

Type 41 Turbo Aether Plasma Shotgun

The Type 41 Turbo Aether Plasma Shotgun, or TAPS as it is commonly shortened to, is a close-quarters weapon released in early [YE 41](#) that uses the principles of [Turbo Aether Plasma Drive](#) to propel wads of Aether-Plasma out the barrel and rather than ejecting empty casings it discards heatsinks used to prevent the weapon overheating. Of course being an Aether-based weapon it is not available to non-military personnel and to come into possession of one would be a violation of the law.

About the Type 41 Turbo Aether Plasma Shotgun

The Type 41 Turbo Aether Plasma Shotgun was yet another one of the brilliant ideas [Juno "Arsenal" Aurion](#) had during the stint of downtime her and Latch Gaillard had between postings, the idea came to her after having heard her boyfriend discuss the aftermath of one of the newer pilots not checking to see if there was anything behind their ship before it took off – thankfully all that was damaged was an empty cargo container but it got Juno's mental cogs turning and thus she came up with a replacement for the outdated [Scatter Gun](#), [Accelerated Charged Plasma](#), [Type 30](#) she was fond of.

Nomenclature Information

The following section contains general information about the Type 41 Turbo Aether Plasma Shotgun, such as its designer, its nomenclature, its intended role, and its dimensions.

- Designers: [Ketsurui Zaibatsu](#), [Juno "Arsenal" Aurion](#)
- Manufacturer: [Ketsurui Zaibatsu](#)
- Name: Type 41 Turbo Aether Plasma Shotgun/TAPS
- Nomenclature: Ke-M4-W4002 Type 41 Turbo Aether Plasma Shotgun
- Type: Turbo Aether Plasma Shotgun
- Role: Close quarters anti-armor/anti-personnel energy shotgun
- Length: 35 inches/88 centimeters
- Mass: 6 kilograms/ 13.2 pounds

Appearance

The Type 41 Turbo Aether Plasma Shotgun is a somewhat boxy-looking infantry weapon as far as Yamataian standards go, the main body of it is an elongated rectangular prism with rounded corners – the magazine sits underneath the middle section of the top-mounted YIRS rail while a variable-angle fore-grip is mounted to the underside of the pump grip, this acts as a brace to assist cycling the handle back whether it is folded away, down or to the side at a variety of angles.

The weapon ends in a stockless pistol-style grip that houses the electronic trigger assembly, with a magazine release and fire-mode-selector/safety situated above on either side of this ambidextrous weapon and a strip of three LEDs on either side that indicate the status of the heatsinks ¹⁾. All in all, it is a

sturdy piece of technology and can remain fully functional even with the outermost casing removed, standard this gun comes in [SAoY](#) colors with a few blue tones similar to that of the [Ke-M2-4 Series "Mindy" Armor](#).

Discharge Information

The following section contains information about the Type 41 Turbo Aether Shotgun's firing characteristics

- Muzzle Flash: A pulse of volatile, cyan, Turbocharged Aetheric Plasma out the end of the barrel.
- Retort: A noticeably high-pitched screech of volatile plasma being fired, though not painfully so even for a [Nekovalkyrja](#) with their sensitive ears, with bassy underlying hums of the weapon's subspace accelerators powering up and down.
- Projectile/Beam Appearance: A wad of cyan-hued Aetheric Plasma that spreads out the further it gets from the barrel.
- Effective Range 101 centimeter²⁾ spread at 65 meters³⁾
- Rate of Fire: As fast as the user can cycle the pump action.
- Recoil: Below are examples of how recoil would be perceived by individuals of varying levels of strength.
 - High-power: Someone with the strength-equivalent of a [Minkan](#) or [Nekovalkyrja](#) might find this weapon painful to use at this setting though it shouldn't cause any injuries, users in Power-Armor or with similar strength enhancements like an [ID-SOL](#) will find the weapon's recoil much more manageable whereas species with strength similar to that of a [Human](#) or [Human](#) run the risk of dislocating joints, fracturing and/or breaking bones as well as experiencing sprains if using the weapon at this setting without strength enhancements.
 - Low-Power: A user with the strength-equivalent of a [Minkan](#), [Nekovalkyrja](#) would find this mode's recoil more than manageable whereas further enhanced persons wearing Power-Armor or with [ID-SOLian](#) strength would barely notice it at all – a [Human](#) or [Human](#) would liken the recoil of this mode closer to that of a more traditional 12-gauge shotgun.

