

# NovaCorp Electrolaser Rifle

Designer: [NovaCorp](#) R&D, or more specifically, [Ephesus](#). Manufacturer: NovaCorp (Suggested) Price: 2,000 ks Individual Component Costs:

- No-BU-10: 120ks
- Five slot recharger: 500 ks
- Sniper Scope: 50 ks
- Single shot shotgun (can be rearmed by inserting another shell): 60ks
- Grenade launcher (underneath the barrel): 70 ks

Nomenclature Information Name: No-W-5 Type: Electrolaser Weapon Role: Designed for taking down a variety of targets, from subduing unarmoured or lightly armoured targets, to taking down medium-heavy targets. Designed for taking out multiple targets. Length: 1.1m Mass: (Light for its size, I'm abysmal at weights)

Discharge Information Projection/ammo type: Fires an electric pulse through air ionised by a laser beam. Firing Mechanism: When the user pulls the trigger, an electric signal is sent to the secondary barrel and the rifle fires a laser beam towards the target, which ionises the air between the gun and the target. A powerful electric pulse is then fired from the main barrel of the rifle, flowing down the ionized air. Beam Diameter: Varies a certain amount as electricity arcs off the main beam, and this increases as the power goes up, but the main body of the beam is around an inch wide. Beam Arc: 0 degrees Effective Range 300 meters Maximum Range: The beam will go as far as 600m, but will have very little power. Minimum Range: On the highest power setting: 6m, all others: 0. Muzzle Velocity: 1c (roughly, the electrons travel a little slower). Muzzle Blast: It appears that a lightning bolt comes out of the main barrel, and the air crackles (low power), or even properly cracks (high power). Firing Mode(s): The weapon can be fired in a variety of modes. The beam lasts as long as the trigger is pulled down, and as such it is continuous, however it can also just be held down for a short period, resulting in the beam lasting only a second. Continuous beams are often used when there are multiple targets to move between, or you need to get through and destroy a heavily armoured target. Recoil: Barely noticeable.

## Damage Description

Low power: This is designed to take down unarmoured or lightly armoured targets, and is non-fatal. It causes muscle contractions, nausea and unconsciousness, and will cause burns around jewellery, but is unlikely to kill unless the beam lingers on the body for more than a second or two. If someone is wearing a lot of metal, then it can be fatal. DR 2.

Medium power: This is designed to be fatal. It will cause severe burns, fry your internal organs, and most likely cause jewellery to fuse to you. Wearing more metal will simply make the damage even worse. It will also cause the combustion of clothing and will burn a whole through most body armour (as long as it isn't advanced body armour). DR 3.

High power: This is designed to take out armoured targets, and can warp metal, even Adrium, burn through most types of personal armour, and will destroy circuitry. If a substance is even slightly

conductive, then the person inside is in some considerable trouble. Will cause a car too explode etc. DR 4.

## Ammo Description

Name: No-BU-10

- Visual Description: The No-BU-10 is a high capacity rechargeable battery that supplies the energy required for the Rifle. It fits into the bottom of the gun, and is large, but relatively light. The charge required is shown on a small screen at the back, which shows how many minutes/second of shots you have in each power setting.
- Charge:
  - Low: 60 minutes
  - Medium: 30 minutes
  - High: 8 minutes

Name: Grenade.

- Visual description: The Grenade is launched by the under barrel grenade launcher that can be fitted to the rifle. It is a five centimetre by 2 centimetre cylinder, which contains its own propellant at the back, and has a range of 100m. Additional Grenades can be put into the launcher by opening the hatch on the underneath.
- Damage: The Grenade explodes with considerable force, roughly comparable to ten pounds of TNT.

Name: Shotgun shell.

- Visual description: The shotgun shell is loaded into a small shotgun attachment for the rifle. It's purpose is to open doors, similar to the 'master key' used by police forces in America (OCC description to help explain). More shells can be loaded into it from a sliding panel underneath.
- Damage: Is not used anti-personnel, but makes good work of taking out doors.

## Weapon Mechanisms

Safety: Under a hidden panel that needs to be slid open at the top of the gun is a little red button that needs to be pressed before the gun will fire. It does this by preventing the laser to fire.

Fire mode selector: On the side of the weapon there are three red buttons. The one closest to the end is for low power, the middle one medium power, and the furthest away is high power.

Weapon Sight: The rifle has a simple sight, but not a sniper style one, which can be fitted for an extra price.

Attachment Hard points: None

Really cool built in thingy: On the back screen is a compass, a clock, and an inbuilt radio transmitter, with

a small speaker and microphone built in. For no apparent reason it also has a small compartment made for the storage of gum. It can be used to carry other stuff, but it's the size of a gum packet.

## Maintenance Information

**Field Maintenance Procedure:** The weapon is hardy, and requires only you not to be stupid with it. It rarely malfunctions, due to its lack of internal moving parts, and insulation from water. For maintenance it is advised that you take it to a NovaCorp store. Do not try opening up the rifle's casing, without the manual, or it will be rendered useless. The manual shows how by pressing a sequence of keys on the panel at the back the rifle will open without destroying itself.

**Replaceable Parts and components:** No part of the rifle is replaceable, although it can receive additional components, such as the single shot shotgun, the grenade launcher (goes underneath the secondary barrel), or the sniper sight.

**Visual Description:** The Electrolaser Rifle is quite a large looking rifle, but it is reasonably light, and has a flowing and smooth appearance that is the calling card of Ephesus' weapons. It's made mostly out of carbon-ring, some perfect diamond and perfect iron, with some other advanced ceramics inside. It's grip is made of an advanced polymer that moulds to fit the shape of the users hand. There are two barrels at the front of the gun, the secondary one which is just under the main one, is smaller, and fires the ionising laser beam, and the main one which fires the electric pulse. At the top are the raised points of a sight. The battery is fitted into the bottom of the gun. A display screen is at the back of the gun, and on the top, describing the amount of energy left, a hidden switch is on the top underneath a concealed panel, and three red buttons are on the side.

## History

Ephesus developed electrolasers for his Riot Drone, and was then quite enamored with them, fitting them on his power armour, and designing a personal weapon that utilised them. After ten minutes alone with a pencil and a lot of paper he had created a perfect origami replica of the weapon, to scale and with all the components made from paper. Later he actually made it. Although it is a powerful weapon, especially against multiple targets, it suffers if the air is wet, is very dangerous to use in the rain and is very showy.

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