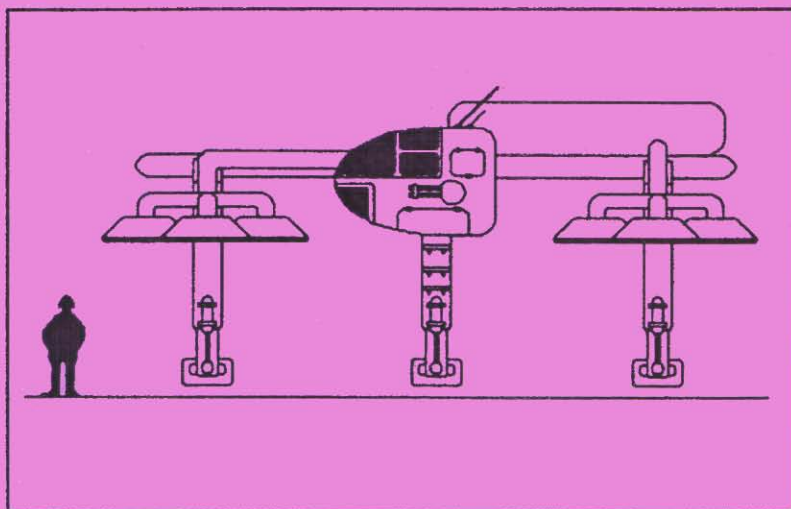




Imperial Armed Forces
Vehicle Guide,
Altair Sub-Sector

Set Number Eight,
Exotic



Introduction

Thank you for your purchase of this vehicle guide. It contains exotic vehicles designed for use with Traveller® and the Striker® science fiction role playing systems. However, the specifications are comprehensive enough that conversion to many other systems should cause no problems.

This is without a doubt the most difficult of all of the 10 guides we have produced so far. That is why it is last. The challenge of designing realistic vehicles that were more than strange organic shapes, or moved into the realm of a "Star Trek" type environment made this guide especially hard. Added to that the fact that current day weapons system designers kept coming out with our ideas for real, and you can see our dilemma.

What we have arrived at with the vehicles in this book are a blend of futuristic and special purpose craft. The term exotic means out of the ordinary. I feel these craft fit that description well. It is important to remember that these are by no means exhaustive. In reality, exotic vehicles would actually outnumber conventional vehicles, if conventional vehicles existed at all in an area as big as the Imperium. Some of the more conventional standards are listed below.

All vehicles have food & supplies for their crew for at least one week with small arms and ammunition for each crewmember. Once in a combat environment, the crew often personalize their vehicles. Because of this and the fact that spare parts and supplies can be scarce, it is not uncommon to find extras of everything that can be strapped on, buckled in or shoved under any usable space in the crew compartment or on the outside of the vehicle.

The biggest disadvantages of specialized vehicles are the need for highly trained crews. For that reason they should not be found in large quantities on the battlefield, otherwise they would cease to be exotic.

The final point to address is the continued use of chemically propelled munitions vs. high energy weapons. The decision to use CPR guns was based on having a back-up should anything happen to the power plant. Lessons learned from 20th century fighter aircraft were applied to these vehicles. Since the use of guns were considered mandatory, they have been developed to a state of the art condition, able to spew out vast amounts of ammunition in a short time. Many use a rail gun, but the initial boost is supplied via a small chemical propellant to start the round down the barrel. The rail gun then accelerates it to hyper velocities.

Because high energy weapons are a direct fire weapon, several new specialized missiles were produced to allow for indirect fire support. These are listed with the vehicle that carries them. All the missiles carry some type of smart package.

While some of these missile systems are simply adaptations of other systems, that is the hallmark of successful weapons development, the intergration of systems that work into different environments. All weapons evolve otherwise they become obsolete.

I hope this brief explanation helps in the use of these vehicles in your campaigns. I will be happy to answer any questions or clarify an unclear point, simply enclose an S.A.S.E. with your questions and I will return an answer to you. Look for future sets outlining other vehicle families.

Mark Schmidt

Other guides in this series include:

| | |
|----------|-------------------------------------|
| RM-90-01 | Air Cushioned |
| RM-90-02 | Rotary and Fixed Wing Aircraft |
| RM-90-03 | Tracked Vehicles |
| RM-90-04 | Wheeled, Service & Support Vehicles |
| RM-90-05 | Grav Vehicles |
| RM-90-06 | Waterborne Vehicles |
| RM-90-07 | Orbital Assault & Landing Vehicles |
| RM-90-09 | Infantry Weapons |
| RM-90-10 | Wheeled, Combat Vehicles |

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Acknowledgments

Anyone who has ever tried to design new and innovative vehicles for a science fiction game realize the complexities involved. Great amounts of time are spent in calculating and designing all the components that make up futuristic combat vehicles. Staying up until the wee hours of the morning before the gaming session vainly trying to get the last little details worked out for detail greedy players. As GMs, we have all been placed in this unenviable position.

It is my intent to save you the time and aggravation required to put vehicles into your campaign. I hope you find this and future guides useful. My thanks and deepfelt gratitude go to the following individuals for their help in working as many of the "bugs" out of this package as is possible:

Jonathan Krost for his help on the Star of David Tank
Ferdinand Metzger for his help with the Parrot missile

Thanks to these friends and the rest of the Marina Gaming Club without whose help this project would never have been.

Mark Schmidt

Explanation of Terms

AGLS, FCS, MRLS, TOGS...?! Arggg! you say. What is all this *@#%?! I didn't buy this guide to learn government speak. Actually, once you start to use these abbreviations, you'll be surprised how fast they stick. Let us explain how they work.

The Fire Control System (FCS) is the package of controls and sensors that allow the gunner to identify and engage targets. Within this system are Optical (L3TV), Infra-Red (TOGS) and Laser (LTFCS) sighting sub-systems.

The weapons in this guide are also stabilized (FCE). This allows for "fire on the fly" or firing while moving with no penalty.

All Direct fire guns are equipped with a Mk. IV FCS. It contains the following Sensor/Computer sub-systems: ATTS, CSS, LTFCS w/LTD, MTI, TADS/TES, TGTS & TOGS.

Should the main power fail, the manual secondary armament can be employed, but propulsion would be impossible. If the vehicle is too high, more than 2 times its height, it will flip upside down and fall to earth. (hope you have a parachute)

Opposite is a list of what these "techspeak" terms can do for you in games terms.