Ammunition

The following section contains information about the Type 41 Turbo Aether Plasma Shotgun's ammunition and capacity.

- Ammunition [12 Gauge Heat-Discarding-Mediums](#)
- [High-Power Damage](#): Tier 6 Heavy Anti-Armor
- [Low-Power Damage](#): Tier 3 Heavy Anti-Personnel
- Round Capacity: 50
- Heat Tolerance: When set to High-Power the weapon must be cycled once per shot for consecutive firing but when set to Low-Power the weapon can be fired twice before needing to be cycled – weapon will temporarily deny itself the ability to fire if dangerous temperatures are reached, likewise the weapon will also do this if it detects potentially hazardous damage been dealt to the unit, to avoid dangerous malfunctions, it is recommended to not touch the ejected heatsinks nor

the end of the barrel after use as they are hot enough to easily burn into organic matter and cause significant pain/injury.

In short, from one full magazine the weapon can fire 25 High-Power blasts or 50 Low-Power blasts.


Weapon Mechanisms

The following section contains information about the Type 41 Turbo Aether Plasma Shotgun's internal and external operating mechanisms.

- **Firing Mechanism:** The Type 41 Turbo Aether Plasma Shotgun has a rather unique set of internals, top-fed from a magazine that contains small graphene heatsinks rather than any kind of ammunition – these heatsinks' fins are interlocked and as they are pushed down a triangular section that splits them apart so that the two heatsinks extracted with each cycle may slide into place on either side of the subspace acceleration tunnel array's main body, sapping heat away from the mechanism that accelerates raw energy from an [Aether Tap](#) and converts it into supercharged plasma that is then fired out with each pull of the trigger. The weapon's status LEDs alerts the user when the heatsinks have reached their maximum capacity for storing heat at which point they should pull the pump-action back then forward via a spring-loaded forward-assist to cycle two new heatsinks in while the two previous ones are cycled out the bottom of the weapon. The weapon's handle contains a smaller [Aether Tap](#) that powers the temperature regulation systems and the weapon's optics among other things, with it all being wrapped in an EMP hardened casing to add an additional layer of protection and ensure the sturdy weapon remains functional for as long as possible.

All in all, it is a miniaturized [Turbo Aether Plasma Drive](#) array that functions like a pump-action shotgun, discarding heatsinks from a top-fed magazine rather than empty shells.

- **Loading:** The Type 41 Turbo Aether Plasma Shotgun is top-fed from a horizontal box magazine that runs parallel to the barrel on the weapon's frame⁴⁾ – To reload the weapon press down on the ambidextrous magazine release to pop the magazine up at roughly a 25 degree angle, with the closed end of the magazine being the point of rotation, this allows the magazine to be pulled out backward and then another one slid forwards to take its place before pushing down to sit the magazine down flush with the weapon's mag well, cycle the pump-action once to make the weapon ready to use.
- **Mode Selector:** Much like the rest of the weapon the weapon the Type 41 Turbo Aether Plasma Shotgun's fire mode selector is ambidextrous, a small dial located just above the trigger that can flick between S⁵⁾, L⁶⁾ and H⁷⁾ modes – with High-Power mode being intended for use by either armored or stronger individuals due to the high recoil and Low-Power mode for personnel that do not fall into this category or when one must be careful about excess damage.
- **Firing Modes:** Safe: in which the weapon will not fire, Low-Power: in which the weapon is hardware-locked to half its output and High-Power: in which the weapon outputs maximum potential damage without damaging the weapon itself it should be noted that the weapon is capable of being [Slamfired](#) if the trigger is held down and the pump is fully cycled repeatedly.
- **Weapon Sight:** The Type 41 Turbo Aether Plasma Shotgun uses a volumetric multi-directional volumetric smart sight linked up to a multi-spectrum optical sensor above the barrel⁸⁾, this sight can project itself from the back or sides of the where a rear sight post would be and allows for

tactics such as safely firing around corners to be executed with more precision – and of course the weapon can link itself up to SAoY digital systems such as implants, armor or even digital minds for  picture in picture feedback without having to raise the gun to one's eye-level.

