the Event Horizon

Unlike the standard weapons, the Event Horizon is not usable with the regular laser tag gear and must be coupled with the juggernaut/heavy variant. This variant consists of a heavier set of equipment with full armor coverage, hence "Juggernaut or Heavy" naming.

Further differing from the others, the motor contained within the Minigun is stronger and emits a stronger force to imitate recoil, it is omnidirectional and adds to the difficulty of use. This is partly to simulate reality weapons and partly to help prevent users from being too difficult for other players to get near.

## 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.

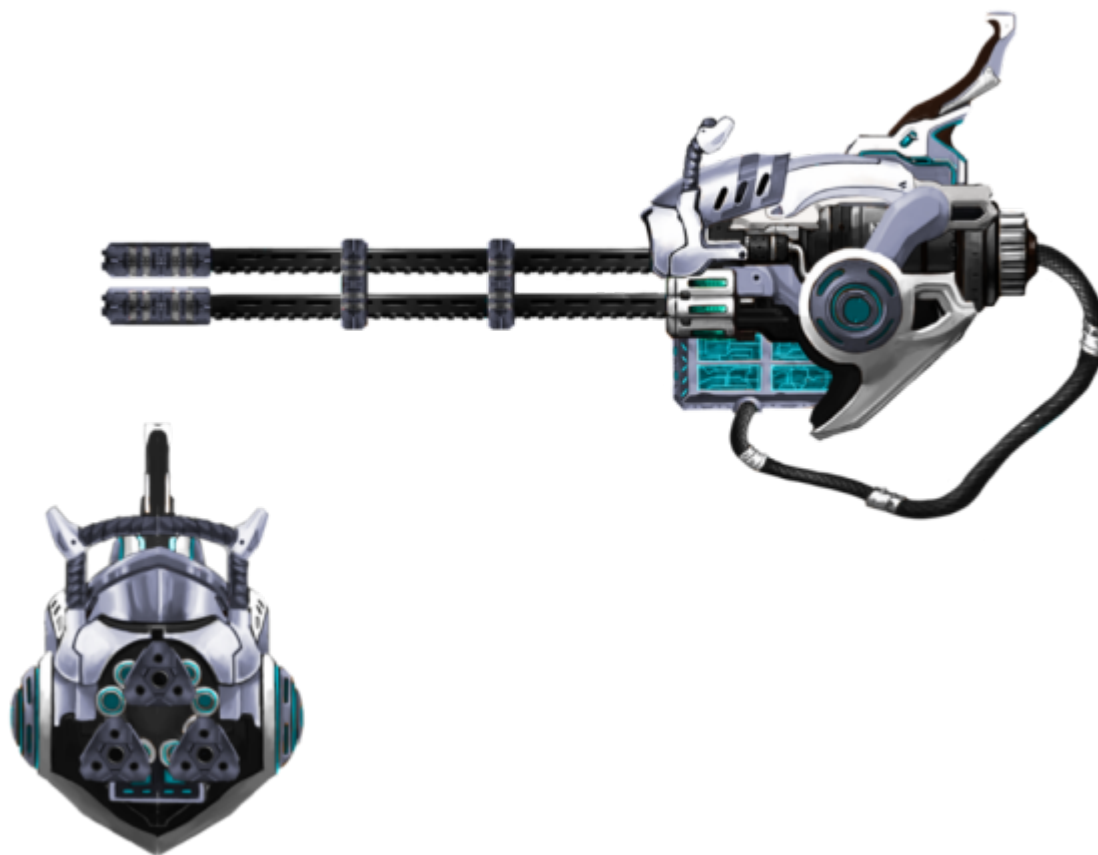
- Designer: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#)
- Name: Event Horizon IR Minigun
- Nomenclature: Gh-W0-5F
- Type: IR Laser
- Role: Simulated Machine Gun
- **Length** 62inches (138.48cm) excluding energy pack
- Mass: 5kg (11lbs)

## Appearance

Available in either black or white, the gun bears resemblance to a minigun although with a few creative design choices to give it a more intimidating presence. three lots of three barrels are grouped in individual triangular patterns with braces every 15 inches (38.1cm), the barrels stick out 42 inches (108cm) from the body of the minigun, the body is a cylinder 12 inches (30.48cm) in diameter and 20inches (50.8cm) long with a large carrying handle near the front end of the body and an upside down trigger and handle near the rear, a rail extends along either side of the barrel grouping where the detachable shield can be mounted.

2 meters of sleeved cables run from out the back of the cylindrical housing and lead to a small rectangular cuboid power pack 12 inches (30.48cm) long, 7 inches (17.78cm) wide and 7 inches

(17.78cm) tall that is mounted under the body of the gun.



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 machine gun, making a “Brrraaaappptt” sound during sustained fire
- **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 47 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: Each Ammunition core stores 1500 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:** 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 new power core into the power pack then the weapon is ready to fire.
- **Mode Selector:** a small dial above the trigger, pew(semi auto), pew pew pew (full auto) and no pew(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 Inferred laser emitter within the gun acts as the “lethal” aspect firing a beam to simulate live munitions, in the Event-Horizon this beam is given a much higher spread than the Starburst and is multiplied by its number of barrels making a lethal medium range weapon.

## 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.

- **Event-Horizon IR:** 800KS

## 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.

- **IR Shield:** 200KS

**Ammunition**

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

Ammo Price Quickchart	
Type	Price (100 Round Box)
Ammo Cores	15 000KS

**OOC Notes**

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