

PREFACE

Welcome to the sixth installment in the Centerfire supplement series. This has been a difficult volume to get done, mostly due to the rules for alternative shotgun ammunitions and the general versatility of shotguns. The huge variety of different types of shells, shell lengths, barrel lengths, chokes, muzzle devices, shot cups, and so on, makes shotguns a staggeringly versatile weapon type and very difficult to model in a consistent way. In the end, I had to simplify and ignore many of these factors to make sense of shotguns in the context of the game rules, but there is hopefully enough depth and variety for those that want it.

Another complicating factor has been that many military units and law enforcement agencies acquire shotguns commercially-off-the-shelf and have little uniformity of which shotguns they use. Records of these purchases, and of who used which shotguns in the later stages of the Cold War, are hard to find and simply too time consuming to research in detail. But I hope this volume gives a fairly comprehensive and accurate representation of shotgun usage in the Twilight: 2000 era.

As always, I'm open to your feedback and eager to hear about any details I've missed or errors that have made it through to final edit. Thank you for supporting this project and I hope you enjoy this supplement!

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INTRODUCTION

Shotguns are, with few exceptions, smooth-bore firearms designed to fire multiple pellets, or shot, instead of a single bullet. Smooth-bore muskets, musketoons and blunderbusses were used to fire shot throughout their history, but the term shotgun dates from the late 18th century. As rifled muskets became more prevalent, shotguns evolved into a distinctive design in this period.

In the 19th century, shotguns were primarily used for hunting, but there was also an upswing in its use for military, law enforcement and security purposes. In 1885, mass production of paper shotgun shells was introduced and revolutionized the development of shotgun design. The following two decades saw the introduction of lever-action and bolt-action shotguns, pump- or slide-action shotguns, and semi-automatic shotguns. During World War I pump-action shotguns, or "trench guns", became very popular for military use. These proved to be so effective that the German Empire tried to have them banned from use in warfare under the Hague Convention. The Germans were not heard on this, and shotguns have been used for close quarters combat and as a breaching tool right up to the present day.

Shotguns come a large variety of bore sizes, or gauges. Gauge numbers refers to fractions of one pound of lead. The higher the number is the smaller the bore size will be. A sphere made from one-twelfth of a pound of lead will have the same diameter as a 12-gauge shotgun bore, one made from one-twentieth pound of lead will match a 20-gauge, and so on. Most shotgun bore sizes are measured like this, with the exception of the Soviet 23mm bore (approximately 6.3-gauge), and the small .410 bore (approximately 67.6-gauge).

Although you can find shotguns in almost any bore size from 4-gauge to .410, the 12-gauge is by far the most common, especially for military, home defense, and law enforcement purposes. The lighter 20-gauge and .410 bore are powerful enough to hunt smaller game and can also be used for home defense by those that are uncomfortable with the more powerful 10- and 12-gauge guns. Regardless of their bore size, shotguns are very powerful and can propel a large mass at solid speeds. The typical weight of a load of pellets or a slug for a 12-gauge shotgun is between 25 and 35 grams, while 10-gauge can hold up to about 50 grams. These projectiles travel slower than most rifle bullets, but they can still output energy comparable to high-powered hunting rifles and transfer that power very effectively to their target. The main drawback is that these slow, heavy, and relatively un-aerodynamic projectiles lose their energy quickly over distance, limiting their effective range. The shells themselves are also large, giving shotguns a low magazine capacity.

The large selection of different projectiles, including buckshot and birdshot, solid slugs, less-lethal rubber slugs or bean bags, and door breaching slugs make shotguns versatile and useful for military and law enforcement use. A single shotgun can be an effective close quarters combat weapon, a tool for breaching doors and even offer a less-lethal option to subdue your targets, all by loading it with a different shell type. Shotguns are also one of the most common weapons in civilian use. A single 12-gauge shotgun can be used for hunting anything from small grouse to large deer by switching from birdshot to buckshot or slugs. It can also be a powerful and effective home defense weapon. The spread of pellets makes shotguns forgiving with regards to aiming, and they are easy to operate and maintain.