XM-001

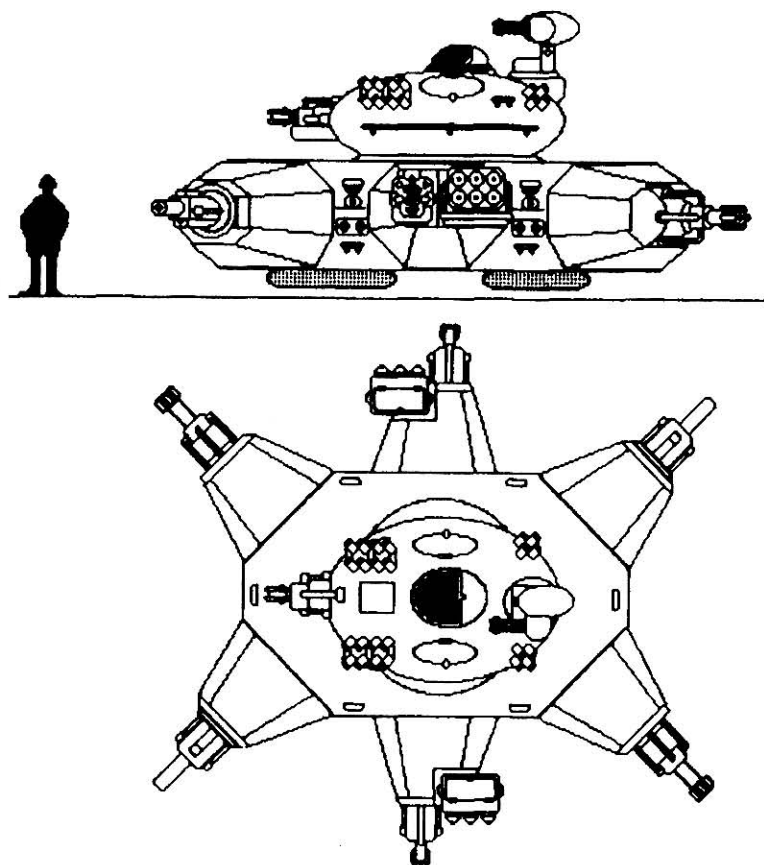
The XM-001 also known as the "Star of David" or "Death Star" is a pinnacle in the evolution of tank design. With its combination of massive firepower, maneuverability and modular components, it is the most formidable tactical battlefield weapon available. Riding on Gravitic compensators, the main body of the tank turns in full 360° rotation as it maneuvers across hostile terrain. As the body turns, at least two of the vehicles hardpoints may always be used to against an enemy target. The weapons contained in these hardpoints may elevate and depress up to 20° and may traverse 15° to allow targets to be tracked as the body spins. The upper turret can operate independently under the commander's control with its own weapons system as well as a remote anti-air/point defense system just behind his cupola. Defensive aerosol launchers are also installed on the turret

Each hardpoint is modular in design. Should damage or breakdown occur, the entire hardpoint is removed and a new one attached. This can be accomplished by front line engineering units without the vehicle having to return to the rear area for repairs. Additionally, each hardpoint is fed by its own power plant, allowing maximum maneuverability and firepower while in battle.

The missile launchers on the middle hardpoints may be fitted with a variety of missiles from antipersonnel, anti-vehicular, point defense or even proactive shot. These launchers may rotate 180° independent of the rotation of the body of the tank.

Located on the bottom of the vehicle is an egress hatch to allow loading/unloading of up to 6 troopers in powered armor. If the vehicle is under fire, an explosive ring around the hatch will create a crater for the troops to move into before the vehicle moves off, allowing maximum protection while exiting the tank. While these troopers are on board, they may fire from any of the six, sealed firing ports located between the hardpoints. An APERS system is also mounted in the unlikely event that anyone could get within 100 meters.

Because of the firepower contained in each of these tanks, three vehicles comprise a company for organizational purposes. When in the field, these three vehicles will move approximately 1,000 meters apart in a triangular configuration with the point at the front. Other "triangles" will station themselves 1,000 meters from each other and the whole battalion will then commence a "sweep and destroy" operation. Any targets lying within one of these triangles stand almost no chances given the fact from six to nine weapons will be brought to bear on them at any one time.



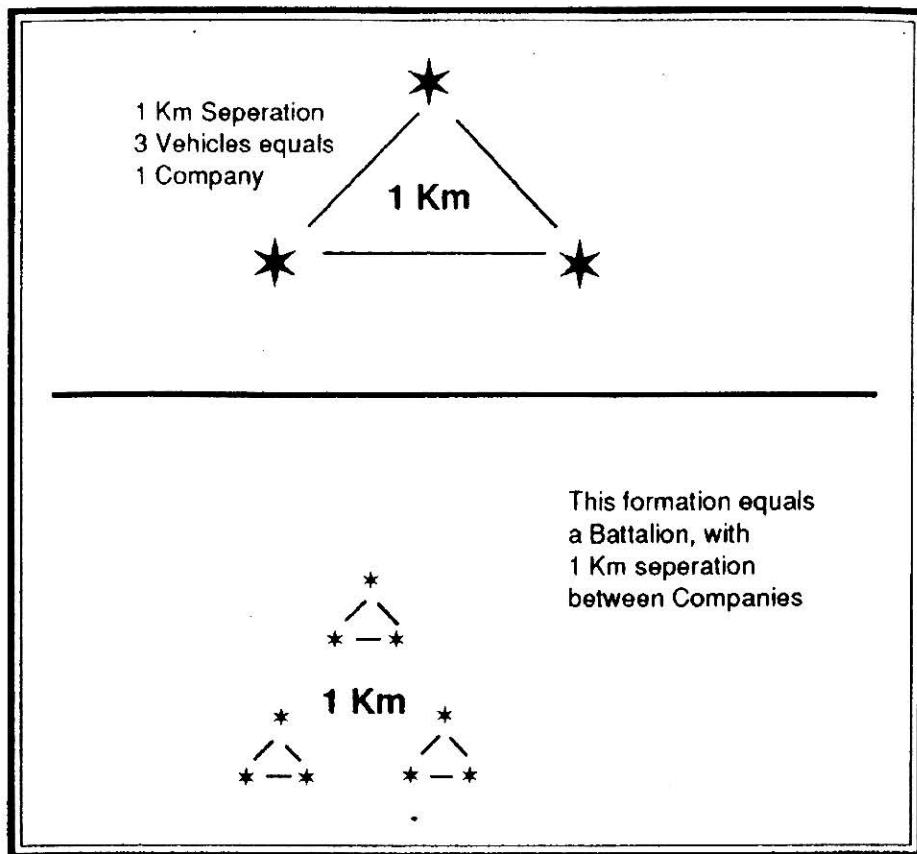
Because gravitics are installed for propulsion, these vehicles can be "dropped" from orbit often in the same triangular configuration the use on the ground. Due to the expense of these vehicles and the specialized nature of their crews training, it is usual for them to be deployed only in battalion strength. Their use is normally restricted to high tech. conflicts against well armed opponents.

