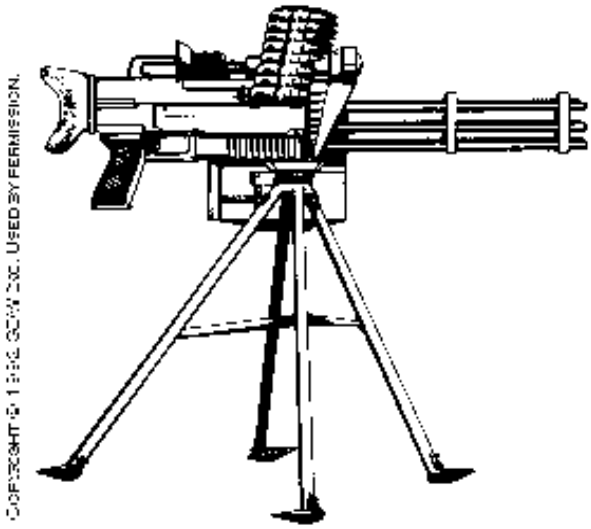
GATLING GUN-10



Tech level 10 version illustrated

EQUIPMENT STATISTICS

	TL	Type	Length	Vol	Wt	Price
○	10	Gatling Gun-10 (7mm)	1.0 m	80 l	80 kg	Cr30,000
○	10	Gatling Gun-10 (9mm)	1.2 m	120 l	120 kg	Cr35,000

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Dgr Spc	Wt	Price
○	10	5000h (7mm)	bullet	med	hi/R*	—	100 kg	Cr3,750
○	10	5000h (7mm)	DS	med	hi/R*	—	100 kg	Cr5,000
○	10	5000h (9mm)	bullet	med	hi/R*	—	125 kg	Cr3,750
○	10	5000h (9mm)	HE	med	hi/R*	—	125 kg	Cr5,000
○	10	5000h (9mm)	DS	med	hi/R*	—	125 kg	Cr6,250

med sig=some light generated; easy to spot if fired in darkness
high recoil=cannot move during turn if firing
/R*=rapid fire possible; fires three 10-round bursts in one round but allows 3 primary targets

CUSTOMISING NOTES:

ACCESSORIES

	TL	Item	Vol	Wt	Price
○	10	Tripod Mount	2 litres	1 kg	Cr250

AMMO USAGE RECORD (OPTIONAL)

Each square represents three 10-round bursts

○ TL10:

DESCRIPTION

A heavy machinegun with multiple rotating barrels (usually six) fed from a single ammunition source, with an action driven by an electric or hydraulic motor.

Very reliable, and capable of extremely high rates of fire (ROF 256 at TL 10), the weapon is mainly limited by its ammunition supply. Normally this is not much of a constraint, since this is primarily a vehicle-mounted weapon.

It is sometimes used as an individual weapon (assault-rifle style) by mercenaries who have acquired battle dress but not the accompanying (and expensive) high-tech weaponry.

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
TL10	7mm bullet	+4	1200m	3	3	3	3	2	2	—	—	3	—	3D
TL10	7mm DS	+4	1200m	4	4	4	4	2	2	—	—	3	—	3D
TL10	7mm tranq	+4	1200m	2	2	2	2	2	2	—	—	3	—	1D
TL10	9mm bullet	+5	1500m	4	4	4	4	2	2	—	—	2	—	3D
TL10	9mm DS	+5	1500m	6	6	6	6	3	3	—	—	2	—	3D
TL10	9mm HE	+5	1500m	3	3	3	3	1	1	—	—	2	1.5	4D
TL10	9mm tranq	+5	1500m	2	2	2	2	2	2	—	—	2	—	1D

*for the range given, penetration is listed.

TASK LIBRARY (REPAIR)

To repair a damaged gatling gun:

[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 ***Gatling Gun-10*** are taken from:

CHADWICK, Frank, **Striker** , GDW, Bloomington, IL, USA, 1981, Book 2, p 13, also Book 3, p 36;
PICK, Ken, "Missing Links", **Challenge 64**, GDW, Bloomington, IL, USA, 1992, pp 22-3; and
PORTER, Greg, **Emperor's Arsenal**, Imperium Games, Beverly Hills, CA, USA, 1997, pp 26, 46.