

# Handheld Gauss Rifle

The HGR is a heavy, hard-hitting Armor service rifle initially designed by [Origin Defense Manufacturing](#) for the [Impulse Powered Armor](#). Origin ceased production of the HGR in [YE 37](#), but produced nearly a million of the rifles, and they are still quite common on the used market.



**WARNING:** This weapon is too powerful to be used by persons not in power armor.

## Weapon Specifications

### Nomenclature Information

- Nomenclature: OI-W6-1A
- Designer: Rob Robertson III
- Manufacturer: [Origin Defense Manufacturing](#)
- Name: Handheld Gauss Rifle
- Type: Gauss Railgun
- Role: Armor Service Rifle
- Length: 40 inches (+15 inch collapsible stock)
- **Barrel Length:** 28 inches
- Mass: 80 Lbs (with 300-round Magazine)
- **ROF:** 1000 RPM

## History

When the [Impulse Powered Armor](#) was first designed and built, it had no standard rifle to use in engagements, relying rather on third party weapons which were often inferior or extremely expensive. In response to this, Rob Robertson decided it was needed that the suit needed a service rifle. By taking into account the relative strengths and weaknesses of the armor, and created a weapon that would give it an edge in battle, as well as be useful for other armors.

The HGR was initially a hand-crafted item, and was very labor-intensive, which showed in its price. However, by [YE 33](#), the process was finally sufficiently automated enough that they could be made with very little manual labor, resulting in a steep drop in the price and availability of the HGR.

## Appearance

### Standard HGR with 75 round box magazine



### HGR with extended Spiral-drum magazine



## Discharge Information

### Firing Mechanism

The first round is loaded into the action by pulling back on the cocking handle. Further rounds are loaded by the cycling action during firing. Once rounds are loaded into the action, they are pushed forward by the bolt and into the barrel, where the charged coils propel the round down the four twisted rails, accelerating the round to high rates of speed while giving it a twist to allow for better ballistics.

## Ammunition Description

**round:** 8 x 100 mm Depleted Uranium darts **Power:** Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-

Armor (: Staff needs to determine which) Range: 10 KM atmosphere, theoretically unlimited in space Muzzle Velocity: 3,000 m/s Muzzle Blast: A light flash of white light Firing Mode: Automatic, Semi-automatic, three-round burst Recoil: Very high

## Weapon Mechanisms

**Safety:** A button on the right side of the grip, near the trigger **Weapon Sight:** Electronic sight on top of the gun that is linked to the Power armor's HUD, as well as Laser sights for reflex firing. **Firing mode selector:** A switch on the left side of the gun allows the firing mode to be switched. **Magazine:** The HGR can use several sizes of magazines, depending on the situation. The Magazine is released by a button on the left side of the gun, just above the magazine. Each magazine contains batteries that allow the rifle to fire as many rounds as the magazine contains. Charge time is 10 minutes per 100 rounds.

- **Standard:** 300-round Sickle magazine
- **Light use:** 75-round Box magazine (Shown)
- **Heavy use:** 1,000-round Spiral-drum magazine. This magazine is extremely heavy and effectively doubles the weight of the gun when in use.

## Other

**Construction:** The HGR is created mainly out of composite materials such as carbon fiber and Carbon nanotubes, in an attempt to lower the weight while keeping the rifle fairly strong. The materials are reinforced to allow them greater strength and durability, meaning the gun is unlikely to break during battle without a considerable effort.

**Field Maintenance Procedure:** Wipe and clean after every mission, taking care to scrub the rails and all moving parts. Lubrication is optional.

**Pricing:** The HGR is no longer produced, it can still be found on the used market fairly commonly.

- Gun <sup>1)</sup> - 1,000 - 2,000 KS depending on condition

## Replaceable Parts and Components:

- Extra Barrel - 250 KS

## Additional Ammo:

- - 80 KS/Magazine (75 rounds)
- - 300 KS/Magazine (300 rounds)
- - 900 KS/Magazine (1,000 rounds)

- - 150 KS/Box (150 rounds)

## Known Variants

- [Phoenix Experimental Handheld Gauss Rifle](#)

Products & Items Database	
<b>Product Categories</b>	weapons: power armor
<b>Product Name</b>	Handheld Gauss Rifle
<b>Nomenclature</b>	OI-W6-1A
<b>Manufacturer</b>	<a href="#">Origin Industries</a>

<sup>1)</sup>

usually includes 2 300-round Magazines

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