# Equipment D20 / SLATRL System (Shoulder-L

SLATRL System (Shoulder-Launched Anti-Tank Rocket Launcher)

The StormElite's main non-artillery means of anti-tank warfare is incorporating the SLATRL (shoulder-launched anti-tank rocket launcher)system with the highly skilled repulsor grenadiers. So far, the tank tally for the SLATRL is becoming higher every day. The SLATRL is, essentially, a tube with blast shield over the user's face. This blast shield protects the firer from the rocket's powerful blast, but restricts the accuracey of the weapon due in part to the user's inability to see the things in front of him. A second soldier, who also helps to prop up the weapon in its firing stage, acts as the spotter for the team.

The SLATRL fires a 30mm HEAT (high explosive anti-tank) round at a maximum range of 1.5 km with a speed rate of 1,025 meters per second. The rocket launcher can usually knock out most light and medium repulsortanks, and can even pierce heavy repulsortanks from close range side shots.

Model: Merr-Sonn Munitions SLATRL-1 System
Cost: NFS
Damage: 3d10
Critical: 20
Range Increment: 150 m
Weight: 5 kg
Stun Fort Save: -
Type: Energy
Size: Large
Group: Heavy
Ammo: 1
Game Notes:
Crew: Requires a minimal crew of two soldiers. If one soldier functions the weapon alone, +6 to the difficulty.
Reloading: The weapon is a single-shot weapon, and must be reloaded after each shot via the loading port in the rear of the tube. This takes one round to do so.

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