

Solar-Flare IR Sidearm

The [Galactic Horizon](#) Solar-Flare IR Sidearm is a pistol 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 Solar-Flare

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: Solar Flare IR Sidearm
- Nomenclature: Gh-W0-9S
- Type: IR Laser
- Role: Simulated Pistol
- **Length** 8.25 in (210 mm)
- Mass: 2.44 lb (1.105 kg)

Appearance

Available in either black or white, the main body of the gun is a 8inch (203mm)long by 1inch (25mm) wide by 3 inch tall (72.6mm) generic pistol shape with a tall reciever, with one large sight-post at the front and two at the rear, a slanted pistol grip protrudes out the bottom and extends a further 0.25inches (6mm) past the back 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 pistol, meant to simulate the “Prapt” 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: 70-85 rounds/min semi-automatic
- Recoil: Artificial recoil imitating the strength of a real gun at 6 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 20 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:** The barrel's top half slides forwards to reveal a space for the energy core to sit in, the top slide is then pulled back, ensure the safety is off.
- **Mode Selector:** a small dial above the trigger, vertical for semi auto and horizontal for safety
- **Firing Modes:** Semi-Automatic-fires once per squeeze of the trigger
- **Weapon Sight:** comes stock with standard three-prong iron sights
- **Attachment Hard Points:** a rail along the bottom of the barrel to attach small accessories

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.

- **Solar-Flare IR:** 500KS¹⁾

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 laser²⁾**: 20KS

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

OOO Notes

[SirSkully](#) created this article on 2018/04/11 00:58.

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

1)

300 in bulk

2)

visible to naked eye

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Last update: **2023/12/27 14:25**

