

Scatter Gun

An upgrade of sorts to the I'ee [Coilgun](#), the Scatter gun is a rapid fire ballistic weapon primarily intended for point-defense and engaging lightly armoured craft. The weapon uses a miniaturised and specialised form of the I'ee particle core, and is fed ammunition from a large hunk of solid metal. Exotic particles from the core are used to bombard the metal, shaving off shards of the material and carrying them through the barrel at high speeds and, often, high temperatures.

Nomenclature Information

Besides its serial number used for manufacturing, I'ee names for the weapon tend to be vague in meaning and vary from family to family, as is usual.

- Designer: Ith'ee
- Manufacturer: Ith'it
- Name: Scatter Gun (official name varies)
- Nomenclature: N/A
- Type: Ballistic
- Role: Point defence
- Length: 1-2 m
- Mass: <1 ton

Appearance

The weapon is generally mounted either on a 360 degree turret, or a well-protected gimbal mount on larger ships. This allows it a great degree of mobility when tracking targets. The weapon system is usually, but not always double-barrelled.

Discharge Information

- Muzzle Flash: Bright, flickering bursts of flame.
- Retort: When fired, the weapon emits a staccato of loud bangs.
 - Projectile/Beam Appearance: Long, thin metal rods, glowing red with heat.
- Effective Range 4 km
- Rate of Fire: 240 rpm
- Recoil: Considerable

Energy Source

- Energy Source: [I'ee Particle Drive Core](#)



- Average **DR**: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (needs to determine which)
- Round Capacity: 2000-4000 rounds.

OOC Notes

[Littlewasp](#) created this article on 2018/01/11 16:09.

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