BREAK-ACTION SHOTGUNS

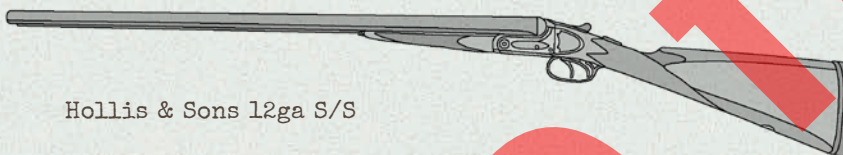
Break-action shotguns are the most common shotguns in the world, and probably among the most common weapons in civilian hands overall. They are light, effective, easily available, and often cheap. While semi-automatic or pump-action shotguns may look much better on paper, these usually had restrictions on magazine sizes or on use in many countries and territories, often making the humble break-action shotgun a more sensible choice for the hunter.



Rossi Overland 12ga S/S

The earliest break-action shotguns were single-barreled or double-barreled with a side-by-side (S/S) layout. They were hinged between the foregrip and trigger group and opening them extracted the spent shells from the chambers,

but they had external hammers that needed to be cocked manually to fire. Some modern production shotguns, like the Rossi Overland and Stoeger Coach Gun still use manual hammers and are marketed towards traditionalists and western enthusiasts.



Hollis & Sons 12ga S/S

In the mid-nineteenth century the first “hammerless” break-action shotguns were developed. These have internal hammers that are cocked as the shotgun action is opened, readying the weapon to fire as soon as its loaded and closed. Some people still prefer the anachronism and esthetics of a side-by-side shotgun, and you can find some ridiculously expensive, engraved, and embellished shotguns for the hunting upper class, like those made by Holland and Holland, Hollis & Sons, and Westley Richards. In the Soviet Union the TsKIB SOO made luxury side-by-side shotguns like the MTs-11 for the Communist Party elite.



Pedersen 1500 Custom 12ga O/U

In 1925, the Browning B25 became the first commercially successful over/under-layout (O/U) double-barreled shotgun. The over/under shotgun was easier to aim and had a

less awkward recoil impulse, giving the potential for a quicker second shot. Over/under shotguns are ubiquitous, and you can get everything from cheaper, locally produced shotguns to higher quality shotguns from internationally recognized producers like CZ, Winchester, Remington, Mossberg, and Beretta.

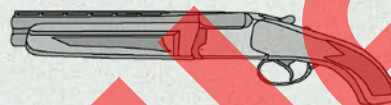
Behind the Iron Curtain, the IZh-59 “Sputnik” was the first Soviet produced O/U shotgun in 1959 and has been followed by a host of different models from different manufacturing plants. The TOZ-34 and IZh-27 are by far the most common, numbering a few million produced and with large exports to the western markets. They are common in Austria, Poland, Sweden, Germany, and Yugoslavia outside of the Warsaw Pact but are found all over the world.

WEAPON	TYPE	AMMO	REL	ROF	DAM	CRIT	RNG	MAG	ARM	INC	ENC	NOTES	COST	AVAIL
Break-action Shotguns														
Double-Barreled	Shotgun	12 Gauge	5	1	3	4	2	2 ^{IN}	+1	-2	1		150	C/C/C
Double-Barreled 10ga	Shotgun	10 Gauge	5	1	3	4	2	2 ^{IN}	+1	-3	1		175	S/S/S
Double-Barreled 20ga	Shotgun	20 Gauge	5	1	2	3	2	2 ^{IN}	+2	-2	0.75		140	C/C/C
Double-Barreled .410	Shotgun	.410	5	1	2	3	2	2 ^{IN}	+2	-1	0.75		130	C/C/C
Single-Barreled	Shotgun	12 Gauge	5	0	3	4	2	1 ^{IN}	+1	-2	0.75		100	C/C/C
Single-Barreled 10ga	Shotgun	10 Gauge	5	0	3	4	2	1 ^{IN}	+1	-3	0.75		125	S/S/S
Single-Barreled 20ga	Shotgun	20 Gauge	5	0	2	3	2	1 ^{IN}	+2	-2	0.75		90	C/C/C
Single-Barreled .410	Shotgun	.410	5	0	2	3	2	1 ^{IN}	+2	-1	0.75		80	C/C/C

SAWED-OFF SHOTGUNS

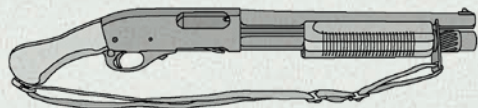
For centuries, people have been cutting down the barrel length and the stock of long guns like muskets, rifles and shotguns. Sawed-off shotguns became popular among the shepherds of Sicily in the nineteenth century, which wanted compact firearms to protect against wolves. These “lupara” shotguns later became a signature weapon of the Sicilian mob which spread the trend around the world.

