

Project: Moscow Down

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Overview

Purpose: to streamline and revolutionize warfare by taking away some of the logistical problems that the military faces

Uses: primarily made for the military but will be classed as a Class 4 weapon if a civilian would like to purchase it

Why make it? Gives the US military a distinct advantage over other countries as well as saves money.





Our products



We plan to offer three models for production by 2026.

Sniper (LZRS1) - Long range weapon that shoots large bolts of energy. No bullet drop compared to a typical sniper rifle

Assault Rifle (TZRA9) - The main weapon is our production line. Built to have a similar feel to a M15 yet slightly lighter

Handgun - (RZRH5) - a very powerful handgun that has the firing power of a Desert Eagle with much less recoil and lower weight

*Future Projects Include a minigun and shotgun

*All weapons default with tracer rounds to prevent misfiring



Cost

Total: \$210 million

Research Development: \$40 million

Manufacture Cost: \$80 million

Distribution: \$15 million

Facilities: \$45 million

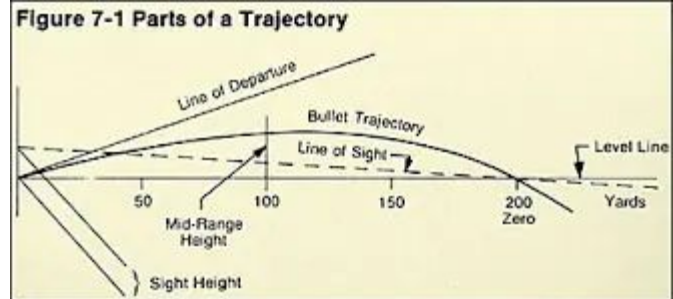
Wages: \$30 million

Employee Count: 200 salaried employees





Pros



-Range

The laser gun, due to traveling at the speed of light would not allow for any bullet drop off leading to the gun shooting much farther than its current day counterpart.

-Power

The power provided by the speed as well as the heat from the laser gun will allow for a lot of power. This will allow the "bullet" to penetrate almost all objects.

-Versatility

It can be used at any range without many repercussions. At a close range it will deliver high power and can shoot through many materials at once.

-Transportation

No need to transfer magazines just change the interchangeable batteries. This saves space and reduces the need for supply trucks.



Cons

Expensive

The cost of the weapon is upfront. Although more expensive than a typical rifle, over time the weapon makes up for it. However the capital needed to buy the weapon is high.

Can over Heat

Through development we plan to fix the overheating issues by implementing a coil of coolant (patent pending) that would quickly lower the temperature of the gun.

Range

Dissipation of the laser round midair is of concern for distances over a few thousand yards due to energy loss in the air.

Charge Time

Depending on the model, charge time plays a factor into performance. Although charging is magazine dependent, charge time varies between 2 to 4 hours.



QUESTIONS?

