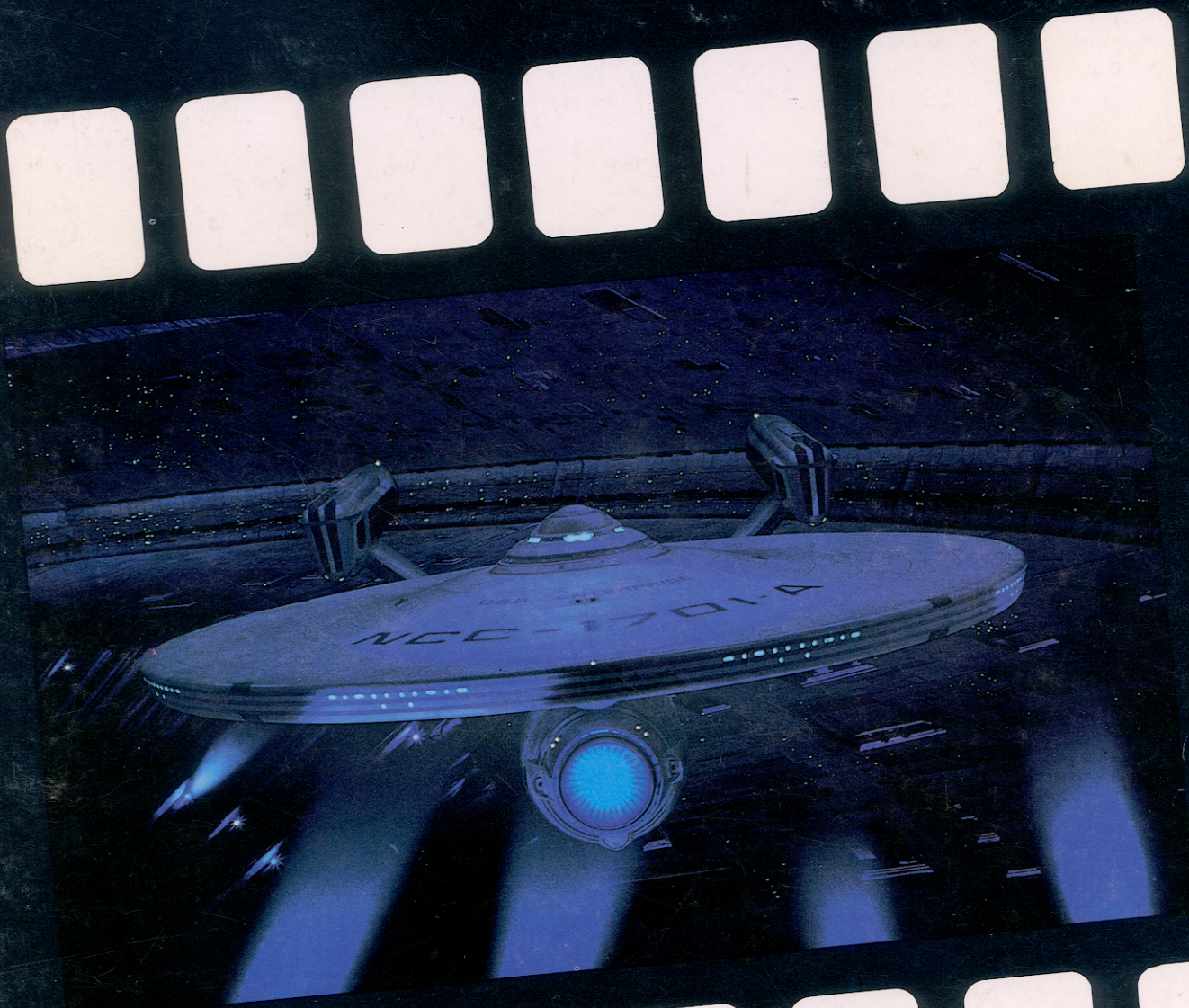


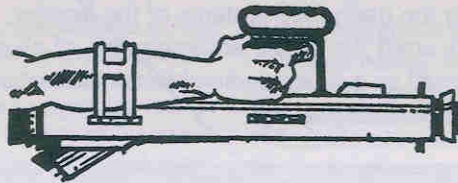
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The Science Fiction Gaming Resource



INVENTIVE ORDNANCE

Krupps Invicta LSW MKII 'Slayer'

Inventive Ordnance is a regular feature, a brief description of a game-usable piece of equipment (usually weapons) that either hasn't been used before or simply has escaped popular notice. I.O. isn't about killer weapons or unstoppable death-rays; in most cases the weapons included are only reasonable extrapolations of currently-existing technology that's been overlooked — or, in some cases, not extrapolated at all, like this month's offering, the 'Slayer' automatic grenade launcher.

