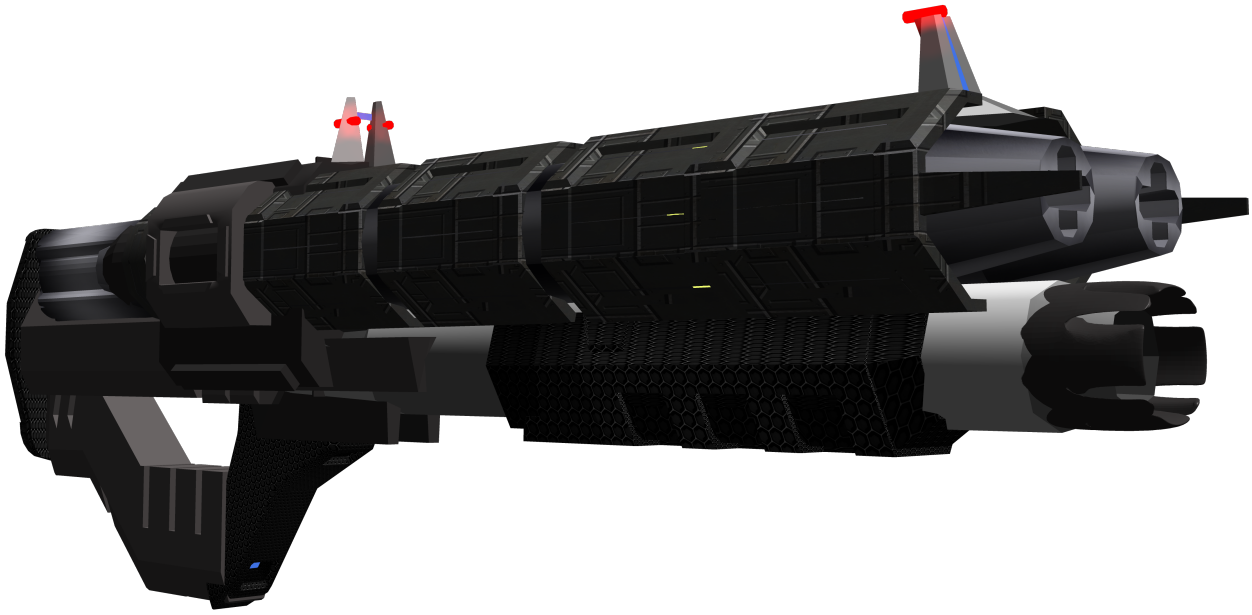
BW-KAS2 “Executioner”

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**
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

- 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[1)] and green[2)].
- 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:[3] 25KS/100ds
- Speed Loader:[4] 10KS/40ds
- Suppressor: 50ks/150ds

Ammunition

Galactic Horizon 12Gauge Shotgun Shells Price Quickchart		
Shell Type	**Purpose**	**Price (100 round box)**
Subsonic Scatter-Shot	Tier 1, Light Anti-Personnel[5]	85ks/255ds
Scatter-Shot	Tier 2, Medium Anti-Personnel[6]	75KS/300ds
Slug	Tier 3, Heavy Anti-Personnel	100KS/400ds
Magnum Scatter-Shot	Tier 3, Heavy Anti-Personnel[7]	125KS/500ds
Magnum Slug	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	Black Wing Enterprises
Year Released	YE 41
Price (KS)	550.00 KS
DR v3 max	Tier 4
Mass (kg)	4 kg

1)
ready to fire
2)
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.

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