

Godwin Armories R30 Modular Weapons System

Still moving this into the new format from the forums.

There was nothing that was issued by any of the nations she knew of, but there was quite a selection of weaponry she'd find in paramilitary groups. One manufacturer caught her eye though considering she had never heard of them. The Godwin Armories section was quite small with only two weapons to its name, but the R3 Modular Weapons System seemed to be several weapons in one package. "Ah...the freaking puzzle for a rifle," Greg commented as he looked at his own screen. "Not that I say its bad, I just never thought it was a good idea to make something so complicated. I had a hell of a time putting one of them things together, but it fires like a dream in any kit. Magnetic-based propulsion so it does not have an powder or chems and its muzzle velocity kicks most of its competitors in the bawls." he commented. "Do you have that one you test fired? I don't want to shoot it, I just want to hold it." Masako asked. "I've got it set to SAW configuration at the moment, but I'll let you hold it, Juni," he replied as he went into his back room again. He was out again a moment later with another massive monster of a weapon. [Kurohoshi Masako](#) hefted this one and looked at it again with an inquisitive eye. "Ammunition?" she asked. "11x55mm sabot rounds, rumors they had some faulty rounds during testing, but they seemed to have solved that bit." he answered as she handed it back to him. "I'll take a full package." she ordered as his jaw dropped.¹⁾

Producer Information

- Designer: Alekander Fairbanks
- Manufacturer: [Godwin Armories](#)
- **(Suggested) Price:** 3500ks for full system.

History

First introduced in [YE 30](#), the R30 Modular Weapons System is an attempt to standardize the weapons and ammunition used by light infantry and security forces. All components of the R30 fully interchangeable between versions, and any one version of the system can be changed to another with the correct parts and one minute's work.

In initial testing, the rectangular three element base-type sabot was found to be problematic. Several instances of the sabot spot welding itself to the coils were documented, mostly during automatic fire. In addition, feed issues were found with the proposed drum style magazine for the Squad Automatic Weapon configuration.

The rectangular round was replaced with a slightly more complicated but less problematic cylindrical four element base-type sabot. Though this round exhibited occasional instances of spot welding, they were within the specified tolerances of the program.

Nomenclature Information

- Name: GA R30 Modular Weapons System
- Type: Gauss
- **Model:** R30
- Role: Military Service Rifle/Carbine/Designated Marksman Rifle/Squad Automatic Weapon
- **Layout:** Bullpup

Length

- **Service Rifle:** 760mm (barrel length: 500mm)
- **Carbine:** 710mm (barrel length: 450mm)
- **Designated Marksman Rifle:** 860mm (barrel length: 600mm)
- **Squad Automatic Weapon:** 860mm (barrel length: 600mm)

Weight

- **Service Rifle:** 3.6 Kilograms
- **Carbine:** 3.3 Kilograms
- **Designated Marksman Rifle:** 3.75 Kilograms
- **Squad Automatic Weapon:** 3.9 Kilograms

Discharge Information

- **Projection/ammo type:** Solid
- **Firing Mechanism:** Coil-type Linear Accelerator
- Caliber: 11x55mm
- **Cartridge:** 8x40mm bullet, with 11x55mm base-type cylindrical sabot.
- Muzzle Velocity: 1300 m/s
- Muzzle Blast: None, sabot discarded within ten meters.
- Rate of Fire: 2000r/m in burst fire, artificially limited to 600r/m in automatic fire.
- **Firing Mode(s):** Semi automatic, three round burst, fully automatic.
- Recoil: Medium recoil.

Effective Range

- **Service Rifle:** 900 meters
- **Carbine:** 600 meters
- **Designated Marksman Rifle:** 1400 meters
- **Squad Automatic Weapon:** 1400 meters
- Maximum Range: 2600 meters
- **Minimum Range:** 10m for sabot to disengage, retains lethality with sabot attached.

Cost Per Component

- **Core assembly:** 1700 ks
- **Rifle coil assembly:** 35ks
- **DMR coil assembly:** 40ks
- **SAW coil assembly:** 55ks
- **Carbine coil assembly:** 30ks
- **Standard magazine:** 20ks
- **DMR magazine:** 12ks
- **Drum magazine:** 30ks
- **Battery (rechargeable):** 100ks
- **Power leads (replacement):** 15ks
- **Heat shield (replacement):** 20ks
- **100 rounds:** 40ks
- **Reflex sight:** 150ks
- **4x sight:** 300ks

Average Kit Costs:

- **Service Rifle:** 2005ks
- **Carbine:** 2000ks
- **Designated Marksman Rifle:** 2152ks
- **Squad Automatic Weapon:** 2035ks

Ammo Description

- **Name:** 11x55mm sabot bullets.
- **General Description:** Boat tail bullet encased in a base-type sabot. Cylindrical in shape, with a large 'scoop' on the forward components of the sabot to allow air resistance to disengage the sabots outward from the penetrator in flight.
- **Ammo:** 45 round box magazine, 20 round box magazine (standard with DMR), 75 round drum magazine
- **Bullet Description:** Boat tail bullet with three small equidistant spines running the length of the bullet, for stabilization. Tungsten penetrator cap with copper jacketed steel core.

Weapon Mechanisms

- **Safety:** Disengages feed mechanism and power supply, incorporated into fire selector.
- **Fire mode selector:** Four position fire selector: Safe, Semi, 3, Auto

Weapon Sight:

- **Service Rifle, Carbine:** Iron sights, marks for 200, 400 and 600 meters, reflex sight mounted on top rail as standard.
- **Designated Marksman Rifle:** Iron sights, marks for 200, 400, 600 and 800 meters, 4x

magnifying scope mounted on top rail as standard.

- **Squad Automatic:** Iron sights, marks for 200, 400, 600 and 800 meters, reflex sight mounted on top rail as standard.
- **Attachment Hard points:** Picatinny rail system on top of weapon, with additional rails forward of heat shield.
- SAW version mounts a bipod as standard

Maintenance Information

Field Maintenance Procedure:

1. Clear and safe weapon.
2. Remove power cell and magazine.
3. Open top of heat shield/coil assembly and remove accelerator coils.
4. Check coils for obvious defects and clean any obstructions.
5. Open check panel and ensure that power leads are not compromised.
6. Clean contacts of battery and ensure that there is not corrosion.
7. Reinsert accelerator coils and close and lock heat shield/coil assembly.
8. Replace battery.
9. Ensure that weapon still cycles.
10. Replace magazine.

Replaceable Parts and components

- Accelerator coils
- power leads
- heat shields

OOOC Notes

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<https://stararmy.com/roleplay-forum/index.php?threads/kyoto-shopping-adventures-of-kurohoshi-masako.2426/#post-29419>

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