SPECIFICATIONS:

| | | | | | |
|--------------------|--|---------|---------|--------|--------|
| Dimensions: | 36 m L x 34 m W x 4.5 m H | | | | |
| Combat Weight: | 500 metric tons | | | | |
| Power Plant: | Fusion, 2 @ 180 megawatt output (propulsion) Fusion, 6 @ 90 megawatt output (one per weapons pod) | | | | |
| Fuel Req.: | 280 liters/hour, 3360 liters carried, (12 hours) | | | | |
| Armor: | Chassis Front | Sides | Rear | Deck | Belly |
| Actual/Rated mm | 50/1500 | 50/1500 | 50/1500 | 20/500 | 20/500 |
| | Turret, Pods 30/740 | | | | |
| Ground Pressure: | N/A | | | | |
| Pwr. to Wt. Ratio: | N/A | | | | |
| Nape of the | | | | | |
| Earth Speed: | 120 kph | | | | |
| Max. Speed: | 300 kph | | | | |
| Max. Eff. Rng: | 3,600 km | | | | |
| Weapons: | See Below | | | | |
| Crew: | 7 - Driver, 4 Gunners, 2 Technicians, 1 Commander | | | | |
| Defense: | ECM, Smoke launchers, Point Defense system | | | | |
| Electronics: | 500 power Radio, Thermal Imaging | | | | |
| Passengers: | 6 combat troops | | | | |
| Cargo: | 2 tons | | | | |
| Flotation: | No | | | | |
| Price: | 50 million cr | | | | |

Weapons:

| <u>Type:</u> | <u>Range km.</u> | <u>Eff. / Long / Extreme</u> | <u>Fire rate / turn</u> |
|--------------------------|------------------|------------------------------|-------------------------|
| <i>Turret</i> | | | |
| Mk V Rapid Pulse Gun | 5.25 / 10.5 / 21 | | 2 |
| 2 | | | |
| VRF Rotary Point defense | .25 / .5 / 1 | | 750 (16 targets) |
| <i>Pods</i> | | | |
| #1, #4 | | | |
| Mk VII Fusion Gun | 7.5 / 15 / 30 | | 1 |
| #2, #5 | | | |
| Mk III Plasma Gun | 6.5 / 12.5 / 25 | | 2 |
| Missile Launcher x6 | | | |
| Anti-tank | .5 to 10 km | | 2 |
| Anti-personnel | 1 to 10 km | | 3 |
| #3, #6 | | | |
| 10 cm rail gun | 5 / 10.5 / 21 | | 3 |



| <u>Feed Device</u> | <u>Pent. mm / Burst Rad. m / frag pent. mm</u> | <u>+ to Hit</u> |
|---------------------------|--|-----------------|
| pwr link w/storage bat. | 710 / 5 / 550 - 590 / 3 / 430 - 360 / 1 / 200 | |
| linked belt, 10k rnd drum | 60 / 1 / 30 | 3 |
| self contained pwr plant | 790 / 7 / 630 - 680 / 5 / 520 - 450 / 2 / 290 | |
| self contained pwr plant | 440 / 1 / 280 - 310 / 1 / 150 - 60 / - / - | 5 |
| self contained launcher | 500 / 2 / 120 | |
| self contained launcher | 50 / 30 x 60 / 50 | |
| auto loader, 60 rnds | 700 / 2 / 250 - 500 / 1 / 125 - 350 / 1 / 75 | |

XM-100

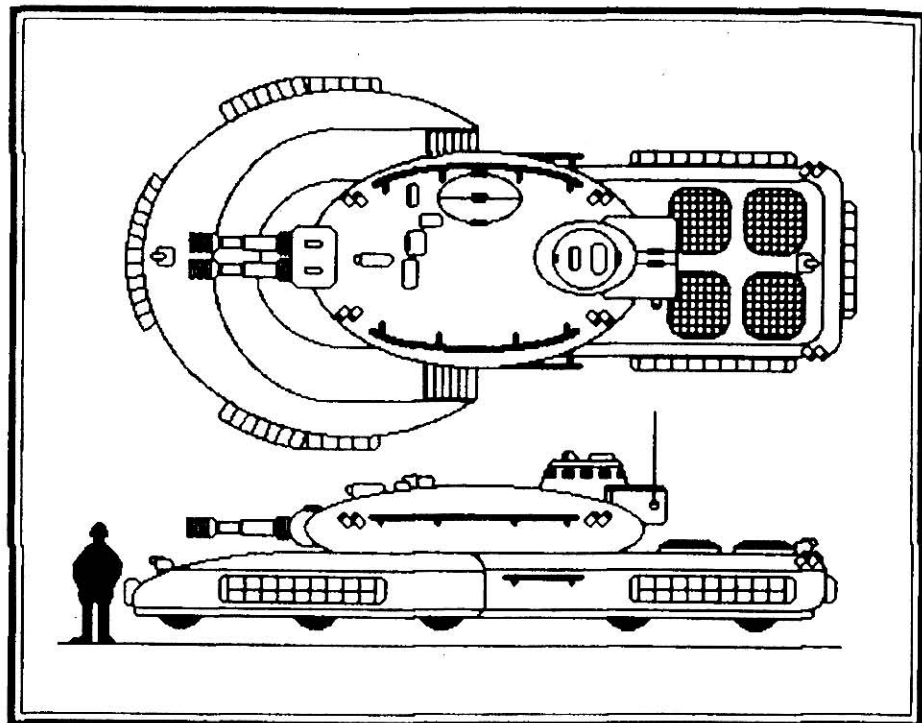
The XM-100 known also as the "horse shoe" because of its shape is the first vehicle to incorporate a unique defensive system known as Proactive Armor. Reactive armor has long been used in an effort to counter the ever more lethal anti-tank munitions in use on the battlefield. As penetration levels increased in these rounds, stronger and thicker composites were added onto tank chassis to counter the munitions. This adds to the expense and more importantly adds to the weight of a vehicle equipped with this type of armor. Add to this the fact that the munition need only be modified slightly to allow greater penetration and a vicious circle is created with the munitions coming out ahead in cost as well as effectiveness.

To answer that problem the designers of this innovative system went back to the premise that "the best defense is a good offense". Rather than try and defeat the projectile by diffusing its blast as it hit the vehicle, they designed a system that would engage the projectile before it reaches the vehicle. Thus the term proactive rather than reactive.

