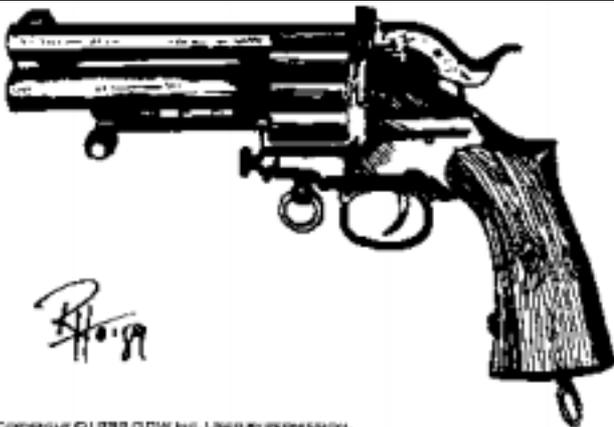


LE MAT REVOLVER



EQUIPMENT STATISTICS

TL	Type	Length	Vol	Wt	Price
○ 4	Le Mat Revolver-4	0.2	1.2 l	1.2 kg	Cr500

AMMO STATISTICS

TL	Mag	Size	Round	Sig	Recoil	Dgr	Wt	Price
○ 4	9 rnds	bullet	med	med	-----		0.12 kg	Cr20
○ 4	1 rnd	pellets	high	med	-----		0.75 kg	Cr25

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

AMMO USAGE RECORD (OPTIONAL)

Each square represents 1 round

○ TL4:	<input type="checkbox"/>									
○ TL4:	<input type="checkbox"/>									

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Tech level 4 version illustrated

CUSTOMISING NOTES:

DESCRIPTION

The "Le Mat" revolver was originally developed on Terra in its balkanised, pre-spaceflight era. Historical accounts state it was developed by Dr. Jean Alexandre Le Mat, a member of the "French" tribe who was living in a country known as the United States. An earlier percussion model of the revolver was in great demand by the "Confederate" cavalry during a civil war in this country, being favoured by such Solomani heroes as Jeb Stuart and General Beauregard.

At first glance, the "Le Mat" may seem to be an overly large, unwieldy weapon. In reality, however, it can be very effective in close combat due to its multi-barrel nature and heavy firepower. The weapons consists of a .44-calibre, nine-chamber cylinder that revolved around a central .65-calibre shotgun barrel. Together, these features allow the weapon's user a maximum of 10 shots before having to reload, with one of these shots being a blast of "grapeshot". In fact, the revolver is often called the "grapeshot" revolver in reference to this last feature.

Relatively few of these revolvers are actually made, and it is suggested that perhaps only one ever be available in any one campaign.

TASK LIBRARY (USAGE)

Type	Round	Aim	Max	C*	S*	M*	L*	VL*	D*	VD*	SR*	Auto	Dngr	Hit
		DM	Range	<1m	<3m	<45m	<300m	<600m	<1.5km	<3km	<50km	Tgts**	Spc	Dmg
TL4	bullet	+2	60m	(1D) 2	(2D) 2	(3D) 1	(4D) 0	(5D) ---	(6D) ---	(7D) ---	(8D) ---	---	---	3D
TL4	pellets	+2	40m	1	1	1	0	---	---	---	---	---	1.5	4D

*for the range given, penetration is listed.

TASK LIBRARY (REPAIR)

To repair a damaged Le Mat revolver
 [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 3 min
 damage...
 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 *Le Mat Revolver* are converted from GDW's *Space 1889* stats presented in:

FOLAND, Bret A. and SMITH, Lester W., "More Weapons", *Challenge 40*, GDW, Bloomington, IL, USA, 1989, pp 10-11.