

# SLA Industries Weaponry.

Recently I began a SLA Industries game, and several weapons were queried about; "Why isn't there a flame-thrower for those Sewer Clearances" and "Where's the Heavy Rocket & Grenade Launchers?" So I banged these together. Don't think of these as giving too much power to your PCs, just think of all the new and imaginative ways for them to die... The "Dragon" is obviously a War World only weapon, but you might find a modified version on Cloak KilCopters for erasing evidence with Extreme Prejudice. If they ever lift the ban on grenade launchers, the Ripper would be handy for those riots, and just making a terrible mess of anything and everything. The DPB Swiftshield was an idea to cut down the Shiver Riot Shield and make a hand alternative for Ops.

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*Name* : Pentagram Technologies – Firebrand  
*Nickname* : Pig Roaster  
*Skill* : Pistol  
*Cost* : 650¢ (restricted)

*Description* : What would otherwise pass for a squat SMG, with a large aerosol type canister in the place of a magazine. Approximately three quarters of a litre of a combination corrosive accelerant. The canister contains it's own propellant, allowing for quick reloads in the field, it also has a thin layer of ceramic armour to prevent accidental detonation by stray rounds. When used, sprays a fine jet of accelerant up to 25 metres, ignition is piezo-electric, and at the exit of the main barrel. The lack of moving parts and power requirements results in a compact, skeleton framed weapon, which is both light and discrete. It has been designed as a semi automatic effect weapon, with one depression of the trigger resulting in a measured amount of fuel deployed from the barrel. This is a safety requirement to reduce the chances of blowback, and an explosion.

*Game Effects* : On a successful roll, the target has two locations coated in a fast burning fuel. The accelerant burns for 5 rounds, and is corrosive, doing 1 point armor damage per location per round if not extinguished and washed off. On bare skin or material it results in 4 points of damage per location per round. It has **no** penetration value. If handled correctly, the Firebrand can be deflected off walls, and other static objects. Anyone standing near (2m) an object hit with the FireBrand has a 1 in 3 (1 or 2 on a d6) chance of being hit on one location. A canister has 5 shots of accelerant. Of course, it might also be a good idea for an op to keep an eye on the enviro scanner, just to check for ignitable gases on that trip down the sewer ;-)

FireBrand

CLIP	CAL	ROF	RCL	RANGE	COST
6	N/A	2	0	25m	650¢

*Name* : DPB SwiftShield

*NickName* : Chicken Blocker  
*Skill* : Defense – Dexterity  
 Offense – Strength – Club 1h  
 Pen : 0, DMG : 3, AD : 2.

*Description* : A cut down riot shield for SIOps, with a Diameter of a metre, and alas, only a fraction of the usability of the Shiver Riot Shield. For use in busy urban operations and situations. With a PV of 6, and ID 20, it can be that little bit extra during a heavy firefight, and in the extreme, you can just twat someone with it. Variants include transparent vision panel, or gun slit. Can be bought to match a variety of Armour styles, and has space to fit a backup pistol holster, with 2 magmounts, or can be fitted with slots to hold enviro scanners, or motion trackers.

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*Name* : GAG Ripper  
*NickName* : The Magnum  
*Skill* : Rifle  
*Cost* : 2500 ¢ (restricted)

*Description* : 33mm grenade launcher, with a manufacturer specific bore, to allow for an amount of control over available rounds. Current rounds include an upgraded Hotline, gel Impact rounds, Riot Control Web Spray and Tear Gas. For War World work the Ripper has been redesigned as a 40mm launcher with contact or delayed action fused explosive rounds, with a full automatic version for Heavy Armour types.

Grenade types & effects (unless otherwise specified, all grenades are contact detonated) :

*Tear Gas* : same as DA 240 Riot Gas (SLA MRB p233)

*Smoke* : same as DA 101 'Blind' Smoke grenade (SLA MRB p233)

*Gel Impact* : fires a heavy silicon Gel Bag at a close range target (<10 to Point Blank) to deliver a stunning blow. Pen is 0, any armoured individual must make a Phys roll to remain standing, and a major failure results in loss of consciousness. (rules as per Blast Damage in MRB)  
 Unarmoured individuals must do the same, but also take 10 point of damage to the location hit. Anything hit beyond 15 metres takes 2 points damage; the rounds aren't designed for aerodynamic accuracy, rather close riot combat, and lose momentum after 10-15 metres, resulting in virtually no damage.

