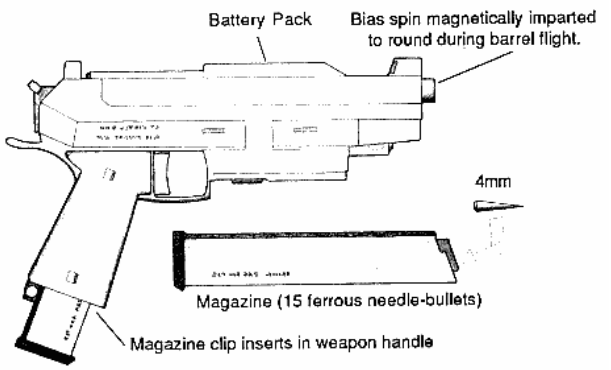
GAUSS PISTOL



Tech level 13 version illustrated

CUSTOMISING NOTES:

EQUIPMENT STATISTICS

	TL	Type	Length	Vol	Wt	Price
O	13	Gauss Pistol (4mm)	0.1 m	0.65 l	0.65 kg	Cr600

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Dgr Spc	Wt	Price
O	13	15 rnds	needle	low	low/R	---	0.2 kg	Cr20

low sig=hard to spot; very little light or noise when fired
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

AMMO USAGE RECORD (OPTIONAL)

Each square represents 1 round

O TL13: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

DESCRIPTION

The gauss pistol, also known as the needle pistol, is extremely popular because of its its silence, dealiness, and compact nature. The gauss pistol is based on the same principle that operates the gauss rifle and the VRF gauss gun: an electromagnetic field accelerates a 4 mm, 4 gram needle bullet down the barrel, with spin stabilisation imparted through magnetic bias. The round is the same as used in the gauss rifle (although the magazines are not interchangeable), consisting of a dense armour piercing core surrounded by a softer metal covering, ending in a hollow point, giving the round both high stopping power and a good armour piercing capability. Flight along the barrel is nearly frictionless, and the round emerges at a velocity of 1200 m/s, just under the speed of sound. These features combine to make the gauss pistol absolutely silent.

It is a compact weapon, resembling a body pistol or small automatic pistol. It is easily concealed, but may be detected by metal detectors. A 15-round magazine fits into the pistol grip. A selector lever on the barrel near the trigger allows the user to select single-shot semi-automatic fire or a four-round burst of automatic fire. The firing setting may be changed at the end of each combat round.

Reloading by replacement of an empty magazine takes one combat round, during which the character is considered to be evading. Power is provided by a disposable power pack included in each magazine.

Optional equipment includes a laser sight, which gives an extra +4 on “to hit” task throws.

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
TL13	needle	+2	60m	4	4	4	2	---	---	---	---	2	---	4D
TL13	tranq	+2	60m	2	2	2	2	---	---	---	---	2	---	1D

*for the range given, penetration is listed. ** Autofire targets are for a 4-round burst.

TASK LIBRARY (REPAIR)

To repair a damaged gauss pistol:

[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.... 1 min
minor damage..... 5 min
major damage..... 2 hrs
destroyed..... 4 hrs

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

Stats and description of the ***Gauss Pistol*** come from:
McINNES, Terry, "Ship's Locker: 4mm Gauss Pistol", **JTAS #13**, GDW, Bloomington, IL, USA, p 43;
CHADWICK, Frank, ***Striker* Book 3: Equipment**, GDW, Bloomington, IL, USA, 1981, p 32; and
MILLER, Marc W., et al, ***MegaTraveller* Imperial Encyclopedia**, GDW, Bloomington, IL, USA, 1987, pp 70, 75.