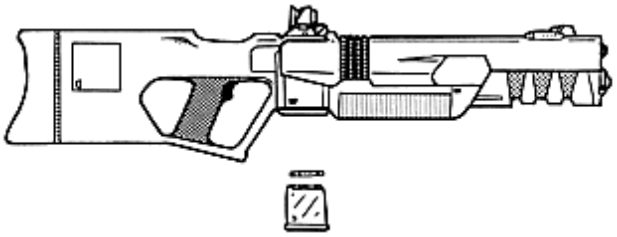
ACCELERATOR RIFLE



Tech level 13 version illustrated

EQUIPMENT STATISTICS

	TL	Type	Length	Vol	Wt	Price
○	9	Accelerator Rifle-9	0.8 m	2.5 l	2.5 kg	Cr900
○	13	Accelerator Rifle-13	0.8 m	2.2 l	1.9 kg	Cr900

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Dgr Spc	Wt	Price
○	9	15 rnds	bullet	low	low/R	-----	0.5 kg	Cr25
○	13	15 rnds	bullet	low	low/R	-----	0.5 kg	Cr20

low sig=subsonic round generates noise & light only after secondary ignition
low recoil=does not cause disorientation when fired in a zero-G environment
/R=rapid fire possible; empties clip in one round but allows 3 primary tgts

CUSTOMISING NOTES:

AMMO USAGE RECORD (OPTIONAL)

Each square represents 1 round

○ TL9: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

○ TL13: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

DESCRIPTION

Designed specifically for use in a zero-G environment, the accelerator rifle has proven to be a favourite among marines and starmercs. It fires a 6 mm, 5 gram bullet at an initial muzzle velocity of 100 to 150 metres per second - considerably subsonic. After leaving the barrel, a secondary propellant charge accelerates the round to to a velocity of 700 to 800 metres per second. This two-stage method of propelling the round allows the accelerator rifle to achieve reasonable performance without burdening the user with a significant recoil.

The rifle can be set to fire either single shots or a three-round burst. This can be changed at the end of any combat round. A 15-round box magazine is inserted just in front of the trigger guard, and reloading takes 1 combat round.

TASK LIBRARY (USAGE)

Type	Round	Aim DM	Max Range	C* <1m (1D)	S* <3m (2D)	M* <45m (3D)	L* <300m (4D)	VL* <600m (5D)	D* <1.5km (6D)	VD* <3km (7D)	SR* <50km (8D)	Auto Tgts**	Dngr Spc	Hit Dmg
TL9	bullet	+2	80m	1	1	3	1	---	---	---	---	2	---	3D
TL13	bullet	+2	80m	1	1	3	1	---	---	---	---	2	---	3D

*for the range given, penetration is listed. **Autofire targets are for ROF 3 only.

TASK LIBRARY (REPAIR)

To repair a damaged accelerator rifle:

[varies], Mechanical, DEX, [varies]

Referee: Difficulty depends on the damage level: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage....	3 min
minor damage.....	10 min
major damage.....	2.5 hrs
destroyed.....	5 hrs

For field repair, double the time increment, in addition to other standard increases.

Stats and description of the ***Accelerator Rifle*** are from:

CHADWICK, Frank, **Book 4: Mercenary**, GDW, Bloomington, IL, USA, 1978, pp 36-37;
MILLER, Marc W., et al, **MegaTraveller Imperial Encyclopedia**, GDW, Bloomington, IL, USA, 1987, pp 71, 75; and
Gary L., & FUGATE, Joe D. Snr (eds), "Cache and Carry", **Travellers' Digest 21**, DGP, Boise ID, USA, 1989, p 36.