

# Mekir've Variable Plasma Sidearm

The Mekir've Variable Plasma Sidearm is the civilian version of [Galactic Horizon's Tokir've](#), designed and developed for the open market in mid-[YE 41](#) alongside its more powerful sibling.

## About the Mekir've Variable Plasma Sidearm

The Mekir've's groundwork was used to make a stronger mil-spec version of the weapon, which would end up being known as the Tokir've, that was finished up for the [Shukara Volunteer Navy](#) and [Division of Public Safety](#) before [Galactic Horizon](#) went back to completing the civilian weapon that had started it all. From there it was easy to finalize the Mekir've, they stripped away the additional components to streamline this less powerful version before they released it to the open market.

## Nomenclature Information

- Designer: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#)
- Name: Mekir've Variable Plasma Sidearm
- Nomenclature: GH-W4-1B
- Type: Plasma Induction
- Role: Variable-output sidearm
- Length: 12 inches / 30.48cm
- Weight: 6.17lbs / 2.8kg

## Appearance

The Mekir've is almost indistinguishable from its mil-spec sibling to the untrained eye, sharing a blocky body twice as wide as the weapon's handle and a magazine that seats beneath the weapon's barrel – though unlike the Tokir've the Mekir've's handle is available in a more universal size rather than solely downscaled to suit the people of Neshaten's generally smaller hands.

A rear-facing screen sits on the back of the weapon, usually displaying the available ammo and currently selected firing mode unless maintenance is being performed on the weapon, sits above a horizontal fire-mode selector – though unlike the Tokir've the Mekir've has less firing modes available to it and boasts more traditional physical sights instead of the mil-spec version's volumetric ones, overall it is a lighter and more simplistic weapon.

## Discharge Information

- Muzzle Flash: Detailed in the projectile appearance section.
- Retort: A loud crack of electricity acting as the weapon turns Jargon gas into plasma.

- Projectile Appearance: Varies depending on the currently selected firing mode:

|                        |                |
|------------------------|----------------|
| <b>Stun:</b>           | Pale blue bolt |
| <b>Anti-Personnel:</b> | Purple bolt    |
| <b>Anti-Armour:</b>    | Yellow bolt    |

- Effective Range: 500 Meters
- Rate of Fire: Semi-Automatic, fires once with every squeeze of the trigger, as fast as the user can squeeze the trigger.
- Recoil: Varies depending on the currently selected firing mode<sup>1)</sup>:

|                        |                          |
|------------------------|--------------------------|
| <b>Stun:</b>           | Non-existent             |
| <b>Anti-Personnel:</b> | Minimal                  |
| <b>Anti-Armour:</b>    | Very Heavy <sup>2)</sup> |

Ammunition

- Ammunition:[Jargon Multiuse Standard Gas Cartridge](#)
- **Purpose:** Variable based on firing mode, Tier 0-6
- Round Capacity: 50 Pulses

| Mekir've Variable Plasma Sidearm Quickchart |                              |                      |
|---|------------------------------|----------------------|
| Firing Mode                                 | Damage                       | Pulses <sup>3)</sup> |
| Stun  | Tier 0, Nonlethal            | 1                    |
| Anti-Personnel                              | Tier 1, Light Anti-Personnel | 2                    |
| Anti-Armour                                 | Tier 4, Light Anti-Armour    | 5                    |

Stun: Functions as a projectile with the capacity of a taser, delivers 50,000 volts, usually enough to incapacitate most individuals or fry unshielded electronics on their person.

Anti-Personnel: Has penetration qualities similar to that of a conventional handgun, what the bolt does not immediately penetrate will be coated with a glob of caustic plasma that slowly eats into whatever it impacted with, most effective against unarmoured targets.

Anti-Armour: A longer and more defined bolt-like ejection of plasma that aims to consistently burn into one spot rather than a larger area, they are designed to pierce through lighter armor or at least weaken it for subsequent shots to punch through.

Weapon Mechanisms

- Firing Mechanism: Jargon gas is drawn up from the cartridge and passed through a chamber, where measured amounts of electricity are surged through the gas to excite it into plasma before it reaches the magnetic coils of the barrel, that then uses pulsed electromagnetic fields to accelerate the plasma as a projectile.
- Loading: The cartridge is inserted into a mag-well on the underside of the Mekir've, sitting flush

with the body of the pistol when correctly seated.

- **Mode Selector:** A small ambidextrous dial located above the grip cycles between modes, with the currently selected mode and available shots for that mode being displayed on a rear-facing screen.
- **Firing Modes:** Stun, Anti-Personnel, Anti-Armour
- **Safety Mechanism:** The Mekir've features a small ambidextrous button that sits flush with the body of the weapon when active and pops out slightly when the weapon is ready to fire.
- **Weapon Sight:** The Mekir've's front sight-prong is lined up with the two rear sight-posts, alternatively, one may use any alternate optics they have mounted to the top rail.
- **Attachment Hard Points:** attachment lugs on the back of the grip, with a rail that can be used to attach alternate optics to the top of the weapon and a shorter rail underneath it to attach additional gadgets if that is also preferred.

## Other

Other miscellaneous information about the Tokir've Variable Plasma Sidearm.

## Pricing

Below is information retaining to the pricing of the Mekir've and its availability.

- Mekir've Variable Plasma Sidearm: 800KS/1,600RN

## Replaceable Parts and Components

Below is a list of the most common replacement parts for the Tokir've

- Replacement Logic Board
- Replacement Coil Assembly
- Replacement Fusion Power Supply
- Replacement Energy Chamber
- Replacement Display Module

## Optional Attachments

Below is a list of officially supported optional attachments for the Mekir've

- **Folding Stock:** Attaches to the lug on the back of the weapon's grip, a basic skeleton stock that can fold down under the weapon when not in use, it helps manage recoil and does not obstruct the loading mechanism of the weapon when folded away. 25ks/50rn
- **Fixed Brace:** Attaches to the same lug that the folding stock uses, designed for the user to slip their forearm through the back of to assist in dampening the weapon's recoil and making it easy to fire one-handed. 50ks/100rn
- **Multispectral Marksman Scope:** A powerful and robust scope that can attach to the weapon's top

rail. 300ks/600rn

- Flared Magwell: A slightly wider version of the weapon's mag-well that tapers back to the original width, makes quickly reloading the weapon easier. 15ks/30rn
- Polychromatic Laser Pointer: A small laser pointer, the beam of which may be customized by linking it to a computer and adjusting the color values. 50ks/100rn

## Ammunition

| Jargon Multiuse Standard Gas Cartridge Price Quickchart |                       |
|---|-----------------------|
| Type  | Price (Per Cartridge) |
| <a href="#">Jargon Multiuse Standard Gas Cartridge</a>  | 25ks/50rn             |

## OOO Notes

[SirSkully](#) created this article on 2019/08/31 08:46.

Approved by [Syaoran](#) on 12/7/2019

1)

Table is based on what a species with human-like strength would experience

2)

requires bracing and slow firing to use effectively, prone to injuring the user's wrists and hands if they hold the weapon incorrectly

3)

the magazine contains 50 'pulses' and this states how many are used with each squeeze of the trigger depending on the selected firing mode

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