Designed as an infantry support weapon, the Krupps Invicta Light Squad Weapon is a selective fire, 35mm grenade launcher.

The 'Slayer', as it has come to be known, comes in four component parts: the fire tube, the feed system, the helmet/fire control computer, and the cassette carrier.

The fire tube contains the active elements of the range finding/sighting system. The tube itself is made of titanium with a ceramic barrel insert that helps eliminate barrel wear which occurs when launching direct fire rounds.

Also mounted on the fire tube is a grown ceramic inverted pistol grip, closed cell foam forearm pads and nylon forearm restraints. The grip, pads, and restraint are coated with Duroplast[®] to eliminate slippage caused by moisture.

The feed system consists of a boron/Kevlar[®] feed tube tied into the rear of the fire tube and to the plenum chamber which is part of the cassette carrier.

The cassette carrier is designed to carry preloaded "cassettes" consisting of a boron/nylon frame mounted on a Structine[™] universal munitions vest. The carrier also houses the feed plenum, an RF transmitter, 4 liters of glucose to replace electrolytes sweated out by the weapons operator, and an infrared rear facing signal light.

The final component of the MKII is the helmet which contains a Honeywell/Unisys Tracloc[®]™ neural fire control computer. The neural pickups enable the grenadier to fire the 'Slayer' using a positive neural response reaction. In layman's terms this means the 'Slayer' can be operated using mental commands picked up from the grenadier.

This is not to say that the LSW is self aiming; it is not. What the Tracloc[®]™ system does is enable the weapons operator to control round selection, rate of fire, and direct fire without using manual controls. This computer is used in the fire control system on the Specific Dynamics Slasher light tank.

The helmet uses a Ziess quartz crystal optical display to give heads up readings on targeting and weapons status.

Projectile Types

The 'Slayer' is able to use any Krupps Invicta 35mm grenade. These rounds can come in pre-loaded disposable cassettes or in 5 round "clips" which fit into expended chambers on the cassette.

As stated previously, the KI LSW MKII carries up to 60 rounds of grenades. The grenade variety is listed below.

INDIRECT FIRE ROUNDS

HIGH EXPLOSIVE (HE), Range - 750m (max. effective), Armor pen - light only, Destructive radius-20m.

These rounds are effective against barricaded targets, soft-skinned vehicles, exposed infantry, and low flying aircraft.

ADHESIVE WHITE PHOSPHORUS (AWP), Range - 750m, Armor pen - none, Destructive radius - 15m.

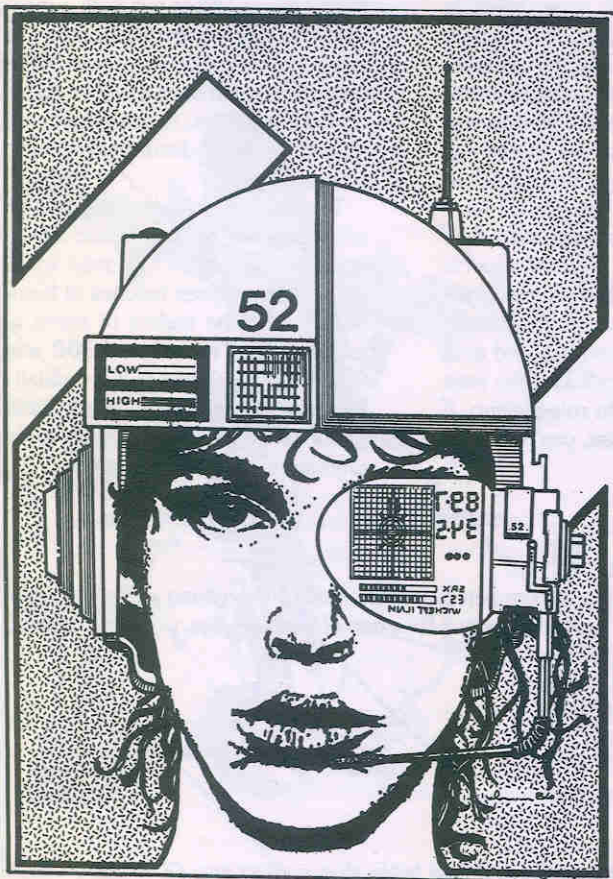
The AWP rounds are designed as incendiary shells. The adhesive in the round causes the burning phosphorus to stick to metal, stone, armor of all types, and concrete.