- Attachment Hard Points: The Type 41 Turbo Aether Plasma Shotgun makes use of the same [Type 40 Yamatai Integrated Rail System](#) used by the [Ke-M2-W4001 Heavy Aether Pistol](#) and [Ke-M4-W4000 Power Armor Automatic Rifle - 40YE](#), it features a YIRS rail across the top in case the user prefers physical sights over the in-built volumetric ones though any compatible sights may be linked up to the TAPS' optical sensor with the help of a [Star Army Armorer](#) but otherwise sights and attachments can be freely swapped out, but be careful when positioning the optics to avoid complications when the middle section of this rail pivots forward during reloads – the standard fore-grip may be removed with a simple unscrewing to provide a small attachment point on the bottom of the pump-grip while a small YIRS rail runs along the left and right side of the barrel for things like flashlights and laser pointers if they are desired.

Other

Due to the plasma-based nature of the weapon it tends to self-clean what you would consider the barrel of the weapon each time it is fired, with any dirt or dust that might be in the subspace acceleration array being vaporized by volatile plasma – common sense means by nature you do not want to put anything you do not want to be damaged/destroyed over or in front of the weapon's barrel.

Pricing

The Type 41 Turbo Aether Plasma Shotgun is not available for civilian purchase and as such, no price is listed.

Replaceable Parts and Components

A list of replacement parts and components possibly used in the maintenance of the Type 41 Turbo Plasma Aether Shotgun:

- ke-m4-w4002 Primary Aether Tap
- ke-m4-w4002 Secondary Aether Tap
- ke-m4-w4002 Subspace Acceleration Array
- ke-m4-w4002 Optical Sensor
- ke-m4-w4002 Pump Assembly
- ke-m4-w4002 Three-Way Volumetric Sight
- ke-m4-w4002 Electronic Trigger Assembly
- ke-m4-w4002 Internal Sensor Suite

Optional Attachments

A list of officially supported attachments for the Type 41 Turbo Aether Plasma Shotgun:

- ke-m4-w4002 Tritium Iron Sights⁹⁾
- ke-m4-w4002 Laser Pointer¹⁰⁾
- ke-m4-w4002 Flashlight¹¹⁾
- ke-m4-w4002 Heat and Trauma Resistant Power Armor Grade Sling
- ke-m4-w4002 Angled Fore-grip
- ke-m4-w4002 Variable-Angle Fore-grip¹²⁾
- ke-m4-w4002 50 Round Magazine¹³⁾

Ammunition

12 Gauge Heat-Discarding-Mediums Price Quickchart

| Type | Price (100 Round Box) |
|-------------------------|-----------------------|
| Heat-Discarding Mediums | 5ks |

OOC Notes

SirSkully created this article on 2019/02/09 00:10. [Approved](#) by [Alex Hart](#) on 2019/3/23.

| Products & Items Database | |
|---------------------------|-----------------------------------|
| Product Categories | weapons: shotguns |
| Manufacturer | Ketsurui Zaibatsu |
| DR v3 max | Tier 6 |
| Mass (kg) | 6 kg |

¹⁾

green for unused, orange for heated and red indicating the weapon needs to be cycled

²⁾

40 inch

³⁾

just over 71 yards

⁴⁾

Similar to what the  [FN P90](#) uses

⁵⁾

Safe

⁶⁾

Low-Power

⁷⁾

High-Power

⁸⁾

featuring zoom up to 100x magnification, night vision, and thermal imaging in whichever direction the weapon is pointed

⁹⁾

consisting of a ring-sight on the rear post and a single prong on the front post

¹⁰⁾

available in blue, green and red

11)

High beam, low beam and strobe settings available

12)

one comes standard with unit

13)

one comes standard with each unit

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