AUTOSHOTGUN

Tech level 9 version illustrated

EQUIPMENT STATISTICS

	TL	Type	Length	Vol	Wt	Price
○	7	Autoshotgun-7	1.2 m	4 l	4 kg	Cr500
○	9	Autoshotgun-9	1.2 m	4 l	3.5 kg	Cr700

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Dgr Spc	Wt	Price
○	7	20 rnds	pellets	high	med	1.5	1.5 kg	Cr20
	7	20 rnds	bullets	high	med	1.5	1.4 kg	Cr20
	7	20 rnds	tranq	high	med	1.5	0.5 kg	Cr50
	7	10 rnds	gas	high	med	3.0	0.9 kg	Cr75

high sig=lots of light and noise generated; easy to spot when fired
med recoil=causes disorientation if fired in a zero-G environment

CUSTOMISING NOTES:

AMMO USAGE RECORD (OPTIONAL)

Each square represents 1 round

○ TL7: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

DESCRIPTION

Widely used in close combat, the autoshotgun exists in many varieties. Shown here is the TL9 Luftstahl Industries M421. Ammunition is fed from a box magazine inserted into the underside of the weapon ahead of the pistol grip.

The barrel is covered by a thermal sleeve designed to bleed off the heat of firing through the ventilated barrel cover. A cleaning/clearing tool is stored inside the hollow grip. The M421 is the military version of the shotgun, fitted with a 400 mm barrel and a laserpoint sight, capable of full automatic fire.

A civilian model, the Luftstahl Mk.9, is also in production. This is only capable of semi-automatic fire, fitted with a 600 mm barrel and fed from a lighter 10-round magazine.

Many prefer a shotgun as their weapon of choice for use aboard spacecraft and sealed installations. Shotgun ammunition has a low penetration value, thereby doing less damage to walls and hardware.

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
TL7	pellets	+2	100m	1	1	1	0	---	---	---	---	2	1.5	4D
TL7	bullets	+2	100m	3	3	1	1	---	---	---	---	2	1.5	5D
TL7	tranq	+2	100m	1	1	1	1	---	---	---	---	2	1.5	1D
TL7	gas	+2	100m	---	---	---	---	---	---	---	---	3	3	1D

*for the range given, penetration is listed.

TASK LIBRARY (REPAIR)

To repair a damaged autoshotgun:

[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....	2 min
minor damage.....	10 min
major damage.....	3 hrs
destroyed.....	6 hrs

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

Stats and description of the ***Autoshotgun*** are taken from:

THOMAS, Gary L., & FUGATE, Joe D. Snr (eds), "Traveller Arsenal", **Travellers' Digest 15,** DGP, Boise ID, USA, 1989, p 47.