

Trike Compact Assault Shotgun

The Trike Compact Assault Shotgun, also known as the Trike or the Trike CAS, is a high-capacity assault shotgun with three magazine tubes and a rather short profile in spite of how many shells it can hold.

About the Trike Compact Assault Shotgun

In [YE 40 Galactic Horizon](#) designed and manufactured the Trike Compact Assault Shotgun in an effort to refresh the classic design of a semi-automatic shotgun without bulking it out too much.

Nomenclature Information

- Designer: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#)
- Name: Trike Compact Assault Shotgun
- Nomenclature: GH-W2-6K
- Type: Chemical Projectile Propulsion
- Role: Anti-Armour/Anti-Personnel Assault Shotgun
- **Price:** 550KS/[refer here for currency exchange](#)
- Length: 30 inches (without stock), 37 inches (with stock)
- Mass: 7.25kg (16lb) unloaded, 9.52kg (21lb) loaded

Appearance



The Trike Compact Assault Shotgun appears to be a fairly normal-looking pump-action shotgun from the receiver backward - but from the barrel forwards it looks like somebody was successful in merging the Trike with a compact minigun's barrel assembly. The pump grip sits slightly lower than normal to accommodate for the three magazine tubes arranged in a triangular formation around the barrel and a triangular brace near the start and the end of the barrel.

A slight ramp-like piece runs from the trigger assembly to the loading port. It is designed to assist when

reloading the weapon; additionally, the ejection port sits on the side of the receiver and has a small notch to assist in racking it back.

Discharge Information

- Muzzle Flash: A cone of fire erupts from the weapon’s barrel with each shot as escaping gases are burnt off.
- Retort: A loud “krack” with each shot fired.
- Effective Range 60 meters, 400 meters for slugs
- Rate of Fire: As fast as the user can pull the trigger and cycle tubes.
- 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 12 Guage Shotgun Shells
- Purpose: Variable
- Round Capacity: 8 shells in each tube x 3 tubes = 24 shells total

12 Guage Shotgun Shells Damage Quickchart	
Shell Type	Purpose
Subsonic Scatter Shot	Tier 1, Light Anti-Personnel
Scatter-Shot	Tier 2, Medium Anti-Personnel
Slug	Tier 3, Heavy Anti-Personnel
Magnum Scatter-Shot	Tier 3, Heavy Anti-Personnel
[Magnum Slug	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

Below are sections detailing various mechanisms of the Trike Compact Assault Shotgun.

Weapon Mechanisms

- Firing Mechanism: Semi-Automatic

If the chamber is empty then the user must rack back the ejection port, which takes a single shell from the current tube and pushes it forward as the ejection port itself slides forwards. Each subsequent shot causes the bolt to be pushed back with the slide, which ejects the spent shell and chambers the next

available one as the ejection port slides shut again.

The Trike's three magazine tubes are cycled between with the under-barrel pump, rotating the three tubes in a clockwise manner; so long as there is a shell in the chamber and the weapon is not jammed the Trike can continue to fire in semi-auto without the user manually racking back the ejection port to chamber a new shell.

- **Loading:** Each tube can be manually reloaded through the loading port on the gun's underside, ahead of the trigger guard - the loading port has a small ramp-like section that helps guide each shell in. Alternatively, a new shell can be slipped right into the ejection port - or each magazine tube can be unscrewed and replaced with a full one (if that, for some reason, is easier).

Flexible speed-loaders are available for purchase and consist of eight shells in a cylinder with a tab that extends to the outside. This tab pushes the shells up into the loading port (and from there, into the current tube) in one smooth motion.

- **Mode Selector:** A small toggle sits near the trigger mechanism. It prevents the firing pin from striking when it shows green and leaves the Trike ready to fire when it shows orange.
- **Firing Modes:** Semi-Automatic
- **Weapon Sight:** A removable rear sight has a ring that lines up with a single-pronged sight on the front of the gun. The sights are only blocked for a brief time when tubes are swapped - as one spins counter-clockwise and passes through the sight's line-of-sight. The back sight can be removed and replaced, while the front one folds away; this allows for alternate optics to be mounted on a rail above the receiver.
- **Attachment Hard Points:** The Trike has a rail for mounting optics and a mounting point near the barrel and rear for a sling. The stock and pump grip can easily be replaced with alternate variants if the included wrench is used.

Other

Other sections of information relevant to the Trike Compact Assault Shotgun.

Pricing

- **Trike Compact Assault Shotgun:** 550KS/[refer to here for currency exchange](#)

Replaceable Parts and Components

- **Replacement Barrel:** 25KS
- **Replacement Magazine Tubes:**¹⁾ 25KS
- **Replacement Stock:** 15KS
- **Replacement Pump Grip:** 10KS
- **Replacement Pump Foregrip:** 15KS
- **Replacement Wrench:** 10KS
- **Replacement Internals:** 10-70KS

Optional Attachments



- **Red Dot Sight:** 75KS
- **Holographic Sight:** 100KS
- **Sling:** 5KS
- **Bandoleer Sling:** 15KS
- **Shell Holder, Body:**²⁾ 15KS
- **Shell Holder, Stock:**³⁾ 20KS
- **Shell Holder, Wrist:**⁴⁾ 25KS
- **Speed Loader:**⁵⁾ 10KS
- **Trike Extension Kit:** 125KS
- **Supressor** 50ks

Ammunition

12 Guage Shotgun Shells Price Quickchart		
Shell Type	Purpose	Price (100 round box)
Subsonic Scatter-Shot	Tier 1, Light Anti-Personnel ⁶⁾	85ks
Scatter-Shot	Tier 2, Medium Anti-Personnel ⁷⁾	75KS
Slug	Tier 3, Heavy Anti-Personnel	100KS
Magnum Scatter-Shot	Tier 3, Heavy Anti-Personnel ⁸⁾	125KS
Magnum Slug	Tier 4, Light Anti-Armour	150KS

OOC Notes

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¹⁾
Comes in a set of three.

²⁾
Holds 6 shells.

³⁾ ⁵⁾
,
Holds 8 shells.

⁴⁾
Holds 10 shells.

⁶⁾

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

⁷⁾

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

⁸⁾

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

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