SMOKE, Range 750m, Armor pen 0, Destructive radius 0, Effect radius 1) 30m, 2) 16m, 3) 16m.

Smoke comes in three varieties. 1) Signal-choice of colors, duration of 5 min. 2) Concealment - this creates a dense cloud of thick white smoke, duration 10 min. 3) Anti-laser. Anti-laser smoke is a heavy metallic smoke that drastically reduces the effect of laser fire, duration 10 minutes.

FRAGMENTATION, Range 750m, Armor pen-light armor only, Destructive radius 10m.

This fragmentation round uses glass wire as a shrapnel medium. Designed for anti-riot use on Aquila 7, this round has been outlawed by four systems.



DIRECT FIRE ROUNDS

HEAT (high explosive anti-tank), Range 50m, Armor pen 60mm.

High explosive anti-tank - an old style round, it is still effective against some heavy and most light armor.

HESH (high explosive squash head), Range 50m, Armor pen 74mm.

Good effect against hollow targets, such as tank turrets and piloted vehicle control sections.

APFSDS (armor piercing fin stablized disposable sabot), Range 75m, Armor pen 140mm.

Highly effective anti-armor round. This weapon uses an internal rocket to increase velocity. Terminal velocity at 75m 2800mps.

SPECIALIZED

Flechette, Range 30m.

The chaff that this weapon fires is under investigation. In the past, the round used magnesium shavings mixed with glass.

STANDARD CASSETTE LOADS

FIELD LOAD A (standard)

20HE, 10 AWP, 10 smoke, 5 metallic, 5 concealment, 10 fragmentation, 5 flechette, 5 HEAT.

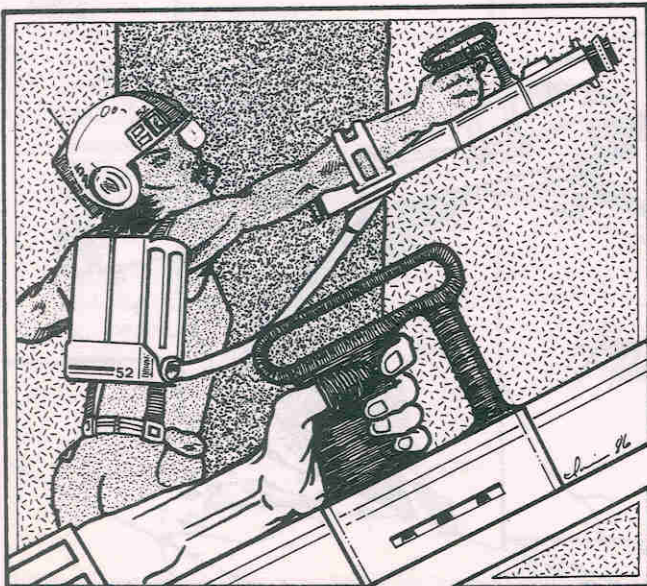
FIELD LOAD B (anti-armor)

20 rounds smoke, 10 metallic, 10 concealment, 10 HEAT, 10 HESH, 10 APFSDS, 10 Fragmentation.

FIELD LOAD C (anti-personnel)

10 HE, 10 AWP, 10 smoke, 5 metallic, 5 concealment, 10 fragmentation, 20 flechette.

Custom cassette loads can be created. It takes 2 hours to load and charge the feed tank. (The feed tank is loaded with pressurized nitrogen. The nitrogen is used to feed the rounds from the cassette to the breech.) The cassette carries its loads in 5 round tubular clips. These tubes slide into the cassette on the left side as you face the rear of the carrier.



USING THE 'SLAYER'

The first thing a grenadier does when suiting up is slip on the cassette carrier and adjust the harness. It is a good idea to have a second person assist you.

Once the carrier is in place, put on the helmet, remembering to tighten the restraints, adjust the microphone, the radio volume and map light. Once the incidentals are in place, manually trip the HUD (heads-up display). The sight will run through a series of diagnostic displays before it reads final status. This check-out will take 15 seconds.

If you get the green light, load your cassette on to the carrier. Ideally, this will be done by another member of the squad.