Sensors in the tank's chassis scan for rapidly approaching objects both thermally and by radar. When a target is detected the optimum intercept point is calculated and a charge is fired in front of the incoming munition. The charge detonates and causes the munition to impact a debris field before reaching the vehicle. This causes impact dependent fuses on the warhead to detonate. It also often knocks the warhead off course. An intercept can take place from as far as 100 meter to as close as 5 meters dependent on the time the computer has to react to the incoming shot. At ranges greater than 50 meter, a second proactive shot may be fired should the first fail to destroy the enemy warhead.

The proactive ammunition is contained in dual shot canisters located around the chassis of the vehicle. They may be reloaded from the outside when the vehicle is stationary. An on-board ballistic computer always computes what canisters are loaded and can calculate the fire angle from any launcher that can fire against an incoming target. The computer may engage a maximum of three inbound targets. Should more than three be encountered, the three most serious targets will be engaged, the smoke launchers will fire and a warning buzzer will sound in the commander's station. It is strongly advised that evasive actions be immediately undertaken.

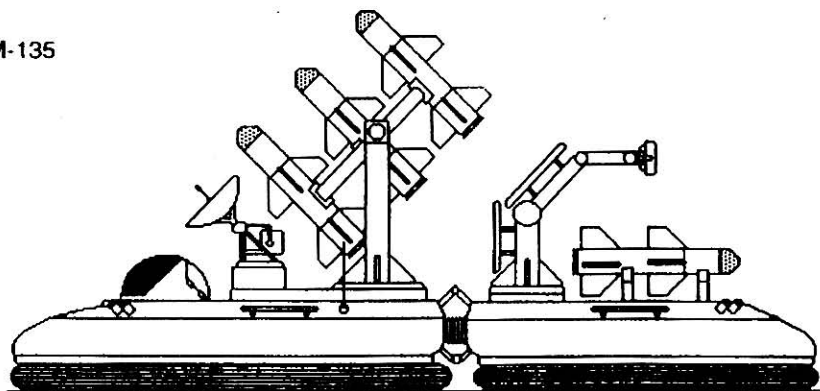
Because of the nature of this vehicle's defensive system, no infantry may operate within 100 meters of it. They would be subject to an effect similar to the Anti-personnel "Beehive" rounds should the enemy shoot at their vehicle.



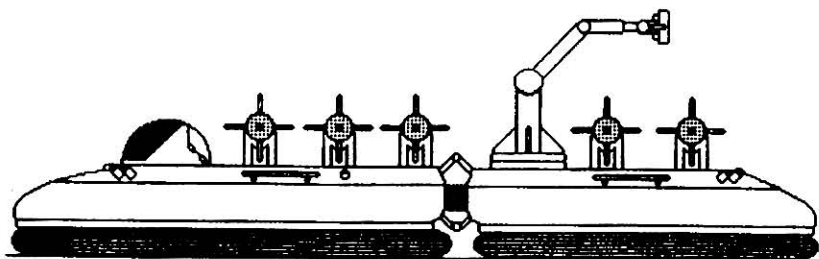
SPECIFICATIONS:

| | | | | | |
|--------------------|--|--------|--------|--------|--------|
| Dimensions: | 10.75 m L x 5.75 m W x 2.25 m H | | | | |
| Combat Weight: | 102 metric tons | | | | |
| Power Plant: | Fusion, 210 megawatt output | | | | |
| Fuel Req.: | 105 liters/hour, 1100 liters carried | | | | |
| Armor: | Chassis Front | Sides | Rear | Deck | Belly |
| Actual/Rated mm | 30/630 | 30/630 | 20/420 | 10/120 | 10/120 |
| Turret: | 30/360 | 30/360 | 30/360 | | |
| Ground Pressure: | N/A | | | | |
| Pwr. to Wt. Ratio: | N/A | | | | |
| Max.NOE Speed: | 240 kph | | | | |
| Max Speed: | 2200 kph | | | | |
| Max. Eff. Rng: | 2,400 km | | | | |
| Weapons: | Twin Mk II 90 mm RF Rail Guns | | | | |
| Fire Rate: | 4 rounds / turn | | | | |
| Feed Device: | Autoloader from storage bin, 120 rnds carried | | | | |
| Crew: | 3 - Driver, Gunner Commander | | | | |
| Defense: | ECM, PD system, Smoke launchers, Preemptive Armor | | | | |
| Electronics: | 1 k power Radio, Map box | | | | |
| Passengers: | 0 | | | | |
| Cargo: | 1 tons | | | | |
| Flotation: | No | | | | |
| Price: | 5 million cr (reload for preemptive armor 1000 cr ea.) | | | | |

M-135



M-136



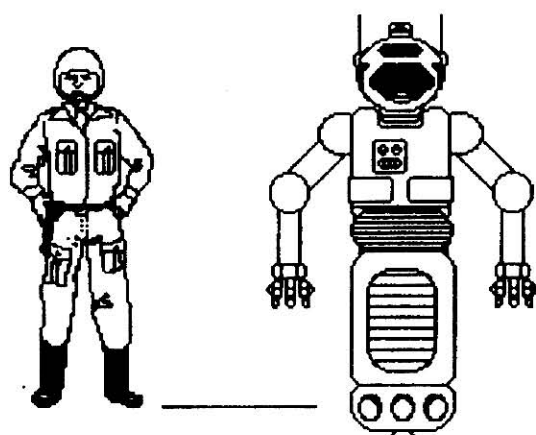
| | |
|--------------|--|
| Fire Rate: | 1 missile per turn |
| Crew: | 1 |
| Defense: | ECM, Smoke Launchers |
| Electronics: | 500 power Radio, Thermal Imaging |
| Passengers: | 0 |
| Cargo: | 1 tons |
| Flotation: | No |
| Price: | 2.25 million cr, (plus missile cost) 1.95 million for M-136 |

Configurations:

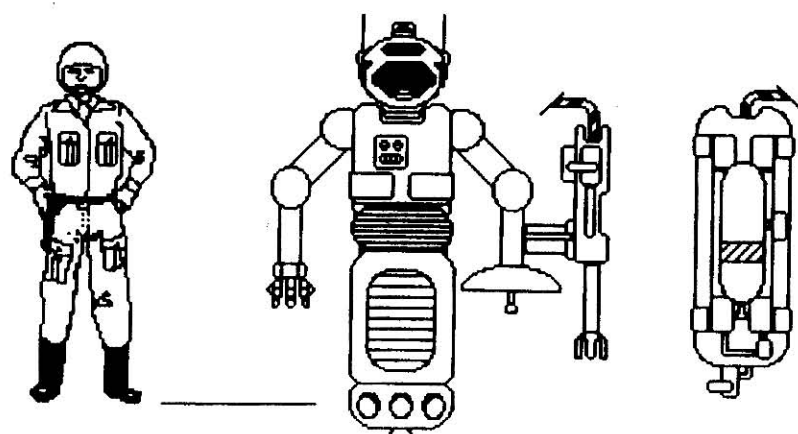
- A Skysweeper SAM Platform
- B MRLS Platform
- C Counterbattery Platform

