

Thermal Detonator

KELVAREK CONSOLIDATED ARMS MM9 ROCKET SYSTEM

A favorite of bounty hunters--who believe there's no such thing as being too heavily-armed—wrist rockets are light yet formidable weapons. Even a basic rocket system can provide an effective last line of defense if the hunter's other weapons are disabled, while exotic warheads give the hunter a variety of options for handling unusual situations. For example, Boba Fett's Mandalorian battle armor includes a Kelvarek MM9 rocket system on the left wrist guard, adjacent to the small flame projector. Fett sometimes adds a second rocket launcher or a rocket dart launcher to his right wrist guard.

The MM9 uses both "dumb rockets" (those lacking a targeting system) and homing rockets. With homing rockets, the MM9's anti-launch cylinder locks the rocket in place, while the launcher's targeting computer automatically interfaces with the rocket's own system. Pressing the anti-launch release stud enables the warhead and activates the targeting laser. When the target lock activator stud is depressed, the targeting laser locks on target--automatically tracking movement--while the targeting computer delivers constant updates to the rocket's homing system. Once the target has been selected, pressing the activation stud fires the rocket.

In addition to the targeting laser system, Fett's MM9 has a direct interface with his helmet's targeting systems, which gather data through infrared, ultrasonic, and motion sensors. Fett can use his helmet's verbal interface to launch rockets while leaving his right hand free to reload the rocket launcher.

Fett carries several types of rocket in his belt pouches, although his preferred choices are Locris Syndicates Type-12As explosive rockets (for use on individuals) and Merr-Sonn K26 explosive rockets, which are powerful enough to

destroy a speeder bike. Since many bounties include a bonus if the target is delivered alive, Fett also carries the Locris Type-12B rocket, which has a payload of FGA-583 nerve agent that can render a victim unconscious in less than six seconds

Fett also possesses specialty rockets that deliver stun gas, ion blasts (to disable computers, droids, and other electronic devices), or luma blasts, which release a blinding flash upon detonation. Some bounty hunters "hot load" rockets with their own chemical concoctions.

Ranges vary widely, depending on how much propellant is loaded into the rocket. Many short-range rockets have an optimum range of 15 meters with an maximum range of about 25 meters, but the K26 rockets can travel up to 150 meters with an optimum range of 75 meters.

The MM9 rocket system includes a small magnetic accelerator for launching projectiles that are similar to bowcaster quarrels. The accelerator's primary advantage is the low cost of ammunition, although the projectiles have no homing system, greatly limiting their accuracy. The accelerator's maximum range is twenty-five meters. In emergencies, the MM9 can also have a small dart clip mounted to the front of the launcher's anti-launch cylinder. The clip's five short-range rocket darts are often dipped in poison or a stun agent

From Star Wars: The Essential Guide to Weapons and Technology

BOBA FETT'S LAIR

<http://www.geocities.com/~bobafettchris>