

Hyper-Shift Rotary Chaingun

The Hyper-Shift was designed by [Galactic Horizon](#) as a low powered, high ROF chaingun for use in both space and atmospheres. It was designed, prototyped and slotted for production in mid [YE 40](#) and is primarily used by Horizon as a component for other products but is also available on the open market.

About the Hyper-Shift

The Hyper-Shift Rotary Chaingun is a moderately sized chaingun style weapon designed for mounting to vehicles and larger armours, it can be mounted to starships however they will most likely underperform in space combat between even small fighters. It was designed specifically for use with several upcoming Horizon products including power armour and vehicles. While it is primarily intended for use mounted to vehicles or armours it can also be wielded as a heavy weapon and is able to be detached easily to allow for this. The recoil however is much greater than most automatic weapons and would require superhuman strength to keep under control.

Due to the use of both kinetic and energy rounds, each barrel and in firing mechanism of the Hyper-Shift is heat proofed to withstand the intensity of its own ammunition. While it prolongs the use it does not extend it beyond 10 seconds of sustained fire to avoid damage to the barrels during combat which could result in massive mechanical failure. The entire mechanism of the weapon has also been outfitted for use outside of an atmosphere even when using kinetic rounds.

Nomenclature Information

- Designer: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#)
- Name: Hyper-Shift Rotary Chaingun
- Nomenclature: GH-M2-W4003
- Type: Rotary Chaingun
- Role: Anti-Personnel/Suppression
- Length: 65cm
- Mass: 30kg

Appearance

The Hyper-Shift is a tri-barrel mounted weapon, each barrel is 50cm long and they are joined by several supports to maintain the gap between them in a square shape. The rear of the weapon is a rectangular box in shape and is larger than the tri barrel, while the tri attaches to the upper section of the box the lower portion is dedicated to the belt feeder and magnetic loading system.



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Discharge Information

Information regarding the discharging of the weapon.

- Muzzle Flash: Each shot is accompanied by a large circular yellow/orange flash.
- Retort: A low pitched whine will be audible before the first discharge and is present afterwards, each discharge is a loud thumping sound.
- **Projectile/Beam Appearance:** Standard Hyper rounds travel too fast for the naked eye and basic optics to capture, the tracer rounds trail a coloured blaze which will display the path each shot takes. Energy rounds are a yellow colour and emit a moderate amount of light as they travel.
- Effective Range 2500m
- Rate of Fire: 3000RPM
- Recoil: Each shot has average recoil however in sustained fire the recoil is continuously stacked pushing the gun back and tilting up.

Ammunition

The Hyper-Shift Rotary Chaingun uses the Hyper rounds developed by Horizon to pummel infantry and moderately armoured targets with a high velocity bulletstorm.

- Ammunition [GH Hyper Rounds](#)
- **Purpose:** Tier 6 Heavy Anti-Armour.
- Round Capacity: 30 seconds sustained fire will instigate an automatic shut-off for 10 seconds cooldown, 6000 rounds are stored in a single belt.

Weapon Mechanisms

Information regarding the weapon mechanisms.

- **Firing Mechanism:** The Hyper-Shift is powered by energy supplied from the attached vehicle or armour to rotate the barrel as well as operate the firing pins, each round is magnetically retrieved from the belt and pulled up into the next chamber on a precision timer.
- **Loading:** Due to the suppressive nature of the weapon it is loaded with large capacity belts, when a belt is empty it slips out of the weapon and is discarded. To load a new belt the correct end must be pushed into the designated slot just behind the barrels.
- **Mode Selector:** The armour or vehicle the weapon is attached can digitally change between firing modes.
- **Firing Modes:** The Hyper-Shift has 2 firing modes, fully automatic and safety however the fully automatic mode can be pre-programmed to fire at a specific rate between 500 and 3000RPM.
- **Safety Mechanism:** When the weapon is in safety mode on an armour it will pull back from the shoulder and down the back to face at a 90 degree angle while the barrels will extend slightly above head level
- **Weapon Sight:** The Hyper-Shift uses the HUD or targeting systems built into the armour or vehicle it is mounted to for targeting data.

Pricing

Information regarding pricing of the weapon, components and ammunition.

- **Hyper-Shift Rotary Chaingun:** 5 000KS

Replaceable Parts and Components

- **Barrels:** 200KS each
- **Magnetic loading system:** 200KS
- **Timing system:** 100KS
- **Belt feeder:** 150KS
- **Armour and vehicle mount:** 400KS²⁾

Ammunition

Hyper Rounds Price Quickchart	
Type	Price (6000 Round Belt)
Standard	1000KS
Tracer	1000KS
Energy	2000KS

OOO Notes

club24 created this article on 2018/07/26 18:46. Approved by Legix on 2018/07/29 in its [approval thread](#).

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A Hyper-Shift mounted to a Zytone combat armour

2)

includes wiring

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Last update: **2024/02/14 14:00**

