

AS4GS

Now I don't know why [Nepleslian Arms and Munitions](#) hasn't made a shotgun for all them wonderful power armors they've developed. But any green Nepleslian has been waiting for it. Well me and my colleague AI here decided we was tired of waiting. Now our little beauty can't reach out like a HPAR but well she'll rip the face off of a squid like nobodies business and honestly what else could you want. -Gary McGuinness when interviewed about the AS4GS

The AS4GS is Nepletech's effort to fill the gap left by [Nepleslian Arms and Munitions](#) in their power armor arsenal. It's designed for close quarters combat where its maneuverability, weight, and ability to rapidly engage enemies puts it ahead of other weapons available. -Alfred D Helmstead when interviewed about the AS4GS

Weapon Specifications

Nomenclature Information

Designer: [Nepletech](#) Design Firm Manufacturer: [Nepleslian Arms and Munitions](#) Manufacture Initiated: YE 32 Name: AS4GS (NT-W1-3200) Type: Pump Action Shotgun **Damage:** Slug 3 Armor Scale, Spread 4 Armor Scale Role: CQB/Breaching Weapon Length: 106cm Barrel Length: 52 cm Mass: 35 kg ROF: 80 Rounds/min

Appearance



Discharge Information

Projection/ammo type: Tungsten Carbide Slug / Excited Tungsten Carbide Plasma.

Firing Mechanism

This shotgun uses a triple rail system for each barrel. Upon pulling the trigger an electronic pulse signals the rails to fire the chunk of Tungsten at hypersonic speed. Depending on the amount of trigger squeeze and mode selection the weapon will either fire or both barrels depending on the whether the trigger squeeze was slight or hard and if the weapon is set to slug mode it will fire both barrels as normal for a rail gun. If it is set to spread mode the weapon will bombard the ammunition with matter exciting particles and erect a magnetic field around the now plasma state of the ammunition which is fired down the barrel. Upon firing both barrels the weapon must be pumped to load a fresh round into each barrel. The weapon is designed to be able to also be pumped with one round still chambered, in this case a simple mechanical mechanism prevents a double feed in that barrel. The electronic trigger also alternates which barrel fires on single barrel fires to prevent one barrel from running out of ammunition before the other. Additional rounds can be loaded into the side of either feed tube.

Ammunition Description

Caliber: 4 Gauge Tungsten Carbide shells Effective Range 10 Meters (Spread), 500 Meters (Slug)
Maximum Range: 50 Meters (Spread) 1000 Meters (Slug) Muzzle Velocity: 1100 (FPS) Muzzle Blast: A thunder-crack sound accompanying either a slug or a plasma ball. The Plasmaball also is accompanied by the sound of nearby air particles igniting. Firing Mode: Single Barrel, Double Barrel, Single Barrel Spread, Double Barrel Spread Damage Description: Damage from this weapon is either caused by the kinetic impact force of the Tungsten slug or the heated metal plasma melting through the armor and either damaging through the transfer of inertia or more likely through excessive burns to the target. Rapidly causing shock in cases where death was not the immediate result. Plasma that does not penetrate the target will transfer large amounts of heat and leave tungsten material fused to the armor or flesh. The magnetic field that the plasma is contained in rapidly deteriorates after leaving the barrel of the weapon leading to a wider dispersion of the plasma and a short effective range compared to other weapons.
Recoil:

- Slight for an [Aggressor Heavy Assault Armor](#) or [EARTH](#) armor
- Moderate for [NAM Terratech General Combat Armorsuit – “Hostile”](#), [NAM VOID Advanced Tactical Power Armor](#), [AIR](#), or [FIRE](#) Armor
- Heavy for an [NAM Terratech General PA – “WATER” Version 2](#) or [NIGHT Stealth Armor](#) Armor (or Vanderhuge)

Ammo: 6 per ammo tube, 1 per chamber.

Weapon Mechanisms

Safety: Ambidextrous button above front of trigger guard. Weapon status is displayed on Armor HUD or on an LED above safety. SAFE is marked as safe in the HUD or a green LED on the weapon and FIRE is unmarked in the HUD or a red LED. Fire Mode Selector: Selector switch above trigger. HUD displays SLUG or SPREAD where Weapon status SAFE would be displayed. Weapon Sight: Reflex “ghost ring” sight rear of the weapon. Reloading: Rounds are inserted into the side of either ammo tube. Ammunition counts are

displayed separately for each barrel on the weapon HUD.

Other

Field Maintenance Procedure: Field Maintenance Procedure: Whip and clean after every mission, taking care to scrub the barrel down and all moving parts.

- DANGER: DO NOT CLEAN UNTIL THE WEAPON HAS COOLED

Power Source: The weapon contains 2 fuel rods inside the butt stock of the weapon and a battery inside the pistol grip. Both Fuel Rods must be replaced every 250 to 300 shots and Batteries every 5-6 months.

Replaceable Parts and Components: All extra parts, internal and external are kept at armories.

Price: This product is only available through NAM for military/government use only

- AS4GS System 18,000 DA
- Barrel Assembly 2,000 DA
- Chamber Assembly 3,000 DA
- Trigger Assembly 2,250 DA
- Buttstock Assembly 1,500 DA
- Ammunition Tube 1,000 DA
- Slide Assembly 2,000 DA
- Sights Assembly 750 DA
- Fuel Rod 500 DA
- Trigger Battery 300DA
- Ammunition 80 DA for 12 rounds or 700 DA for 120 rounds

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Last update: **2023/12/21 04:24**

