

# LLS (Light Linear Superconductive) Rifle

The Light Linear Superconductive Rifle uses room temperature superconductive solenoid arrays to accelerate ferrous rods at high velocities. It is accurate at short-to-mid ranges and compact enough to be dual-wielded by the [So-KM1-1A Graiv VAHIN](#), although the weapon operates with half the effective accurate range when not used with two hands. The weapon uses an autoloader that takes belted ammunition from preprepared helical magazines, and is unable to be reloaded ad-hoc because the magazine has the insert unlocks the feed system. While technically possible to override this with some tampering, it is otherwise inadvisable.

Rounds come in heavy single rod penetrators for use against heavy mechanical targets and needle jet fragmentation rounds against infantry and light powered armor such as those used by planetary militias. Rod penetrators are essentially elongated rods of [Agridinn](#) doped with a ferrous alloy to make it ferromagnetic, and is designed to strike, penetrate or deform heavy armor through short bursts of fire. 'Needle jet' rounds contain a core comprised of many needle-like pieces of alloy-doped [Agridinn](#) bound in an organic polymer. This binding agent is dispersed and vaporized from the friction and heat, causing the round to fragment and impact the target area in a shower of ultrahard needles.

The weapon is only considered weaker than the [HLS \(Heavy Linear Superconductive\) Rifle](#) because it is shorter ranged and has a lower rate of fire. The rounds it fires are nearly twice the size of those fired by the heavier version, and have more spectacular ballistic effects, shot per shot.

**Location:** Handheld for Powered Armor **Purpose:** Anti-Vehicle **Secondary:** Suppression Fire **Damage**

- *Rod Penetrator:* ADR 3
- *Needle Jet:* ADR 2

**Range:** 3.9 KM in Atmosphere, Theoretically Unlimited in Space **Rate of Fire:** 480 RPM **Muzzle Velocity:** 1200 m/s

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