

## Dakka Gun

The 'Dakka' gun, effectively an automatic shotgun, was designed for short-range combat against lightly armored combatants. One of the few DeathTek weapons without caseless ammunition, it still uses clips of the standard shells, rather than single-loading. With stun shells also available, this weapon works well for riot control, where casualties need to be kept at a minimum.

Model: Deathtek Dakka Assault Weapon DK-1/8

Type: Automatic Shotgun

Scale: Character

Skill: Firearms: Shotguns

Ammo: 8 (1 clip)

Cost: 2,000 credits (ammo: 2/shell, 10/clip, stun or norm.)

Availability: 2

Fire Rate: 2/round, or, Sweep.

Range: 3-6/12/40

Damage: 7D/3D/1D (-1D damage against armored targets. Stun shells deal same, only in Stun damage. +1D to hit targets in close range.)

Game Notes: A single sweep with the Dakka will generally empty the weapon, and for every 2 rounds fired, A 1 meter wide by 10 meter long area is covered. With 6 rounds fired, this covers the users front firing arc. All within the area covered (For a 6-shell sweep, All targets within 10 meters in a 90 degree arc) Must make a dodge check, Difficult level, or be hit by 5D damage. (-1D against unarmored targets)

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

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