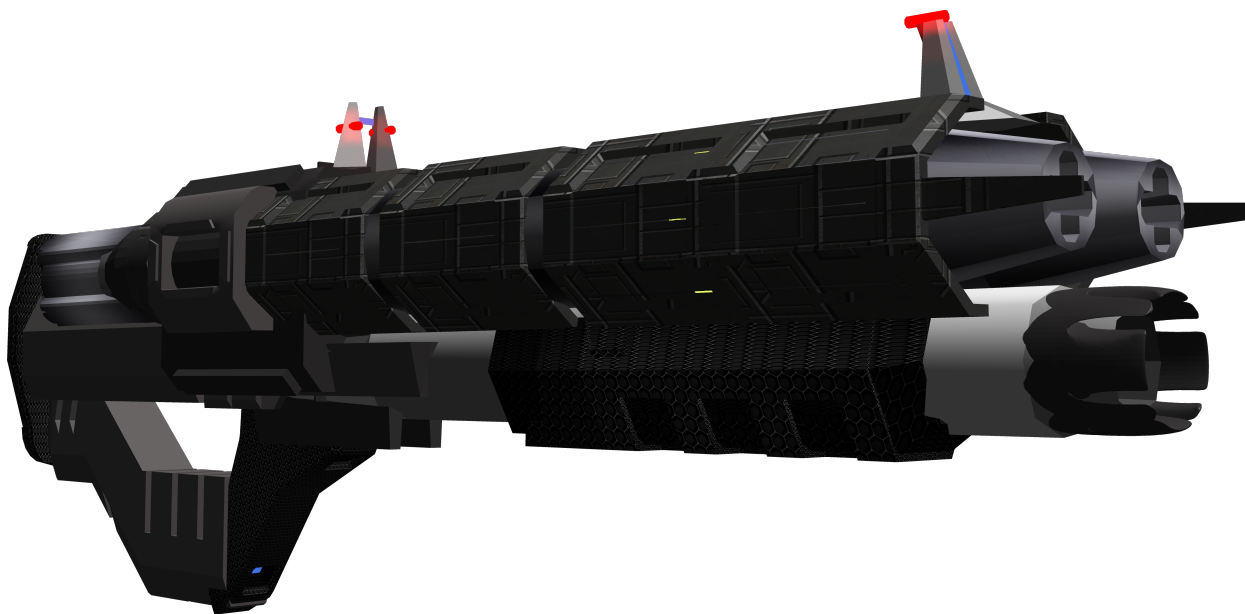


# BW-KAS2 "Executioner"

The [Section 6](#) Kinetic Assault Shotgun II, or the "Executioner" as it has been lovingly named, is the more traditional sister of the [BW-KAS "Hailstorm"](#) and is chambered in [Galactic Horizon's](#) selection of [12 gauge shells](#). It is a pump-action bullpup shotgun that boasts two magazine tubes to hold more ammo in a shorter package than your average pump-action, it began production in early [YE 41](#).



## About the BW-KAS2 "Executioner"

The KAS2 was designed to be a simpler, smaller shotgun for the faction to use when you needed something in-front of you filled with high-velocity shot without making the weapon needlessly long or too heavy for non-PA troopers to use – thus it was born and chambered in a reliable shotgun round their closest company already mass-produced.

## Nomenclature Information

- Designer: [Section 6](#)
- Manufacturer: [Black Wing Enterprises](#)
- Name: Section 6 Kinetic Assault Shotgun II/Executioner/S6-KAS2
- Nomenclature: BW-KAS2
- International Nomenclature: BW-W12-1a

- Type: Chemical Projectile Propulsion
- Role: Kinetic Assault Shotgun
- Length: 26in/66cm
- Mass: 4kg/8.8lbs

## Appearance



The S6-KAS2 is what you would expect of a double-tube pump-action shotgun for the most part, two tubes sit side by side above the barrel with additional bracing wrapped around them for both support and protection - the iron-sights are highlighted with Tridium for better target acquisition in dark environments and the stock almost looks like it was taken from a bullpup-rifle before being integrated into this project, it follows the usual Section 6 colour scheme of blacks and grays with occasional highlights in red and green.

## Discharge Information

- Muzzle Flash: A cone of fire flaring out the end of the barrel with each successful firing of the gun.
- Retort: A punchy “Blam” with each shot.
- Effective Range 45 meters to 400 meters, depending on ammunition
- Rate of Fire: as fast as the user can squeeze the trigger and cycle the pump-action
- Recoil: The regular ammunition kicks back hard but is manageable; the magnum ammunition kicks back significantly more and may cause light injury such as bruising though nothing too harmful.