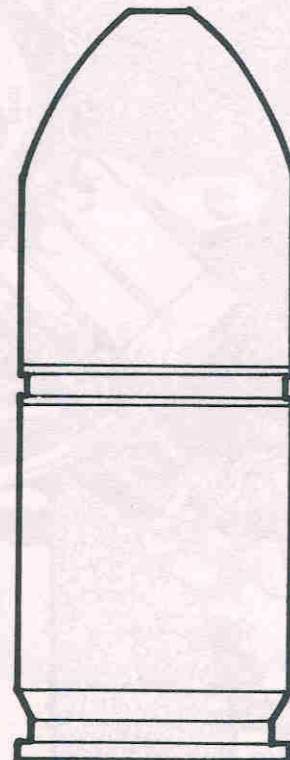
Once the cassette is loaded check to see if the display gives the proper readout on load type, status, and stability. If these match the cassette control sheet, move on to the final preparation step.

The final sequence in the pre-fire stage is the fire tube hook-up. To properly mount the fire tube, follow these steps. 1) Grasp the fire tube by the pistol grip, taking care not to insert your thumb into the arming sleeve. 2) Tighten the forearm restraint. Do this so that the weapon triggers the "weapon ready" telltale located in the upper left hand corner of the HUD. 3) Swing the fire tube in a short arc to test the arm restraint. If the telltale stays active, you are ready to field test the 'Slayer'. 4) Deactivate the manual switch for the HUD. The monocle should move out of sight, sliding into place on the forward upper region of the battle helmet. 5) NOTE: The manual safety must be engaged before you proceed. If this is not done serious property damage or injuries could result. The safety will move into place with an audible click. Once the safety is engaged, slide your thumb into the arming sleeve. This should cause three things to happen:

- The HUD should move into place.
- A round should move from the cassette into the breech.
- The secondary pressure trigger should move out from its recess into firing position.

You are now ready to fire the MKII 'Slayer'.

Total elapsed time for experienced soldier 3.5 min.



35mm HE Round
(Drawn actual size)

Field Use of the 'Slayer'

This weapon can fire semi-or full-automatic. The neural pickup will let the targeting computer know which you have chosen. The manual override is located on the fire selection slide.

Assume the following: You wish to fire semi-automatic at a target that is at a range of 600m. Neural pickup tell-tale should read SEMI.

Locate the target in your HUD central sight. The secondary ring represents where the weapon is aimed. Move the fire tube until the two sets of crosshairs align and the HUD glows orange. You are now on target. Fire at will.

'SLAYER' STATS

for Mech Warrior™

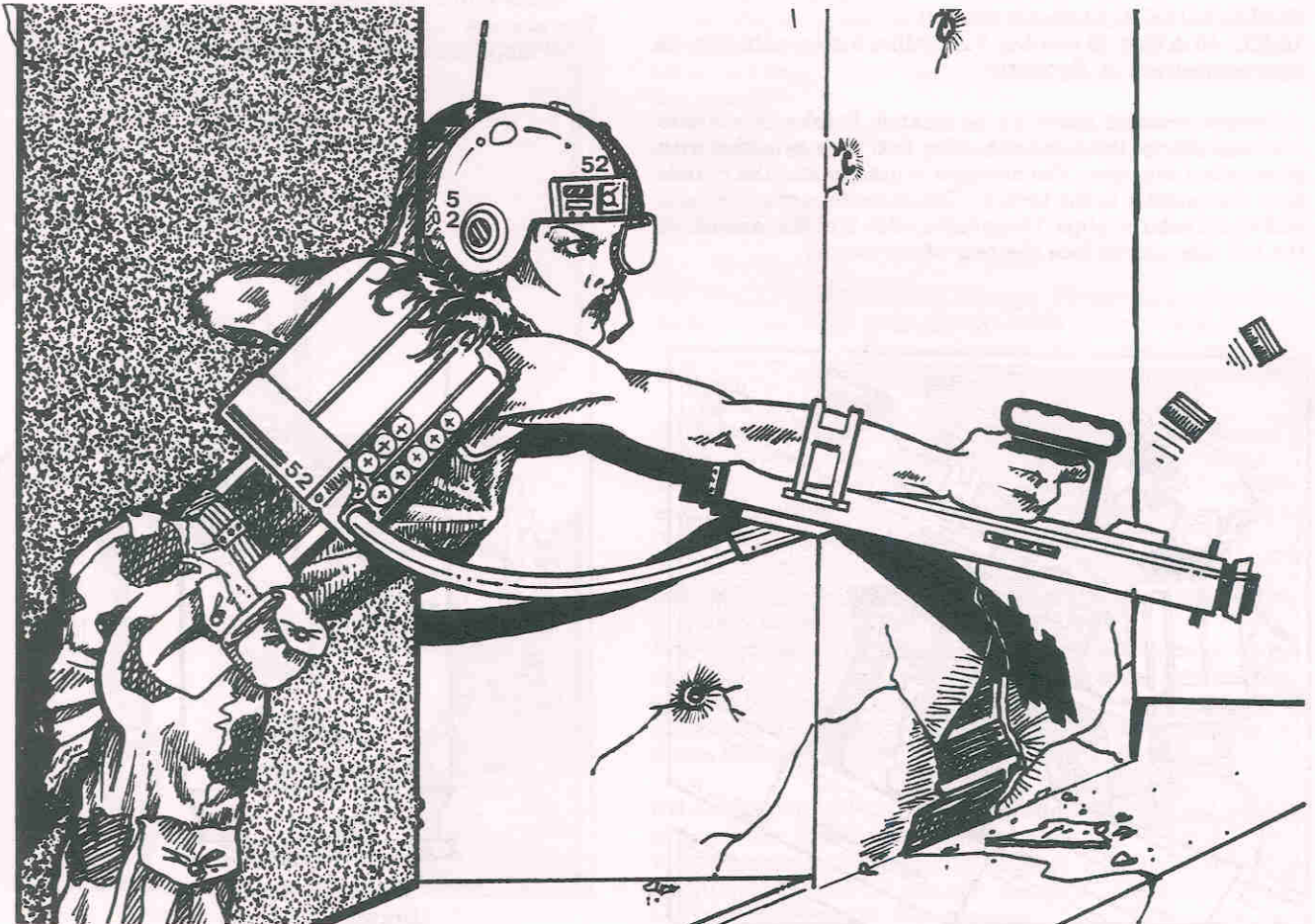
The 'Slayer' is identical in most respects to a Short-Range Missile Launcher. It does the same damage to 'Mechs as the listed types at the same ranges, but it can fire up to *five* "rounds," each of which cost the same as one SRM Inferno Load. Each such load is equivalent to five or six grenades fired in a burst, the minimum needed to inflict substantial damage.