*HotLine Triple +* : (have to work this out for the moment.) Pen 0, Dmg 4, AD 2. Stuns Powered Armour for 10 rounds, with a 1 or 2 on a d6 chance of permanently burning out the Armours Power Unit. Wearer is stunned for 6 rounds. Unarmoured

wearer is stunned for 20 rounds, with probable mental and physical impairment for at least a day. (all stats - 3 for 24 hours)

Flechette Burst Round : produces cone of flechette darts with optimum range 20m (widest cone area(3m<sup>2</sup>)/highest velocity) anything within the cone is hit on 4 locations (or any locations within the cone, whichever is quicker to work out in a firefight) with 3 flechette rounds. Each round is Pen 5, AD 2, Dmg 2.

Web Spray : upon detonation, results in a spray of stick foam like substance akin to glue. Non corrosive, but very impeding to a rioting gang member. Anything within 3 metres of the detonation point is caught in fine strands of this glue, and must make a simple strength test to move at all, and then can only move at half rate, with halved Dex.

Fragmentation (40mm only) : As Fragmentation Grenade.

HESH (40mm only) : Increase Rcl to 10, as the grenade has additional kick to enhance it's AP capabilities. This round has an armoured tip to disrupt ablative armour, allowing the explosive charge to detonate either closer to the inner armour layers, or in ideal circumstances, within the armour, the squash head action of the round means any remaining armour of the target receives point blank blast damage. Pen 9, once penetration has been calculated, then as Blast Grenade, with epicentre of the blast at point of contact with target. If the round fails to completely penetrate armour, AD is 15.

GAG Ripper Grenade Launcher

CLIP	CAL	ROF	RCL	RANGE	COST
1	33mm	1	5	60m	2500c
1	40mm	1	8	90	4000c

Name : FEN Katyusha  
 Nickname : Dragon  
 Skill : Rifle  
 Cost : 3500 c (restricted)

Description : Unguided Rocket Launcher made for War World work.  
 Can be fired at any target, uses gyro stabilised rockets to maintain a target destination from the point of firing, but is subsequently unguided, so once fired, it can take up to 6 seconds to accelerate and impact on the target. (the only sure thing is that it will hit where it was originally pointed) This is a full size Heavy Arm, and as such weighs 17 Kilos when Loaded. Has a built in 10x Optical sight, with Laser Painter.

Round Types (unless otherwise specified, these are contact detonated) :

Air Fuel Explosive : Proximity detonated using active IR in the warhead, creates a fuel air detonation akin to an artillery shell. Milliseconds before contact with target, the round emits a fine mist of accelerant, resulting in a fireball around 50 metres in diameter, and a rather large shockwave. As fragmentation round below, but primary blast radius is 30m, secondary is 50m. Blast rating is 40, Pen 2 (very little shrapnel matter, it relies on a shockwave) and anything within the primary and secondary blast radii is set on fire, in a big way.

Fragmentation : As Fragmentation Grenade rules, with Blast Radius Primary = 20m, Secondary = 30m, Blast Rating 30, Pen 8.

Anti Armour : has a 1 second delay fuse on contact, to allow an armoured warhead to penetrate an armoured target. Pen of the warhead is 15, and once the warhead has penetrated the target, as Fragmentation Grenade, Primary Blast Radius=15, Secondary=30, Blast Rating 15, Pen 6.

FEN Katyusha

CLIP	CAL	ROF	RCL	RANGE	COST
1	N/A	1	7	700m	3500c

Ammunition Costs.

33mm Grenades. (restricted)

- Tear Gas 30 c
- Smoke 20 c
- Gel 20 c
- Flechette 30 c
- Web 50 c

40mm Grenades. (restricted)

- Frag 50 c
- HESH 65 c
- Tear Gas 35 c

Katyusha Rounds. (restricted)

- Air Fuel 300 c
- Frag 230 c
- Anti Armour 400 c

FireBrand Pressurized Accelerant Canister 50 c

Restricted in these cases obviously means GMs discretion. As with all things in SLA, if a player has some weapon stats, it **has** to be up to the GM whether the item is available is their WOP.

The Air Fuel explosive round is based on a thermobaric round used in a Russian Disposable RPG weapon known as the Shmel, designed to give Russian Infantry a portable weapon capable of delivering similar damage to a 112mm Howitzer.