(see missile profiles on next page)

M-068 Engineering Suit



M-068 Combat



M-127

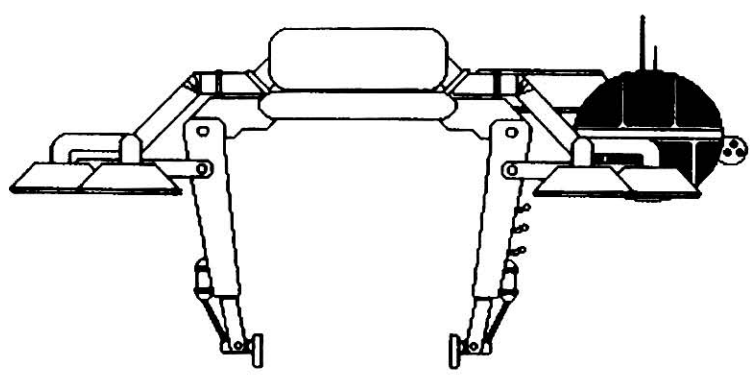
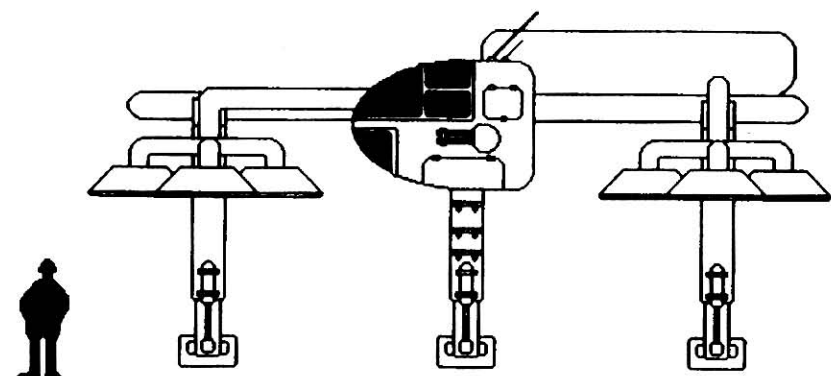
The M-127 is primarily a recovery vehicle used to retrieve disabled or destroyed vehicles from the battlefield after a conflict. It may also be used to move large cargo containers or fuel tanks. Five externally located gravitic thrust units position the vehicle over the cargo to be moved and six magnetic/ pneumatic grappling heads are moved into place to "grip" the load. It may now be moved or positioned precisely where needed. Loads may be placed within 2 meters of each other to allow for the arms to clear the load. When landing without a load, the heads serve as landing feet.

An on board tri-barrel minigun offers some protection but this vehicle is not designed for combat roles. The gun has only a 180° field of fire on the port (left) side of the craft. When traveling with damaged vehicles, the top speed can not exceed the cruise or combat speed of the carried vehicle to prevent further damage.

For loads where use of the grappling heads is impossible, for field artillery pieces as an example, a sling may be fitted to the load and then looped on the heads. This sling is carried on board and may support up to 16 tons.

SPECIFICATIONS:

| | |
|--------------------|--|
| Dimensions: | 12.25 m L x 12 m W x 5.75 m H |
| Combat Weight: | 50 metric tons (empty) |
| Power Plant: | Fusion, 240 megawatt output |
| Fuel Req.: | 12 liters/hour, 1200 liters carried |
| Armor: | Chassis |
| Actual/Rated mm | 30/90 |
| Ground Pressure: | N/A |
| Pwr. to Wt. Ratio: | N/A |
| Max. Speed: | 900 kph (subject to cargo carried) |
| Max. Eff. Rng: | 9000 km |
| Weapons: | 5 mm VRF Tri-Barel Minigun |
| Fire Rate: | 750 rounds / turn |
| Feed Device: | Linked belt from bin, 2,300 rounds carried |
| Crew: | 2 - Driver / Commander, Load Master |
| Defense: | ECM |
| Electronics: | 1 k power Radio |
| Passengers: | 0 (unless carrying passenger pod) |
| Cargo: | up to 500 tons |
| Flotation: | No |
| Price: | 2.6 million cr |



XM-110

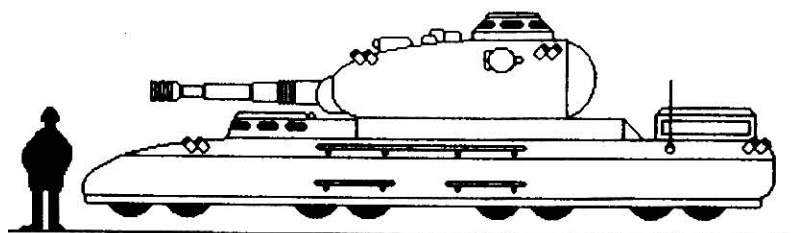
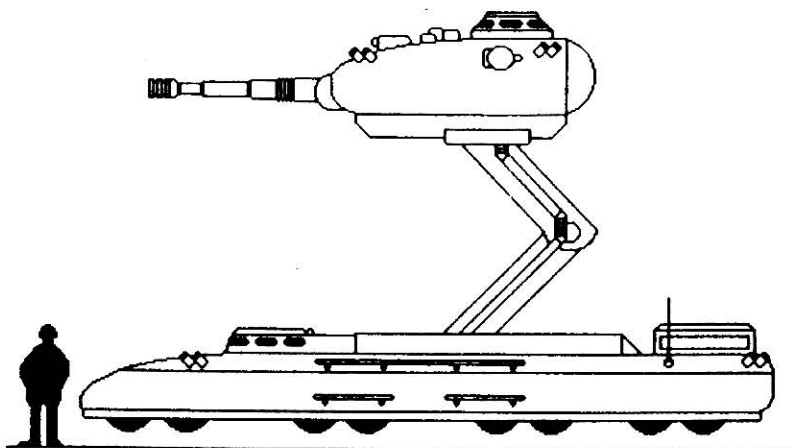
The XM-110 is a specialized vehicle used in urban warfare or in static defenses. It can be used as a normal tank, with a 360° rotation on the turret. The feature that makes it unique is the ability of the turret to raise on an articulated arm up to 5 meters. A recoil compensator is fitted to the main gun to prevent damage when the turret is in the raised position. This allows the ultimate hull down defensive position for the tank. It is able to hide behind buildings or defensive works, exposing only its turret, and only to fire.

When the turret is in the lowered position, a hatch automatically opens between the turret and chassis allowing movement between the two. The turret controls are in the commanders stations located at the rear of the turret. In the event that the commander is incapacitated, the driver may use an emergency override to lower the turret back onto the chassis.