Against personnel the damage depends on the type of round fired, per round, according to the following table:

Round Type To-Hit Modifier	Skill Class	Damage	Range Limitations			Ammo
			Short 0	Medium +2	Long +4	
Slayer	Rifle					5-60
HE		3D★	1-10	11-27	28-44	
AWP		3D★★				
Smoke		—				
Fragmentation		3D+2★				
Flechette		4D★	1-2	3-6		

★Attacks hexes adjacent to target hex at 1D6

★★Attacks adjacent hexes at 1D6 *and* ignites target hex. Any character passing through it takes 1D6+2 damage for the next six combat rounds.



for Star Trek: The Role-Playing Game™

WEAPON TYPE <i>Range Modifier</i>	PARRY	DAMAGE	POINT BLANK +15	SHORT +0	MEDIUM -15	LONG -30	EXTREME -45	AMMO
Automatic Grenade Launcher	P							5-60
<i>HE</i>		4D10+30	3-10	11-70	71-200	201-350	351-500	
<i>AWP</i>		2D10/min ¹						
<i>Smoke</i>		—						
<i>Fragmentation</i>		4D10+20						
<i>HEAT</i>		4D10+10 ²	1	2-15	16-25	26-40	—	
<i>HESH</i>		4D10+20 ²	1	2-15	16-25	26-40	—	
<i>APFSDS</i>		4D10+30 ²	1	2-15	16-25	26-40	41-55	
<i>Flechette</i>		4D10+20	1	(2-10)	(11-20)			

1. Burns for 1D10 minutes. 2. Affects only armored vehicles or structures; all other targets take 2D10 damage.
NOTE: Treat all HE, AWP, Fragmentation and Flechette hits as shotgun hits.

for FTL:2448™

LAUNCHER	Automatic Grenade Launcher	'Slayer'
ROF 1 or 2	AMO 40mm Variable	MINIMUM RANGE
ROL A	CYC 2	MAXIMUM RANGE
CAP 5 to 60	WTE 12.0	5 ft.
CIR 2440	MIS 2%d	2500 ft.

TYPE: In the Traveller:2300™ system it is a 30mm grenade launcher.

COUNTRY: Germany.

ACTION: SS or bursts.

AMMUNITION: Any 30mm propelled grenade.

MUZZLE VELOCITY: 400 mps.

MAGAZINE: 5-round clip or 60-round cassette.

ROF: 3 (area fire 5).

AIMED FIRE RANGE: 500 meters.

DP VALUE: Dependent on grenade used.

WEIGHT: 5.5 kg. (empty), 5 round clip add 2kg. 60 round cassette weighs 22 kg. loaded.

LENGTH: 100 cm. (bulk = 3).

