

# Gauss Rod-Rifle

The Gauss Rod-Rifle (Also known as the GRR) is a high-capacity electromagnetic rifle designed for use by power-armour clad infantry, it uses Staballoy rods as ammunition. Designed and developed by [Galactic Horizon](#) in [YE 40](#).

## About the Gauss Rod-Rifle

After [Galactic Horizon](#) put the [ORC](#) suit onto the market it was decided that they needed to bring out a weapon capable to being wielded by the armoured exoskeleton.

So the GRR was born, based off of the success of Gauss weaponry on the open market combined with [Galactic Horizon](#)'s combined knowledge of military weaponry to produce a hard-hitting yet simple and reliable weapons system.

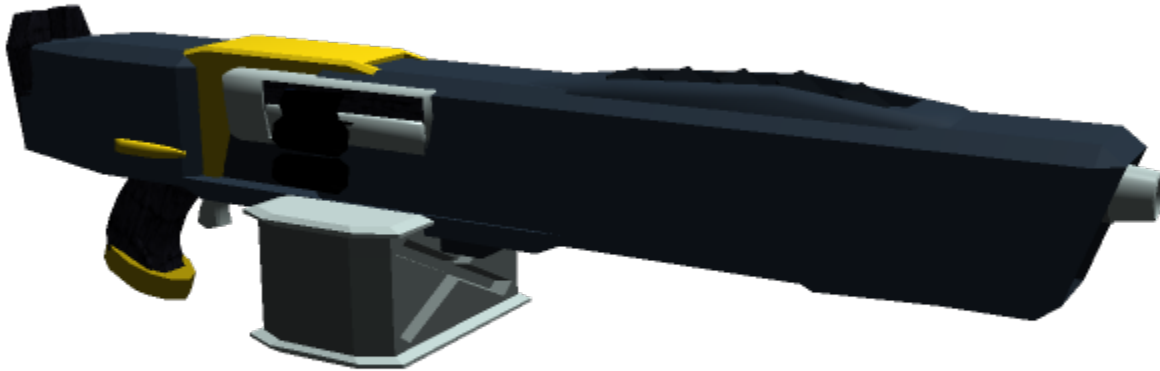
## Nomenclature Information

- Designer: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#)
- Name: Gauss Rod-Rifle
- Nomenclature: GH-W3-3H
- Type: Gauss
- Role: Anti-Armour Chaingun
- Length: 1.25 meters
- Mass: 25kg
- **Price:** 1,000ks

## Appearance

The GRR is a rather boxy and simple looking weapon consisting of a rectangular main body with a fore-grip sticking out the left side, the handle, and trigger mechanism of the chain-gun sit at the far back of the weapon's body. Ammunition is fed in through the left side of the weapon while plastic links that hold the rounds together are discarded out the right side.





### Discharge Information

- Muzzle Flash: None
- Retort: A short lived “Tang” sound as each round leaves the barrel
- **Projectile/Beam Appearance:** A 6.35cm long metal rod with a width of 2.54cm
- Effective Range 500m
- Rate of Fire: 5 rounds per second
- Recoil: 25lb ft

### Ammunition (Or 'Energy Source' if applicable)

- Ammunition [Staballoy Rods](#)

\* **Damage Capacity:** Tier 6, Heavy Anti-Armour

- Round Capacity: 30 to 150

### Weapon Mechanisms

- **Firing Mechanism:** An Electric Engine in each mag pulls the chained-together [Staballoy Rods](#) into

the chamber one by one, the trigger is pulled to fire up the electromagnets that line the barrel and accelerate the rounds. Each magazine has a pre-charged capacitor that carries enough power to fire every round it carries.

- **Loading:** A magazine is pressed into the chamber on the left side of the gun and clipped onto the bottom of the gun if using a larger drum mag.
- **Mode Selector:** A switch on the right side of the gun is used to swap the weapon between safety, burst fire, and fully automatic firing modes.
- **Firing Modes:** Fully Automatic and Burst Fire (5 shots per pull of the trigger)
- **Weapon Sight:** The weapon is features a holographic reticle linked up to a [MOASS](#) above the barrel of the gun.
- **Attachment Hard Points:** One on the underside of the gun to support heavier, drum mags.

Pricing

- **Gauss Rod-Rifle:** 1,000ks

Replacement Parts and Components

Below is a list of replacement parts for the GRR:

**Replacement Electronics and Electromagnet:** 100ks

**30 round mag:** 30ks

**150 round drum mag:** 50ks

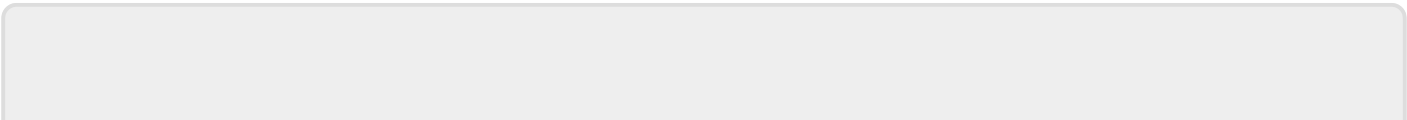
Ammunition

Staballoy Rods	
Type:	Price (100 rounds)
Staballoy Rods, <a href="#">Tier 6</a>	200ks

OOC Notes

[SirSkully](#) created this article on 2018/06/22 23:07.

Approval Information [here](#)



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