The use of sawed-off shotguns is associated with criminal activity, as these weapons have little practical use for law-abiding civilians. For these reasons, it has been illegal to create or own them in most countries and territories, but in the free-for-all of the post-apocalypse this practice is becoming more common.



Sawed-off 12ga O/U

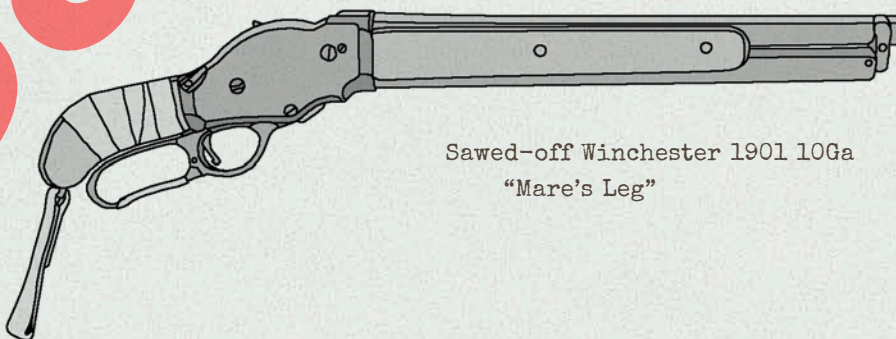
While a sawed-off shotgun, or “shorty” in more modern vernacular, packs a lot of punch in a small and easily concealable package, there are drawbacks. In cutting down the barrel, the smokeless powder does not have time to fully burn before exiting the barrel. This causes a big muzzle flash and reduces the muzzle velocity. In addition, you are also cutting off any muzzle chokes that are installed in a full-length barrel to constrain the spread of pellets and make the weapon more effective. All-in-all this reduces the effective range of the sawed-off shotgun considerably.



Sawed-off Remington 870 12ga

While sawed-offs are usually made from double-barreled shotguns, pump-action shotguns with short magazine tubes (4 or less rounds) can also be cut down significantly. Converting a suitable shotgun to a sawed-off can be done with a TECH roll, Basic Tools or Weapon Tools, and a SHIFT of labor.

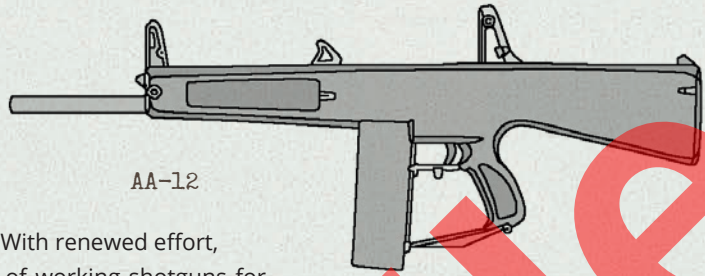
WEAPON	TYPE	AMMO	REL	ROF	DAM	CRIT	RNG	MAG	ARM	INC	ENC	NOTES	COST	AVAIL
Sawed-off Shotguns														
Sawed-off Double	Shotgun	12 Gauge	5	1	3	4	1	2 ^{IN}	+1	-2	0.5		150	C/C/C
Sawed-off Double 10ga	Shotgun	10 Gauge	5	1	3	4	1	2 ^{IN}	+1	-3	0.5		175	S/S/S
Sawed-off Double 20ga	Shotgun	20 Gauge	5	1	2	3	1	2 ^{IN}	+2	-2	0.5		140	C/C/C
Sawed-off Double .410	Shotgun	.410	5	1	2	3	1	2 ^{IN}	+2	-1	0.5		130	C/C/C
Sawed-off Lever	Shotgun	10 Gauge	5	1	3	4	1	5 ^{IN}	+1	-3	0.5		240	R/R/S
Sawed-off Pump	Shotgun	12 Gauge	5	1	3	4	1	4 ^{IN}	+1	-2	0.5		215	C/C/C
Sawed-off Semi-Auto	Shotgun	12 Gauge	5	2 ¹	3	4	1	4 ^{IN}	+1	-2	0.5		230	C/C/C
Sawed-off Single	Shotgun	12 Gauge	5	0	3	4	1	1 ^{IN}	+1	-2	0.5		100	C/C/C
Sawed-off Single 10ga	Shotgun	10 Gauge	5	0	3	4	1	1 ^{IN}	+1	-3	0.5		125	S/S/S
Sawed-off Single 20ga	Shotgun	20 Gauge	5	0	2	3	1	1 ^{IN}	+2	-2	0.5		90	C/C/C
Sawed-off Single .410	Shotgun	.410	5	0	2	3	1	1 ^{IN}	+2	-1	0.5		80	C/C/C