While raised, the turret is held perpendicular to the chassis and is stabilized. It may rotate a full 360° and the main gun may elevate or depress up to 30°. Raising the turret to full extension takes 1 turn while lowering it takes only 2 segments, although this can be a wild ride for the crew in the turret.

SPECIFICATIONS:

| | | | | | |
|--------------------|--|--------|--------|--------|--------|
| Dimensions: | 11.75 m L x 5 m W x 3.75 m H (retracted) | | | | |
| Combat Weight: | 70 metric tons | | | | |
| Power Plant: | Fusion, 160 megawatt output | | | | |
| Fuel Req.: | 80 liters/hour, 800 liters carried | | | | |
| Armor: | Chassis Front | Sides | Rear | Deck | Belly |
| Actual/Rated mm | 45/945 | 30/630 | 20/240 | 10/140 | 10/140 |
| Turret: | 50/1050 | | | | |
| Ground Pressure: | N/A | | | | |
| Pwr. to Wt. Ratio: | N/A | | | | |
| Max. Road Speed: | 190 kph | | | | |
| Cross Country | | | | | |
| Speed: | 190 kph | | | | |
| Max. Eff. Rng: | 1,900 km | | | | |
| Weapons: | Twin Mk II RF rail guns | | | | |
| Fire Rate: | 4 rounds / turn | | | | |
| Feed Device: | Auto-loader from rotary bin, 240 rounds carried (120 each) | | | | |
| Range: | Effective 3.5, Long 7, Extreme 12 | | | | |
| Penetration: | 700 eff., 500 long, 300 extreme | | | | |
| Crew: | 3 - Driver, Gunner Commander | | | | |
| Defense: | Smoke generator from heat exhaust port | | | | |
| Electronics: | 1k power Radio, map box, APERS, Smoke launchers | | | | |
| Passengers: | 0 | | | | |
| Cargo: | 1 tons | | | | |
| Flotation: | No | | | | |
| Price: | 3.75 million cr | | | | |



XM-125, 126

The XM 125 is another specialized vehicle for use on battlefields with terrain unsuitable for wheeled, tracked or air cushioned vehicles. By use of its six articulated legs, it can cross the most rugged battlefield and execute "pop-up" attacks from behind obstacles.

Located at the rear of the turret is an articulated mandible used to load cargo or ammunition, or to remove obstacles in the craft's path. A dozer/scoop is fitted to the front of the vehicle which allows it to create its own defensive position.

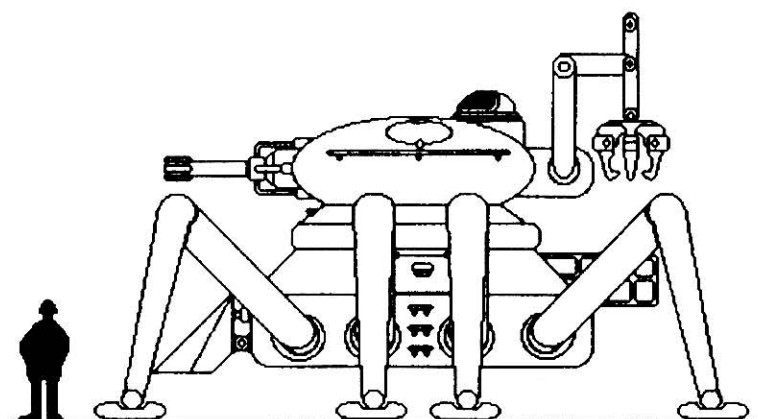
While limited in speed, the vehicle has the advantage of traversing nearly any terrain. It can move up or down slopes of up to 60°, cross ditches up to eight meters across, ford rivers up to 7 meters deep, and crawl over obstacle 5 meters in height. Because of the unique locomotion of these vehicles, specialized crews are used to operate them. The XM-125 is also well suited to low gravity worlds. Civilian as well as combat engineering versions has been used by replacing the gun with a crane. This model is designated the XM-126.

SPECIFICATIONS:

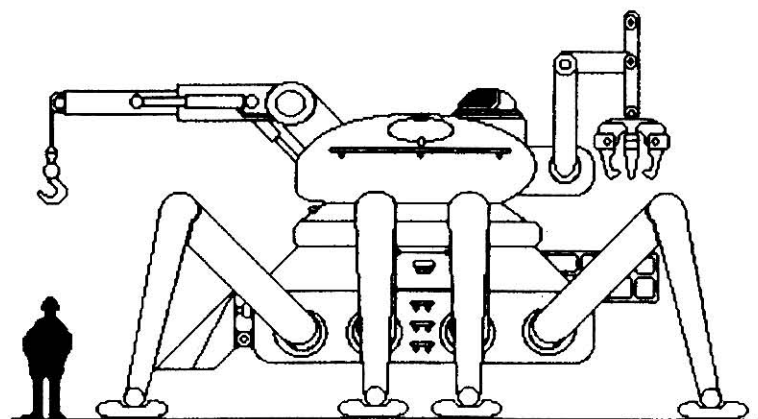
| | | | | | |
|--------------------|--|--------|--------|------|--------|
| Dimensions: | 11 m L x 6 m W x 5 m H (retracted) | | | | |
| Combat Weight: | 52 metric tons | | | | |
| Power Plant: | Fusion, 180 megawatt output | | | | |
| Fuel Req.: | 90 liters/hour, 1100 liters carried | | | | |
| Armor: | Chassis Front | Sides | Rear | Deck | Belly |
| Actual/Rated mm | 45/945 | 30/630 | 20/420 | n/a | 20/420 |
| Turret: | 45/945 | | | | |
| Ground Pressure: | 1.5 kg / cm ² | | | | |
| Pwr. to Wt. Ratio: | 40:1 | | | | |
| Max.Road Speed: | 50 kph | | | | |
| Cross Country | | | | | |
| Speed: | 25 kph | | | | |
| Max. Eff. Rng: | 300 km | | | | |
| Weapons: | Mk VI Fusion Gun | | | | |
| Fire Rate: | 1 shot per turn | | | | |
| Range km: | Effective: 4.5, Long: 9, Extreme: 19 | | | | |
| Penetration | Eff. 690/4/500, Long: 570/2/390, Extreme: 320/1/170* | | | | |
| Feed Device: | N/A | | | | |
| Crew: | 3 - Driver, Gunner Commander | | | | |
| Defense: | ECM | | | | |
| Electronics: | 1k power Radio | | | | |
| Passengers: | 4 combat troops | | | | |
| Cargo: | 6 tons | | | | |
| Flotation: | No | | | | |
| Price: | 2.45 million cr | | | | |

* - Contact penetration / burst radius / fragmentation penetration in mm

XM-125 MBT



XM-126 CEV



M-135

The M-135 is a multi-role specialized launch platform. Carrying three missiles in the ready mode, it also carries one reload in an articulated carriage behind the main vehicle. This carriage is also equipped with a reloading arm to facilitate reloading without requiring the crew to become exposed to outside battlefield conditions.

