

LANCE Munitions

LANCE Munitions are used by several [Dietrich Starkwerk](#) weapons systems, and are primarily designed to be Anti-Armor or Anti-Personnel in nature.

LANCE stands for LANdwehr Controlled Explosives

Munition Types

Anti-Armor

These are the Anti-Armor Munitions.

Arrow Rocket Propelled Munition

Otherwise known as ARPM or “Harp-em”, the Arrow Munition is meant to be used in launchers, and uses a simple design similar to rocket-propelled grenades of the past. It is slightly longer than RPG munitions, and is made with a light aluminum layer with a core of depleted uranium. It has a longer range than the Spike, bringing the effective range of a [LANCE Launcher](#) up to 300 Meters while using this munition, but is highly visible and loud.

Damage: [Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor \(FIXME: Staff needs to determine which\)](#) Range: [LANCE Launcher](#) 300 Meters ¹⁾

Spike Railgun Propelled Munition

The Spike Munition (SRPM or “Serp”) is specifically designed for the [LANCE Launcher](#). The munition is made of a light aluminum layer with a core of depleted uranium, with a small rear battery meant to charge the magnets in a LANCE Launcher for firing.

Damage: [Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor \(FIXME: Staff needs to determine which\)](#) Range: [LANCE Launcher](#) 267 Meters ²⁾

Anti-Personnel

These are the Anti-Personnel munitions.

Railgun Propelled Grenade

The Railgun Propelled Grenade (RPG) is a newer version of the older Rocket Propelled Grenade of the past. It is made of a hard plastic rectangular box that breaks open on impact filled with sharp bits of iron metal. At the rear of the munition is a small battery that can charge the [LANCE Launcher](#)'s magnets.

Damage: [Tier 3, Heavy Anti-Personnel](#) Range: [LANCE Launcher](#) 267 Meters

Shriek Railgun Propelled Munition

Simply "Shriek", this munition is designed to create noise and serve as a deployment of [Napalm](#). It is an area-of-effect weapon, and upon impact spreads its payload within 3 meters of the contact point or similarly fill entire rooms³⁾. It has a small battery in the rear that can charge the [LANCE Launcher](#)'s magnets.

Damage: [Tier 2, Medium Anti-Personnel](#) Range: [LANCE Launcher](#) 267 Meters Area of Effect: 3-4 Meters in every direction / Small rooms.

Riot Control Gas Munition

Created specifically for riot control, this munition can deploy any sort of non-lethal gas container with a rear battery to charge the [LANCE Launcher](#)'s magnets.

Area of Effect: 20 Meters in every direction. Range: [LANCE Launcher](#) 267 Meters

1)

328 Yards

2)

291 Yards

3)

Depending on how and where it is fired.

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