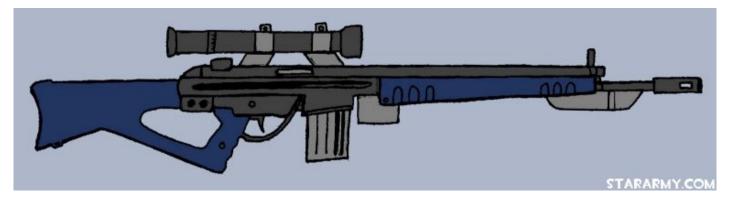
## **GP-1 Assault Rifle**

It took more than 130 years for the GP-1 to be retired, and even then it's still in use all over the place considering the hundreds of millions produced by WickedArms Industries. Solid, accurate weapons to the last, they're practically indestructible. Many have their barrels removed and replaced with ones threaded at the end to accept silencers, but the original military barrel is almost always of better quality, as it is designed to accept AP rounds. The Yamataian military doesn't have any of these anymore, but they're literally in any and every gun shop in the galaxy. Many older models fell into the hands of the Kennewes Nepleslian Reds.



Amateur and professional gunsmiths endlessly modified everything about the weapon, from basics such as swapping sights and stocks, to machining replacement parts out of exotic metals. Common modifications include folding and collapsable stocks, flash hiders, updated trigger mechanisms, and an extended magazine release button.

While 20- and 30-round magazines are standard, gun stores regularly stock magazines that carry as few as four or five rounds, and can carry as many as 100 to 150 rounds.

Price: Available for a mere 100 KS at a Star Army Surplus Store.

## **Technical Specifications**

- Type: Chemical
- Class: Rifle
- Sub-class: Assault rifle, battle rifle
- Model: GP-1
- Sub-model: GP-1A, GP-1B
- Dimensions: 1,040 x 117 x 40 mm (GP-1)
- Mass: 2,300 g (GP-1)
- Rate of Fire: 500 rnds/min, three-round burst, semi-automatic.
- Range: 650 m
- Caliber: 7.62x39mm
- Damage: Personnel 3 Tier 2 Medium Anti-Personnel.
- Capacity: 20/30 rounds in box magazine in front of trigger.

- Controls: Magazine release lever built into magazine housing near trigger. ROF selector on left side can be worked with thumb; all the way down is full-auto, mid-way for 3-round burst, all up for semiauto. Safety button in front of selector. Laser/light must be switched on at the battery, in front of magazine housing. Those batteries are removed by pressing a button on the left side above it. Bolt release lever on left side.
- Action: 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.
- Additions: Multiple colors of grips (black, forest green, cedar, burgundy, desert sand, navy or Uesureyan blue). Scope is built in to GP-1A, but there are still four sets of rear iron sights built in. Ghost ring front sight. Metallic components in black, grey or chrome. Batteries for original laser/light are hard to find, but other batteries can be jury-rigged. Can be fitted with electrofied MP-1E bayonet.

Class G - WEAPONS INDI	VIDUAL SMALL ARM
Pre-History - Before YE 0	1
itabase	
weapons: rifles	
GP-1 Assault Rifle	
GP-1	
NickedArms Industries	
Pre-History - Before YE 01	
100.00 KS	
Tier 2	
4 kg	
	Class G - WEAPONS INDI Pre-History - Before YE 0 <b>Itabase</b> weapons: rifles GP-1 Assault Rifle GP-1 WickedArms Industries Pre-History - Before YE 01 100.00 KS Fier 2 4 kg

From: https://wiki.stararmy.com/ - **STAR ARMY** 

Permanent link: https://wiki.stararmy.com/doku.php?id=items:weapons:rifles:gp-1\_assault\_rifle



Last update: 2023/12/21 04:25