

# Hyper Laser

The 'hyper laser' is a vehicle grade weapon built by [Shasta No Sekai](#) corporation in [YE 41](#) for use in drones and mecha. It is unique compared to some of the other 'concept' weapons systems built by the corporation due to its insanely high fire rate, tri-barrel gatling-gun aesthetic, and utility use as an all-round weapons concept with a positive saturation effect against everything from infantry to aircraft. The tri-barrel system spins at a high rate of speed for no other reason than the aesthetic preference of its designers.

Hyper Laser	
<b>DRv3:</b>	T-5 Medium anti-armor
<b>Purpose:</b>	Anti-air, Anti vehicle, Anti infantry, Anti PA scale weapon
<b>Range (Planetary):</b>	4,000m +/-
Rate of Fire:	6,000 pulse per minute <sup>1)</sup>
<b>Ammo:</b>	<a href="#">Energy Cell</a>

## Discharge Information

- **Muzzle Flash:** A bright flash of blue light momentarily erupts from the barrel as the laser fires.
- **Retort:** [pew pew](#)
- **Beam Appearance:** A bright, visible beam of straight blue energy stretches from the weapon to its target visible only for a fraction of a second. When on fully automatic it gives the appearance of a constant beam of blue energy about as thick around as a human wrist.
- **Effective Range** 6,000 meters before energy falloff.
- **Rate of Fire:** 1,200 discharges per minute
- **Recoil:** The hyper lasers has minimal recoil but instead the system *vibrates* from the spinning barrels and creates a hard to control inertia.

## Ammunition

- **Ammunition:** [Energy Cell](#)
- **Purpose:** T-5 Medium anti-armor.

## Weapon Mechanisms

The *hyper laser* is a proof of concept weapons platform. Its only shared trait or aesthetic between what it is installed in is three interconnected barrels in a 'Gatling' style configuration that spin at a high RPM. This system is not intended to manage heat or any important system and is, instead, purely aesthetic in nature. All three barrels fire at the same time regardless of if spinning or not.

- **Firing Mechanism:** The hyper laser is often electronically fired through a switch or trigger. Drawing a charge from one or many energy cells and discharges a beam of blue energy through a focusing lens at the end of each barrel.

- **Safety Mechanism:** Physical safety switch or built-in mechanism in the case of mecha
- **Weapon Sight:** optics can be mounted via an installed optics rail on most hyper laser platforms or a small targeting camera linked to mecha.
- **Attachment Hard Points:** varies per platform.

## OOC Notes

[Charmaylarg](#) created this article on 2020/06/11 16:35.

- This was approved by [Andrew](#) on 2023/01/09.<sup>2)</sup>

<sup>1)</sup>

2,000 pulses per barrel per minute

<sup>2)</sup>

<https://stararmy.com/roleplay-forum/threads/shasta-no-sekai-dynamiteon-mech.69840/#post-434000>

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