Sawed-off Winchester 1901 10Ga
“Mare’s Leg”

AA-12

The fully automatic AA-12 was originally the brainchild of Maxwell Atchisson, with the development starting as early as 1972. Atchisson never got any further than a few working prototypes of the gun and sold the design to Military Police Systems Inc. in 1987. MPS continued development on the AA-12 and managed to garner interest from the U.S. Marine Corps in the early nineties. With renewed effort, MPS managed to produce an undisclosed, low number of working shotguns for field testing by the Marine Corps by 1996. Most of these ended up with the Marine Corps in Sweden in 1997.



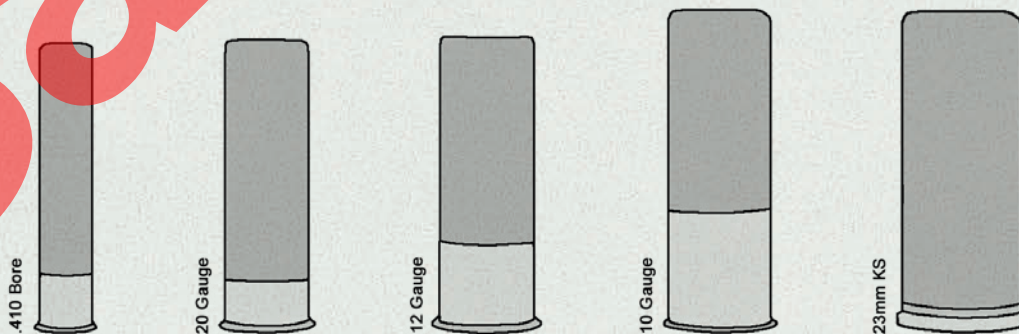
Despite shotguns normally having severe recoil, the AA-12 is controllable due to its low rate of fire, and the heavy bolt and recoil spring that softens the impulse to the shoulder. It fires standard 12 Gauge rounds and can use 8-round box magazines or 20-round drum magazines. The drum has a transparent backplate to keep track of the ammunition count. It is designed to require little cleaning and lubrication. It has a characteristically featureless polymer exterior.

WEAPON	TYPE	AMMO	REL	ROF	DAM	CRIT	RNG	MAG	ARM	INC	ENC	NOTES	COST	AVAIL
AA-12	Shotgun	12 Gauge	5	3 ²	3	4	2	8	+1	-2	1.5	FA	310	R/S/R

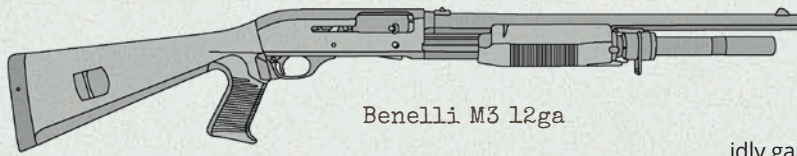
AUTOMATIC SHOTGUNS

The idea of a fully automatic shotgun is not new but the reason why there are only a handful of them out there is that it is not a very good one. For military and law enforcement applications, a semi-automatic shotgun can achieve the same outcome for almost any scenario without any drawbacks. There are also very few, if any, countries where civilian ownership of a fully automatic shotgun is legal.

