

# GP1 Custom Hybrid Assault Rifle

in [YE 36](#), [Ventriss](#) purchased a [GP-1 Assault Rifle](#) assault rifle from a [Star Army Surplus Store](#) and thought she could get more bang for her buck out of the old weapon.

So it was taken to her workbench, stripped down and built back up multiple times until it was better, and a lot heavier.

## About the GP1 Custom Hybrid Assault Rifle

Others might have rechambered the rifle but no, Ventriss instead strapped an electromagnetic array to either side of the barrel, rigged a 3 slot battery pack to the side and hooked it all up with some wires and duct tape. For the most part the weapon was relatively untouched besides a few extra holes being machined into it.

## Nomenclature Information

Below is Nomenclature information pertaining to the GP1 Custom Hybrid Assault Rifle:

- Designer: [Ventriss](#)
- Manufacturer: [Ventriss](#)
- Name: GP1 Custom Hybrid Assault Rifle
- Nomenclature: N/A
- Type: Chemically Fired, Magnetically Accelerated
- Role: Assault/Battle Rifle
- Length: 1.04 meters
- Mass: 4kg

## Appearance

This custom variation maintains the same general look of the long, blue and black rifle it started as but with a few tweaks. Wires now run the length of the body and connect the 3 slot battery pack to the trigger and electromagnets that surround the barrel.

## Discharge Information

The following information is about the GP1 Custom Hybrid Assault Rifle and what happens when it is fired.

- Muzzle Flash: A small yellow plume of fire out the in-built flash hider
- Retort: A loud "Crack" sound followed by a "Zeww" as the bullet leaves the barrel

- Effective Range 830 meters
- Rate of Fire: 500 rounds per minute, 3 round burst, semi automatic
- Recoil: 4.40ft lb

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

The GP1 Custom Hybrid Assault Rifle is chambered in [7.62kz](#) with the following stats:

- Ammunition [7.62kz](#)
- **Damage:** [DRv3 Tier 4, Light Anti-Armour](#)
- Round Capacity: 20/30

## Weapon Mechanisms

Below is information about the GP1 Custom Hybrid Assault Rifle's mechanisms:

- **Firing Mechanism:** Rotating bolt cycled by gas-piston system. A small amount of gas produced from cartridge ignition is siphoned off into tube above barrel. This gas pushes back a piston in the tube, which is attached to the bolt and cycles it. Once the bullet enters the barrel, it is accelerated to double the speed due to the magnets on either side.
- **Loading:** A magazine is inserted upwards, into the mag well and batteries on the stock are able to be replaced without powering down the electromagnetic array.
- **Mode Selector:** a small dial allows the weapon to be cycled between safety, automatic, burst and semi.
- **Firing Modes:** Fully automatic: fires for as long as the trigger is held down, Burst fire: fires three bullets with each squeeze of the trigger, Semi automatic: fires one bullet for each time the trigger is pressed.
- **Weapon Sight:** A [MOASS](#) is rigged to a small digital display and functions as a x100 variable zoom scope.
- **Attachment Hard Points:** None

## Other

A foregrip has been mounted to the underside of the barrel and the light/laser switch has been repurposed into a switch for the rifle's battery pack.

## Pricing

This weapon cost 556 ks to construct

## Replaceable Parts and Components

- **Replacement Batteries:** 25ks for a pack of 3
- **General Replacement Parts:** 50-300ks

## Ammunition

### [7.62kz](#) Price Quickchart

Type	Price (100 Round Box)
<a href="#">7.62kz</a>	Price Varies but usually relatively cheap

## OOOC Notes

[SirSkully](#) created this article on 2018/06/28 23:57.

☐ This article is a work-in-progress. Is it not currently approved.

From:

<https://wiki.starmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.starmy.com/doku.php?id=items:unique:gp1\\_custom\\_hybrid\\_assault\\_rifle](https://wiki.starmy.com/doku.php?id=items:unique:gp1_custom_hybrid_assault_rifle)

Last update: **2023/12/21 01:00**

