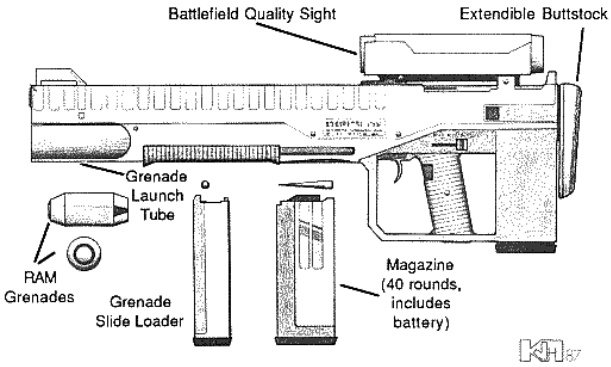
GAUSS RIFLE



Tech level 12 version illustrated

EQUIPMENT STATISTICS

	TL	Type	Length	Vol	Wt	Price
O	12	Gauss Rifle (4 mm)	0.7m	3.5 l	3.5 kg	Cr1,500

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Rcoil	Dgr Spc	Wt	Price
O	12	40 rnds	needle	low	low/R	---	0.4kg	Cr40
O	11	3 rnds	HE	med	med	---	1.6kg	Cr40
	11	3 rnds	HEAP	med	med	---	1.6kg	Cr60
	11	3 rnds	flech	med	med	---	1.6kg	Cr120
O	13	3 rnds	HE	med	med	---	1.4kg	Cr40
	13	3 rnds	HEAP	med	med	---	1.4kg	Cr60
	13	3 rnds	flech	med	med	---	1.4kg	Cr120

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
med sig=some light generated; easy to spot if fired in darkness
med recoil=causes disorientation if fired in a zero-G environment

CUSTOMISING NOTES:

AMMO USAGE RECORD (OPTIONAL)

Each square represents 1 round

O TL12: (needle)

O TL11: (grenade)

O TL13: (grenade)

DESCRIPTION

Often considered the ultimate development of the slugthrower, the gauss rifle generates an electromagnetic field along the length of the barrel which accelerates a 4 mm, 4 gram needle bullet to velocities of 1500 m/s. Flight along the barrel is nearly frictionless, with spin stabilisation imparted through magnetic bias. Emerging from the barrel faster than the speed of sound, the round is designed so it creates no sonic "crack" in flight, making the gauss rifle absolutely silent.

A 40 round magazine is attached behind the pistol grip, and each pull of the trigger fires one, four, or ten rounds. The gauss rifle includes an integral underslung RAM grenade launcher. The pump-action slide loader holds three grenades: one ready, with two in reserve. Twin selector switches enable the same trigger to fire both weapons (engaging the grenade launcher places the rifle on safe, and vice-versa). Firing settings may be changed at the end of each combat round.

Reloading by replacement of an empty magazine or RAM grenade 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.

Standard equipment on the gauss rifle includes a battlefield sight (incorporating light amplification, passive IR, visual magnification, and a laser rangefinder which may also be used as a target painting device), a RAM grenade adapter, gyrostabilisation, and a sling.

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
TL12	needle	+5	1260m	7	7	7	7	7	3	---	---	2/3	---	4D
TL12	tranq	+5	1260m	2	2	2	2	2	2	---	---	2/3	---	1D
TL11	HE	+5	1500m	11	11	11	11	11	11	---	---	---	18	8D
TL11	HEAP	+5	1500m	36	36	36	36	36	36	---	---	---	1.5	6D
TL11	flech	+5	1500m	3	3	3	3	3	3	---	---	---	150	2D
TL13	HE	+5	1500m	13	13	13	13	13	13	---	---	---	18	8D
TL13	HEAP	+5	1500m	38	38	38	38	38	38	---	---	---	1.5	6D
TL13	flech	+5	1500m	4	4	4	4	4	4	---	---	---	150	2D

*for the range given, penetration is listed. **Autofire targets are for ROF 4 and ROF 10, respectively.

TASK LIBRARY (REPAIR)

To repair a damaged gauss 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.... 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 ***Gauss Rifle*** are from:

CHADWICK, Frank, **Book 4: Mercenary,** GDW, Bloomington, IL, USA, 1978, pp 36-37; and
MILLER, Marc W., et al, **MegaTraveller Imperial Encyclopedia,** GDW, Bloomington, IL, USA, 1987, pp 71, 75.