In this supplement you will find three models of automatic shotguns, but it is important to note that both the HK CAWS and AA-12 were failed projects in the real world. The AA-12 was finished and put into production in 2004 but was never adopted by the marines. The CAWS project was abandoned entirely. The history and usage described here are fictional, and you may choose to exclude these weapons from your game. They are included because they are a fixture of weapons compendiums of earlier editions of *Twilight: 2000*.



BENELLI M3



Benelli M3 12ga

The Benelli M3 is a dual-mode shotgun designed and manufactured by the Italian firearms company, Benelli Armi S.p.A. It was first introduced in the early nineties and rapidly gained a reputation as a reliable and versatile firearm

for law enforcement, military, and civilian use. The shotgun's dual-mode operation allows users to quickly switch between pump-action and semi-automatic firing modes, providing flexibility in a variety of situations. The M3 is also known for its advanced recoil reduction system, which helps to reduce felt recoil and increase accuracy during rapid-fire engagements.

The Benelli M3 is a highly effective and reliable shotgun that has been trusted by law enforcement and military personnel around the world. It has been used by the Canadian Joint Task Force 2, the Irish Army Ranger Wing, and elite units of the French Army, as well as various police units across Europe. The Benelli M3 is part of the Super 90-series of shotguns with its predecessors, the M1 and M2, being semi-automatic only. The Benelli M1 is in service with the Italian Armed Forces. All models are available in both 12-gauge and 20-gauge. The M1 and M2 are also available with a normal rifle grip and a shorter 3-round magazine tube, which are popular hunting shotguns.

WEAPON	TYPE	AMMO	REL	ROF	DAM	CRIT	RNG	MAG	ARM	INC	ENC	NOTES	COST	AVAIL
Benelli M1/M2	Shotgun	12 Gauge	5	2	3	4	2	5 ^{IN}	+1	-2	1		225	C/C/C
Benelli M1/M2 20ga	Shotgun	20 Gauge	5	2	2	3	2	5 ^{IN}	+2	-2	1		215	C/C/C
Benelli M3	Shotgun	12 Gauge	5	2	3	4	2	7 ^{IN}	+1	-2	1		230	C/C/C
Benelli M3 20ga	Shotgun	20 Gauge	5	2	2	3	2	7 ^{IN}	+2	-2	1		220	C/C/C

BROWNING AUTO-5



Browning Auto-5 12ga

The Browning Auto-5 is a semi-automatic shotgun designed by famous firearm inventor John Browning. It was the first successful semi-automatic shotgun ever

produced and was manufactured from 1902 until the start of World War III. Browning initially offered the design to both Winchester and Remington before coming to terms with FN Herstal. FN was the main manufacturer with more than 2 million produced, but several other manufacturers have produced licensed copies, like Remington Arms and Savage Arms in the U.S and Miroku in Japan. It also inspired designs like the Italian Franchi 48 L and Breda shotguns, and even the Soviet MTs 21-12.

The Auto-5 is known for its long recoil operation. The barrel and bolt reciprocate backwards together to the end of travel, where the barrel unlocks and moves forward again. The spent round is extracted, and when the barrel returns to its initial position the bolt moves forward and chambers a new round. This mechanism helps to reduce felt recoil and improve accuracy.

The shotgun was initially popular among hunters and sportsmen and gained a reputation as a reliable and durable firearm. It was approved as a hunting weapon in the Soviet Union and is the second most common semi-automatic shotgun in the U.S.S.R, after the MTs 21-12. It was used by U.S. forces from World War I up to and including the Vietnam War, and by the U.K., which adopted it as the L32A1. While the Auto-5 has been mostly replaced in military service, it has also seen extensive use by U.S. police, security, and correctional officers.

WEAPON	TYPE	AMMO	REL	ROF	DAM	CRIT	RNG	MAG	ARM	INC	ENC	NOTES	COST	AVAIL
Browning Auto-5	Shotgun	12 Gauge	5	2	3	4	2	4 ^{IN}	+1	-2	1.25		225	C/C/C
Browning Auto-5 20ga	Shotgun	20 Gauge	5	2	2	3	2	4 ^{IN}	+2	-2	1		215	C/C/C