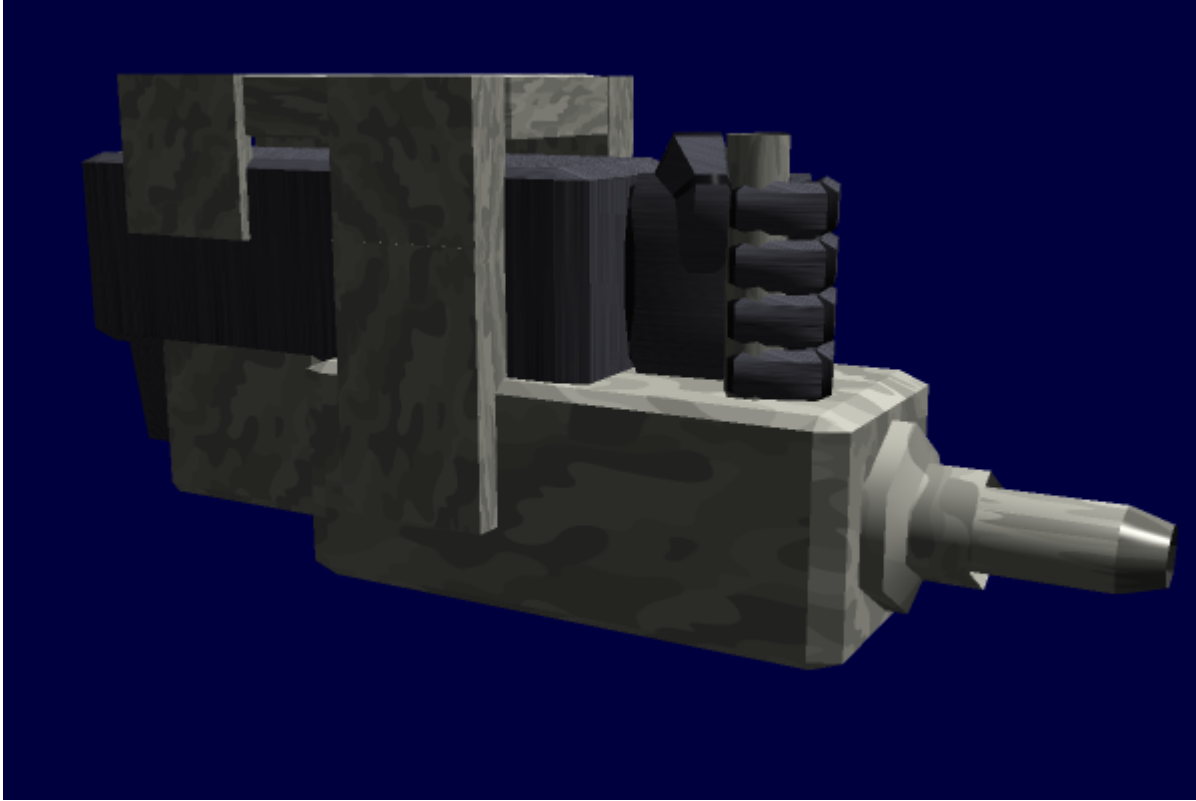


NAM Forearm Grenade Launcher FGL-01a

The FGL is Nepleslia's premier direct-fire grenade launcher for [Nepleslian Space Marine Corps](#) Power Armor users.



General Summary

First constructed in [YE 30](#) as a result of the engineers at [NAM](#) believing it was necessary to provide the SMDIoN with a power armor compatible direct fire grenade launcher. The NAM Forearm Grenade Launcher uses a lower powered mass driver to launch belted 40mm warheads that come in a variety of types. Largely used as a support weapon, the FGL allows the user to bounce explosives around hard surfaces, or launch lethal airburst rounds to explode right at a corner. It uses 6 primary round types that include: RED (High Explosive), PURPLE (Scalar Burst), YELLOW (Subspace Particle), BLUE (EMP), WHITE (White Phosphorus), ORANGE (Armor Piercing). Rounds can be set to airburst after a preset distance, use a timed trigger or explode on impact.

In combat, the user can select the order of grenades to be loaded simply by rearranging them in his or her Powered Armor's HUD. The loading mechanism does not, however, allow the user to change the round already loaded into the breech.

Specifications

Type: Smart Payload Grenade Launcher

Purpose: Support Weapon

Range: Approximately 300m

Damage: Varies on ammunition type

Payload: Box Magazine of 20 Grenades

Munitions Types

See [Damage Rating \(Version 2\)](#) for an explanation of the damage system.

RED (HE)

RED grenades are highly similar to the shells employed by the FMD and UMD mass driver weapons. They utilize tried and tested high-explosive warheads that cause gratuitous damage to conventional materials, unarmored infantry, light vehicles and some powered armor.

Damage: ADR 2

Type: Incendiary, Concussive

PURPLE (Scalar Pulse)

PURPLE grenades employ disposable scalar pulse devices to emit highly damaging electrogravitic pulses that cripple or destroy the complex impulse transfer systems of biological and mechanical systems and detonate unstable materials such as fuels, ammunition or ablative armors. While highly effective against primitive designs, most recently designed craft are equipped with protection from scalar assault.

Damage: N/A

Type: Kills pilots, fries electronics and causes unstable substances to detonate. Penetrates non-gravitic shielding.

YELLOW (Subspace Particle Burst)

YELLOW grenades are non-lethal in use and application, and employ a high energy burst of subspace particles to create a sensors ping at a desired location. Armors and other vehicles caught too close to the detonation range may be temporarily blinded.

Damage: N/A

Type: Sends out 'ping' to most sensors, especially subspace particle-based systems.

BLUE (EMP)

BLUE grenades use explosively-pumped flux capacitors to generate powerful, sort-ranged EMP blasts to disrupt or overload enemy electronics. While not especially efficient at disabling modern military systems, it can be effectively used to cause chaos in urban environments, where electronics are rarely shielded.

Damage: ADR 2 to shields

Type: Disrupts conventional shields, disrupts or overloads unprotected electronics.

WHITE (White Phosphorous)

WHITE grenades are lethal anti-infantry weapons, infamous for the excruciating, persistent burns they cause on the unprotected. SMODIoN regulations prevent the use of these in areas populated by civilians.

Damage: ADR1, PDR 5

Type: Persistent incendiary damage. Does not work in vacuum; cannot be quenched by water.

ORANGE (AP)

ORANGE rounds are solid shells with a tungsten carbide penetrating tip. They have the most aerodynamic profile and resemble an oversized bullet. Such rounds are intended to penetrate armor, splintering and deforming inside. The aim of the splintering is to maximize damage around the point of impact. However, due to the overall weakness of the shell, the round is ineffective against shields.

Damage: ADR 3, ADR 1 to shields

Type: Solid round meant to pierce armor and splinter upon penetration

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