

Double Barrel Shotgun

The shotgun is the outlaw's slugthrower of choice. Powerful then most standard blaster rifles and will easily reduce their unfortunate targets into piles of bloody mush. Often times, the owner of the shotgun will wear an ammo belt for easy access to shells for reloading. For an additional 50 credits one can purchase a special back holster for the weapon.

Model: Remington Munitions' 10 Gauge Double Barrel Shotgun

Type: Shotgun

Scale: Character

Skill: Firearms: shotgun

Ammo: 2

Cost: 1,200 (ammo: 50 for box of 50 shells), 50 (holster), 40 (ammo belt)

Availability: 3, R

Fire Rate: 2

Range: 1-10/35/120

Damage: 6D/5D+2/5D (single barrel), 6D+2/6D/5D (both barrels)

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).