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# Phoenix Experimental Handheld Gauss Rifle

The PEHGR is a modified version of the [Handheld Gauss Rifle](#) refitted specifically for field tests with the crew of the [ISC Phoenix](#).

## Weapon Specifications

### Nomenclature Information

- Nomenclature: OI-X6-2A
- Designer: Rob Robertson III
- Manufacturer: [ODM](#)
- Name: Handheld Gauss Rifle
- Type: Gauss Railgun
- Role: Armor Service Rifle
- Length: 40 inches (+15 inch collapsible stock)
- **Barrel Length:** 28 inches
- Mass: 89 Lbs (with 300-round Magazine)
- **ROF:** 1000 RPM

### History

Though successful, Handheld Gauss Rifle's performance was noted to be only comparable to the [Ke-M4-W2901 Light Armor Service Rifle](#) and inferior to the [NAM HPAR-01a Heavy Penetrating Assault Rifle - "The Money Shot"](#). In an attempt to test the feasibility of only further enhancing the rifle, Origin Industries made a short run of the Phoenix Experimental Handheld Gauss Rifle when the opportunity arose to have it used by reliable, high profile agents. With a higher output gauss assembly and recoil buffer system, the weapon appears to have increased performance, but the long term consequences are unknown.

### Appearance




## 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 7 or Tier 8, Light Anti-Mecha or Medium Anti-

Mecha ( **Fix Me!** : Staff needs to determine which) Range: 10 KM atmosphere, theoretically unlimited in space Muzzle Velocity: 4,500 m/s Muzzle Blast: Flash of White Light to the Left and Right of Muzzle Break 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.

## Changes

**Nonstandard High Output Gauss Assembly:** The main driving force behind the added stopping power of the Experimental Handheld Gauss Rifle, a more robust coil system draws a larger amount of energy from the batteries to launch the projectiles.

**Recoil Buffer System:** Integrated into the pistol grip of the rifle, the recoil buffer system serves to keep the amount of kickback equal to the unmodified handheld gauss rifle, mounted as a response to the more powerful coils.

**Extra High Capacity Magazines:** Though compatible with standard HGR magazines, the PEHGR comes issued with its own improved magazines with capacitors capable of holding a higher energy density to power the higher consumption rate per round propelled.

**Improved Flash Hider and Muzzle Break:** An enhanced muzzle device has been fitted onto the weapon, diverting muzzle blast off to the sides and reducing felt recoil.

## Potential Effects

**Weapon Overheat:** with its higher velocity projectiles and energy usage, the prototype rifle will overheat with continuous fire of approximately 80 to 100 rounds. At overheat, it will lock up to prevent damage to internal mechanisms. Cooldown is estimated to be within 2 to 5 seconds, but may vary depending on the environment and rifle cleanliness. At the end of the cooldown, the weapon is again operational and ready for use.

**Round Shattering:** Standard Depleted Uranium rounds may occasionally shatter against shields or armor instead of penetrating as intended. This reduces the stopping power of the individual round, but happens rarely. Estimations predict 1 out of every 50 rounds experience structural failure before penetration.

**Round Energization:** Due to the enhanced magnetic coils, rounds are given an electric charge,

behaving like a makeshift capacitor. Upon impact, the round itself may destabilize and violently release stored energy, bursting into plasma. Estimations predict 1 out of every 50 rounds experience this phenomena.

**Increased Barrel Wear:** With rounds passing through the barrel at higher velocities, barrel lifespan has dropped to only 20,000 rounds where it becomes unusable, with accuracy degradation occurring at 10,000 rounds.

## 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:

- Gun (includes 2 300-round Magazines)- 16,000 KS (Available for Phoenix Crew Only)

## 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)

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