The missile turret can traverse a full 360° and the launch arms elevate from 0° (horizontal) to 95° (just past vertical). Missiles can be fired individually or fired in salvo. Reloading of all three missiles can be accomplished in just 2 minutes while reloading the carriage takes only one minute. A specialized munition carrier usually travels in close proximity to these vehicles at a ratio of one per two launchers. These units are normally concentrated in 4 launchers to a battery with 2 carriers to reload and two more to shuttle missiles from rear area supply dumps to the battery.

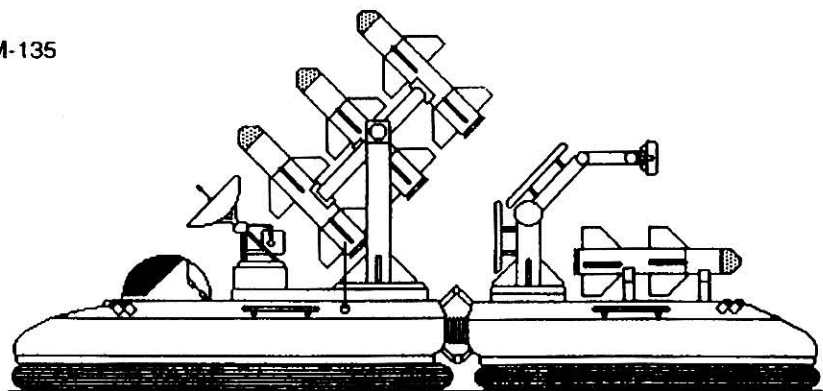
Three variations currently in service. First is the 135-A which is used in an anti-aircraft role. Any of a number of SAM missile types can be used. The second is the 135-B which is used as a MRLS system, although it uses smart missiles rather than rockets. Third is the 135-C which is used as a counter battery artillery system. It is equipped with counter battery detection and fire control equipment. The two surface artillery options use the "Hi-Low", "Confuser", or "Medusa" missile systems outlined on the following pages.

Because of the complexities of each of these missile systems, no mixing of missiles is allowed, although two different launch platforms using a different system could be serviced by a carrier with two different missile types on board. They could not, however, be intermixed.

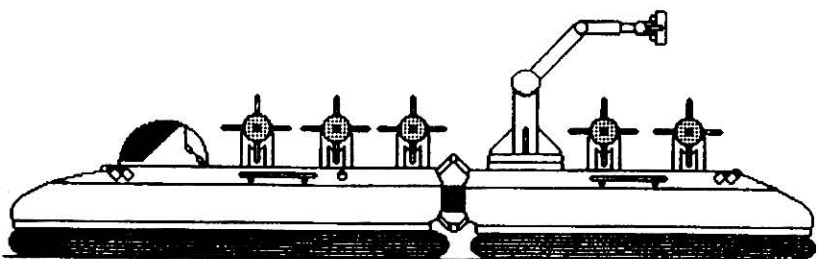
SPECIFICATIONS:

| | | | | | |
|----------------------|------------------------------------|-------|-------|------|-------|
| Dimensions: | 14.5 m L x 5 m W x 4.5 m H | | | | |
| Combat Weight: | 30 metric tons | | | | |
| Power Plant: | Fusion, 120 megawatt output | | | | |
| Fuel Req.: | 40 liters/hour, 500 liters carried | | | | |
| Armor: | Chassis Front | Sides | Rear | Deck | Belly |
| Actual/Rated mm | 30/120 | 20/60 | 15/60 | 10 | 15 |
| Ground Pressure: | N/A | | | | |
| Pwr. to Wt. Ratio: | N/A | | | | |
| Max.Road Speed: | 190 kph | | | | |
| Cross Country Speed: | 190 kph | | | | |
| Max. Eff. Rng: | 3,800 km | | | | |
| Weapons: | 3 point launcher | | | | |

M-135



M-136

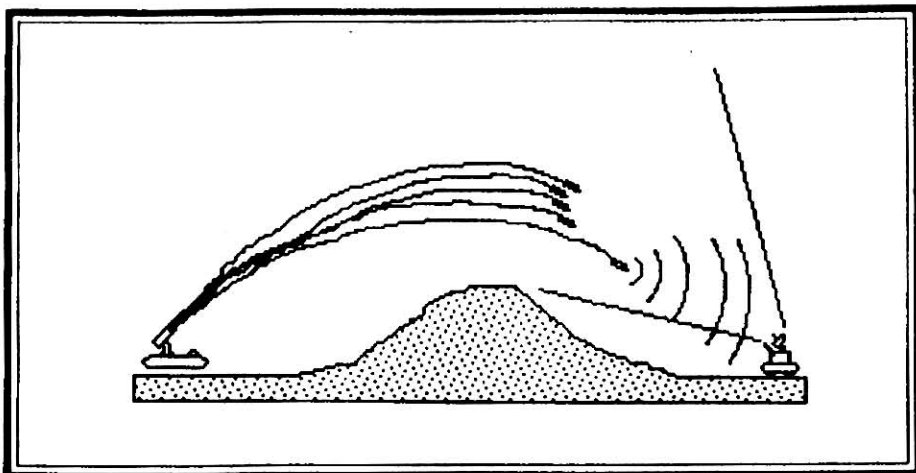


| | |
|--------------|--------------------------------------|
| Fire Rate: | 1 missile per turn |
| Crew: | 1 |
| Defense: | ECM, Smoke Launchers |
| Electronics: | 500 power Radio, Thermal Imaging |
| Passengers: | 0 |
| Cargo: | 1 tons |
| Flotation: | No |
| Price: | 2.25 million cr, (plus missile cost) |
| | 1.95 million for M-136 |

Configurations:

- A Skysweeper SAM Platform
- B MRLS Platform
- C Counterbattery Platform

(see missile profiles on next page)