## Ammunition

- Ammunition [Galactic Horizon 12Gauge Shotgun Shells](#)
  - **Purpose:** Variable
- Round Capacity: 8 shells in each tube x 2 tubes = 16 shells total

### Galactic Horizon 12Gauge Shotgun Shells Damage Quickchart

Shell Type	Purpose
<a href="#">Subsonic Scatter Shot</a>	Tier 1, Light Anti-Personnel
<a href="#">Scatter-Shot</a>	Tier 2, Medium Anti-Personnel
<a href="#">Slug</a>	Tier 3, Heavy Anti-Personnel
<a href="#">Magnum Scatter-Shot</a>	Tier 3, Heavy Anti-Personnel
<a href="#">Magnum Slug</a>	Tier 4, Light Anti-Armour

Scatter-Shots (Magnum and Regular) are designed to rip chunks out of targets whereas the Slugs (Magnum and Regular) are designed to punch clean holes through targets.

## Weapon Mechanisms

- Firing Mechanism: Variable-feed pump-action, the weapon must be cycled to strip a shell from one mag tube and chamber it, depressing the trigger fires current round and a small lever on the top of the shotgun is used to select whether the weapon will feed from the left or right tube.
- Loading: Each mag-tube is fed in shells through a loading port on that respective side of the gun, with spent shells being ejected out the bottom of the shotgun.
- Mode Selector: Left/right lever on the top of the shotgun swaps between currently selected tube.
- Firing Modes: Safe, ready to fire.
- Safety Mechanism: An ambidextrous dial that goes to red<sup>1)</sup> and green<sup>2)</sup>.
- Weapon Sight: A rather standard pair of shotgun iron sights consisting of a ring on the back post that lines up with a single prong on the front post, though the weapon is capable of accepting alternate sights.
- Attachment Hard Points: Rail that runs the top length of the weapon and then one that runs along the underside of the pump-handle.

## Other

### Pricing

- S6-KAS2 "Executioner": 550ks/2200ds

### Replaceable Parts and Components

- Replacement Barrel: 25KS/100ds
- Replacement Magazine Tube: 15KS/60ds

- Replacement Stock: 15KS/60ds
- Replacement Pump Grip: 10KS/40ds
- Replacement Pump Foregrip: 15KS/60ds
- Replacement Internals: 10-70KS/40-280ds

Optional Attachments

- Red Dot Sight: 75KS/300ds
- Holographic Sight: 100KS/400ds
- Sling: 5KS/20ds
- Bandoleer Sling: 15KS/60ds
- Shell Holder, Wrist:<sup>3)</sup> 25KS/100ds
- Speed Loader:<sup>4)</sup> 10KS/40ds
- Suppressor: 50ks/150ds

Ammunition

Galactic Horizon 12Gauge Shotgun Shells Price Quickchart		
Shell Type	Purpose	Price (100 round box)
<a href="#">Subsonic Scatter-Shot</a>	Tier 1, Light Anti-Personnel <sup>5)</sup>	85ks/255ds
<a href="#">Scatter-Shot</a>	Tier 2, Medium Anti-Personnel <sup>6)</sup>	75KS/300ds
<a href="#">Slug</a>	Tier 3, Heavy Anti-Personnel	100KS/400ds
<a href="#">Magnum Scatter-Shot</a>	Tier 3, Heavy Anti-Personnel <sup>7)</sup>	125KS/500ds
<a href="#">Magnum Slug</a>	Tier 4, Light Anti-Armour	150KS/600ds

OOC Notes

[SirSkully](#) created this article on 2019/03/03 19:06.

Approved by [Syaoran](#) on 4/6/2019

Products & Items Database	
Product Categories	weapons: shotguns
Product Name	BW-KAS2 "Executioner"
Nomenclature	BW-W12-1a
Manufacturer	<a href="#">Black Wing Enterprises</a>
Year Released	<a href="#">YE 41</a>
Price (KS)	550.00 KS
DR v3 max	Tier 4
Mass (kg)	4 kg

<sup>1)</sup>  
ready to fire

<sup>2)</sup>  
safety on

3)

Holds 10 shells.

4)

Holds 8 shells.

5)

Tier 2, Medium Anti-Personnel at five meters or less

6)

Tier 3, Heavy Anti-Personnel at five meters or less.

7)

Tier 4, Light Anti-Armour at five meters or less.

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

<https://wiki.stararmy.com/doku.php?id=corp:bwe:guns:bw-kas2>

Last update: **2023/12/21 04:20**

