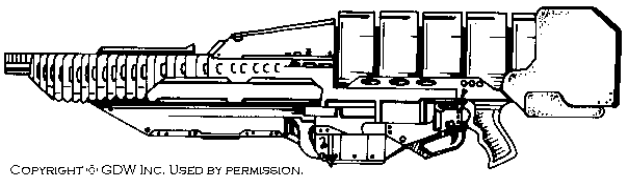
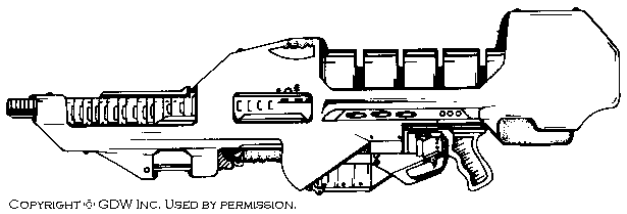
# LIGHT RAPID FIRE (LRF) GAUSS GUN




Tech level 13 version illustrated




Tech level 13 version illustrated, with TL 14 grav-assist jacket

**CUSTOMISING NOTES:**

### EQUIPMENT STATISTICS

| | TL | Type | Length | Vol | Wt | Price |
|---|---|---|---|---|---|---|
| ○ | 13 | LRF Gauss Gun-13 | 1.6 m | 50 l | 50 kg | Cr15,000 |

### AMMO STATISTICS

| | TL | Mag Size | Round | Sig | Recoil | Dgr Spc | Wt | Price |
|---|---|---|---|---|---|---|---|---|
| ○ | 13 | 200 rds | needle | low | med/R* | — | 4.0 kg | Cr2000 |

low sig=hard to spot; very little light or noise when fired
med recoil=causes disorientation if fired in a zero-G environment
/R*=rapid fire possible; fires three 10-round bursts in one round but allows 3 primary targets

### ACCESSORIES

| | TL | Item | Vol | Wt | Price |
|---|---|---|---|---|---|
| ○ | 13 | Tripod Mount | 2 l | 1 kg | Cr250 |
| ○ | 14 | Grav-Assist Jacket* | 12 l | 10 kg | Cr60,000 |

*(reduces fully-loaded weapon and jacket weight to 8 kg)

### AMMO USAGE RECORD (OPTIONAL)

*Each square represents a 10-round burst; each row 1 drum mag*

○ TL13:

## DESCRIPTION

A much lighter TL 13 version of the VRF gauss gun, the LRF gauss gun replaces earlier heavy machineguns, complimenting the heavier VRF gauss gun.

The LRF gauss gun fires the same ammunition with the same range and penetration as the VRF (a 4 mm, 4 gram needle at 4500 metres/second). However, it has a much lower rate of fire (10-shot bursts, equivalent to a full-auto gauss rifle), avoiding the VRF's reliability problems. The LRF gauss gun feeds from 200-round drum magazines instead of from a hopper. Up to five magazines can be stacked together end-to-end, feeding from one to the next as if they were a single oversized magazine.

The weapon is intended to be used in a tripod, pintle or light remote mount instead of the turret required for a VRF. However, it can be used as an individual "light support" weapon by troops in battledress.

At TL 14, the LRF gauss gun can be fitted with a grav-assist harness similar to those used by the PGMP-14 and FGMP-15. This harness incorporates a minimum-sized, low-power L-grav module (100kg max thrust), and enough battery power for a 24-hour duration. When activated, the grav module cuts the apparent weight of the weapon and its magazines by 90%, down to approximately 8 kg.

## TASK LIBRARY (USAGE)

| Type | Round | Aim DM | Max Range | C* <1m (1D) | S* <3m (2D) | M* <45m (3D) | L* <300m (4D) | VL* <600m (5D) | D* <1.5km (6D) | VD* <3km (7D) | SR* <50km (8D) | Auto Tgts** | Dngr Spc | Hit Dmg |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| TL13 | needle | +6 | 4500m | 21 | 21 | 21 | 21 | 21 | 21 | 19 | 17 | 3 | — | 10D |

*for the range given, penetration is listed. Setup/takedown time is 6 seconds; or 0 if user is wearing battledress.

## TASK LIBRARY (REPAIR)

To repair a damaged LRF Gauss Gun:

[varies], Mechanical, DEX, [varies]

*Referee*: Difficulty depends on the damage level: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage.... 3 min
minor damage..... 10 min
major damage..... 2.5 hrs
destroyed..... 5 hrs

For field repair, double the time increment, in addition to other standard increases.

Stats and description of the **LRF Gauss Gun** are taken from:

PICK, Ken, "Missing Links", ***Challenge 64***, GDW, Bloomington, IL, USA, 1992, pp 22-3.