

# CSCA 3in, 12 Gauge Shotgun Rounds



First produced in [YE 33](#), [NAM's](#) 12 gauge, 3-inch shotgun rounds are part of its [CSCA Project](#). As part of the military's attempt to standardize ammunition logistics, NAM has streamlined its shotgun shells.

To meet the requirements of both the [Star Military's](#) and [NPF's](#) needs, NAM has produced a number of different rounds: Buckshot, Solid Shot, Grappling Hook charges, Beanbag rounds,

## Buckshot

- Damage Rating: PDR 3
- Size: 3 inches
- Caliber: 12 gauge
- Damage Description: Multiple small pellets tearing through a target cause trauma over a large area.
- Effective Range: 40 Meters
- Muzzle Velocity: 1450fps
- Muzzle Blast: Minimal
- Recoil: Moderate; Light for an ID-SOL or equivalent
- Energy Source: Powder charge
- Description: Buckshot is a category of ammunition that is defined by the shell containing small spheres. When fired the shot spreads over distance allowing multiple impacts on a single target or peppering of multiple targets.
- Pros: Spread of fire improves hit ratio.
- Cons: Individual projectile has low penetration power. Loses power over distance quickly.

## Slug

- Damage Rating: PDR 4
- Size: 3 inches
- Caliber: 12 Gauge
- Damage Description: Large chunk of metal cause mass trauma to one area.
- Effective Range: 75 Meters
- Muzzle Velocity: 2260fps
- Muzzle Blast: Minimal
- Recoil: Moderate; Light for an ID-SOL or equivalent
- Energy Source: Powder charge.
- Description: Slug ammunition replaces a shot load with a single large piece of metal. While not as accurate as a rifle round due to a shotguns design a slug carries considerably more kinetic force that it can transfer to the target causing significantly more soft tissue damage.
- Pros: Longer range (for a shotgun). Heavy damage to soft tissue. Effectiveness against armor.
- Cons: Single shot/no spread. Accuracy degrades quickly past effective range.

## Squash

- Damage Rating: PDR 4
- Size: 3 inches
- Caliber: 12 Gauge
- Damage Description: Round impact causes minimal damage, round detonation cause blast wave.
- Effective range: 250 Meters
- Muzzle Velocity: 750fps
- Muzzle Blast: Minimal
- Recoil: Moderate; Light for an ID-SOL or equivalent
- Energy Source: Powder Charge / RX33 Explosives
- Description: A chunk of RX33 explosive fired from a shotgun. Upon impact the explosive charge flattens against the surface of the target. It is then set off by an impact triggered delayed fuse. Squash rounds at first seem similar to the military fragmentation round. However they pose a significantly smaller threat to those around the target. While the blast wave may cause concussions the round lacks the fragmentation to injure those nearby. For the target struck however the explosion transfers significant kinetic energy into the surface struck which causes material to fragment from the opposite side of the material at high speed.
- Pros: Blast is far less likely to injure bystanders. Highly effective against hard armor and vehicles.
- Cons: Arcing trajectory. Everything on the other side of the impacted surface will be exposed to large amounts of shrapnel.

## Forced Entry

- Damage Rating: PDR 1
- Size: 3 inches
- Caliber: 12 Gauge
- Damage Description: Large transfer of kinetic energy to a compact area. Unlikely to outright penetrate due to round construction.
- Effective Range: .5 Meters
- Muzzle Velocity: 1500fps
- Muzzle Blast: Minimal
- Recoil: Moderate; Light for an ID-SOL or equivalent
- Energy Source: Powder Charge
- Description: This shell contains a mass of durandalium powder contained in a capsule of wax. When fired at short distance it functions as a slug but becomes a cloud of relatively harmless metal powder as the wax coating is quickly eroded. Primarily used for breaking door mechanisms at point blank range.
- Pros: Quick dispersion. Little to no over penetration factor due to round dispersing.
- Cons: Can still be dangerous when fired directly at someone at point blank. No range.

## Beanbag Rounds

- Damage Rating: N/A unless shot to the face

- Size: 3 inches
- Caliber: 12 Gauge
- Damage Description: Kinetic energy applied to a moderate surface area in order to cause shock.
- Effective Range: 40 Meters
- Muzzle Velocity: 230fps
- Muzzle Blast: None
- Recoil: Light; Negligible for an ID-SOL or equivalent
- Energy Source: Powder charge.
- Description: Beanbag rounds are a less lethal option for shotguns. They fire a fabric bag full of rubberized pellets that cause the rounds kinetic force to be transferred to the target while minimizing soft tissue damage to less lethal levels. Care should be taken as targets less than a meter away are highly likely to receive dangerous levels of damage from this round regardless of it's design.
- Pros: Renders target unconscious. Kinetic transfer occurs through armor. High rate of knock down.
- Cons: Poor Range.

## Fragmentation Shell

### **ONLY AVAILABLE FOR REQUISITION THOUGH MILITARY SUPPLY CHAIN**

- Damage Rating: PDR 5
- Size: 3 inches
- Caliber: 12 Gauge
- Damage Description: Initial damage of kinetic force of round impact consistent with a low speed slug. Secondary effect of fragmentation delivered to an area immediately after.
- Effective Range: 250 meters / 5 meter kill radius for fragmentation
- Muzzle Velocity: 750fps
- Muzzle Blast: Minimal
- Recoil: Moderate; Light for an ID-SOL or equivalent
- Energy Source: Powder Charge / Explosive composition RX33 for fragmentation.
- Description: A fin stabilized fragmentation grenade scaled to be fired from a shotgun. Arms shortly after leaving the barrel of the weapon and has an impact triggered detonator. Detonation follows a nominal delay so as to allow fragmentation into a penetrated room or area.
- Pros: Fin stabilized for high accuracy over distance. Fragmentation explosive allows engagement of clustered enemies.
- Cons: Long range shots require arching trajectories. Fragmentation can cause unintentional casualties.

## Buck and Ball

### **ONLY AVAILABLE FOR REQUISITION THROUGH NPF SUPPLY CHAIN**

- Damage Rating: PDR 3
- Size: 3 inches
- Caliber: 12 gauge
- Damage Description: A combination of one large kinetic penetration and multiple smaller wounds.

- Effective Range: 65 Meters
- Muzzle Velocity: 1950fps slug / 1650fps pellets
- Muzzle Blast: Minimal
- Recoil: Moderate; Light for an ID-SOL or equivalent
- Energy Source: Powder Charge
- Buck and Ball is a combination round of Buck shot and a larger sphere reminiscent of a slug style round. It is used as an all around round that has the functionality of both basic shotgun rounds. While it covers the weaknesses inherent to both buckshot and slug rounds it does not perform as well in their respective strengths either.
- Pros: Spread of fire improves hit ratio. Bypasses soft armor. Effective against most target types.
- Cons: Outperformed by specialty rounds for most purposes.

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Last update: **2023/12/21 02:07**

