

# Squad Support Gauss Rifle

The SSGR is a heavy squad support rifle created by [Origin Defense Manufacturing](#) in YE 34



**WARNING:** This weapon is too powerful to be used by persons not in power armor.

## Weapon Specifications

The Squad Support Gauss Rifle is intended as a support weapon, mainly to keep enemy heads down by laying down large volumes of fire. While not as powerful as a standard service rifle, it is still quite deadly.

## Nomenclature Information

This section contains information about the weapon's nomenclature.

- Nomenclature: OI-W26-1A
- Designer: Rob Robertson III
- Manufacturer: [Origin Defense Manufacturing](#)
- Name: Squad Support Gauss Rifle
- Type: Gauss Railgun
- Role: Armor Support Rifle
- Length: 30 inches
- **Barrel Length:** 22 inches
- Mass: 40 Lbs (without 600-round Magazine)
- **ROF:** 1000 RPM

## History

While the [HGR](#) was a successful armor service rifle, it lacked the shooting stamina to properly provide squad support, unless fitted with the massively heavy 1,000 round magazine, which, combined with the overall length and weight of the rifle in and of itself, made it unwieldy, even for Powered Armor troops. In response to this, a project was started to reconfigure the HGR and optimize it for support functions, but also to update the weapon and enable customization so that a soldier could tailor it to their needs. On top of this, it was decided that the Coils were too exposed, and needed a covering to keep them safer. At the end of the modifications, an entirely new weapon emerged, sharing only the ammunition and magazine well of its predecessor, but with an overall different layout, size, and look.

The SSGR would be the first in a new 'GR' series of rifles for Power Armor use, which also includes the [ASGR](#) and [GSR](#).

## Appearance

The SSGR is a bullpup gauss rifle, with a drum magazine placed behind the grip, which is placed on a boxy body casing. The top and bottom of the case have universal rails, which allow for the addition of accessories. The sides of this box have large heat vents to cool the gauss coils, and the short bit of barrel sticking out of the end is capped with a small birdcage style flash suppressor.



## Discharge Information

This section contains information about the weapon's discharge characteristics

### 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

This section lists the characteristics of the ammunition used by the SSGR

- [8x100 Gauss Darts](#)
- **Power:** (DU) Tier 3 (HESH) Tier 4 (HEI-AP) Tier 5
- Range: 5 KM in atmosphere, theoretically unlimited in space
- Muzzle Velocity: 2,000 M/S
- Muzzle Blast: A light flash of white light
- **Firing Modes:** Full Auto, Semi-Auto, five round burst
- Recoil: Very high

## Weapon Mechanisms

This section is about how the gun can be interacted with.

- **Safety:** A button on the right side of the grip, near the trigger
- **Weapon Sight:** The SSGR has a built-in electronic sight, which is linked to the Power armor's HUD, and includes a Laser sight for reflex firing. This E-sight is located at the front of the weapon, just below the muzzle. It comes standard equipped with a removable handle type 'iron' sights on the upper rail system.
- **Foregrip:** The SSGR has a removable foregrip, which is adjustable to be horizontal, vertical, or in between. It connects to the Universal rails on the rifle's body, and can be positioned to suit the rifle's user.
- **Buttstock:** The SSGR comes standard equipped with an adjustable buttstock, which can be removed, or replaced with other stocks if desired. This stock includes recoil-dampening components which lessen strain on the user.
- **Firing mode selector:** A switch on the left side of the gun allows the firing mode to be switched.
- **Magazine:** The SSGR can use any of the [HGR's](#) Magazines, but ships with an SSGR-specific 600-round drum. The Magazine is released by a button on the left side of the gun, just above the magazine well. 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.

## Other

Miscellaneous information about the SSGR

**Construction:** The SSGR 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. The outer casing must be removed to service the coils, and is removed by undoing four bolts in the gap between the stock and main body, allowing the casing to be

slid off.

**Pricing:**

- Gun (includes 2 600-round Magazines)- 3,000 KS

**Replaceable Parts and Components:**

- Extra Barrel - 250 KS
- 600 round Drum Magazine - 200 KS (Empty)
- Electronic sight - 150 KS
- Foregrip - 100 KS
- Casing - 1,000 KS
- Stock - 200 to 1,000 KS, depending on design

**Additional Ammo:**

- [8x100 Gauss Darts](#) -1KS/round (DU) 2KS/round (HESH) 3KS/Round (HEI-AP)

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Product Categories	weapons
Product Name	Squad Support Gauss Rifle
Manufacturer	<a href="#">Origin Industries</a>

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Last update: **2023/12/21 00:58**