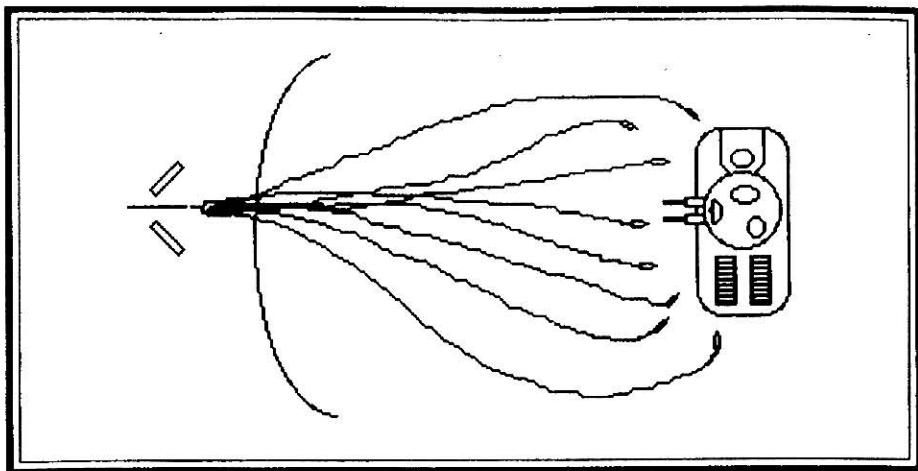


M-432 Confuser Missile

This missile system is fired in salvo with other missiles. The Confuser warhead is always fired first. As the salvo approaches the target, the Confuser warhead attempts to jam the point defense radar used by enemy vehicles. It can be set to target the largest concentration of vehicles in its path or to attack specific grid coordinates. If at any point in its flight path it is painted with radar it will attempt to jam that signal, switching back to its primary target after it has passed the first signal. This system is also be fitted with a 36 shot flare launcher. As it approaches the target site, it begins to launch flares at a rate of 12 per turn (for three turns). This system is used to as a decoy for point defense systems with infra red backup. Prototypes are also being tested that eject smoke canisters to foil optical backup systems.

Specifications:

| | |
|------------------|--------------------------------|
| Wt: | 400 Kg |
| Guidance: | STAFF |
| Fuse: | Proximity |
| Range: | 15 km |
| Warhead: | Radar Jamming Unit, 1000 power |
| Cost: | 1200 cr |



M-825G Medusa Missile

This system is adapted from the Medusa sea missile system described in RM90-06, Waterborne craft. After being launched this missile flies at its intended target. When it is acquired by hostile point defense radar, the missile separates into several (based on size, up to 10), independent warheads. They spread out in a wide arc, usually over 180° , and attack the target from many different angles in an attempt to overwhelm the point defense system. The attack angle can be set at the launch vehicle and include top attacks as well as ground skimming attacks. The missile system can be preset so that if no point defense systems is encountered before reaching its target, the missile will separate and either hit all adjacent targets with two missiles each or concentrate all 10 at one target with a delayed "ripple" impact to increase effective penetration values. This latter measure is effective against defensive works or buildings.

Specifications:

| | |
|------------------|---|
| Wt: | 425 kg |
| Guidance: | Staff, Radar homing-IR backup |
| Fuse: | Proximity on main, delayed on secondary |
| Range: | 1 to 75 km, warheads have 1 km range |
| Warhead: | HEAT rounds with 205 mm pent. |
| Cost: | 7500 cr |

M-460 Parrot Missile Enhancement Delivery System

The parrot missile delivery system is a ground adaptation of the system currently in use for air to ground free fall munitions. The controller missile is fitted with a 50 MHz low-power radar, infra red guidance package, a high speed computer and a UHF narrow band transceiver with encrypted capabilities. Each missile in the rest of the salvo is fitted with a receiver. With this additional equipment the pattern of impact for the salvo may be adjusted to conform to a variety of shapes.

The launch crew determine the pattern they need based on detailed maps, of forward fire controllers. The controller missile is programmed with the desired pattern as well as map coordinates of the target. The rest of the missiles are then slaved to the controller and the entire salvo is launched.

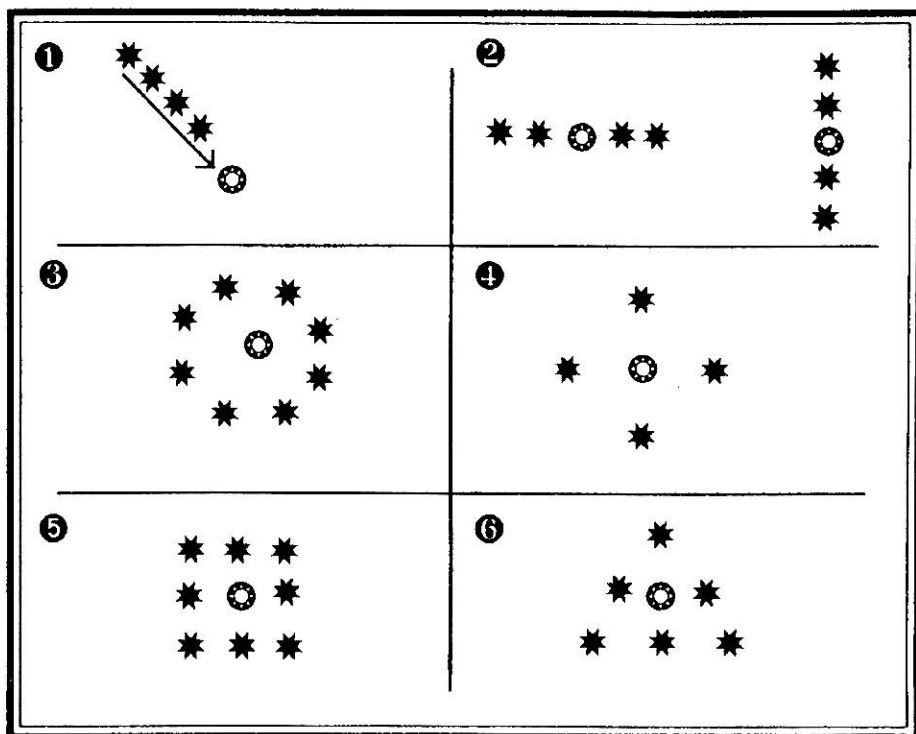
As the controller begins its descent, it sends a pulse signal to all other missiles in the salvo. These missiles then adjust their course to conform with the targeting pattern in the master missile. To date six patterns have been successfully tested. They are: 1) single impact point, for bunker or hardened sites, 2) a line, either parallel with the controllers flight path or at an angle (for trenches, roads etc.), 3) a circle with the controller in the center, 4) a diamond, 5) a square, 6) a triangle. Other patterns are possible, but the simpler the pattern the more likely the missiles will be able to hit their assigned targets.

Single point impact pattern will multiply by a factor of at least 4 times the penetration value for the missiles when used in a salvo of three or more.

Should the controller be jammed or destroyed before reaching the target, the missiles will fly to the last target location they received and will impact normally. This system has been found to be extremely effective for increasing the overall effectiveness of missile salvos. By controlling each missile in relation to the master, near perfect distribution is achieved with as much or as little overlap as is deemed necessary.

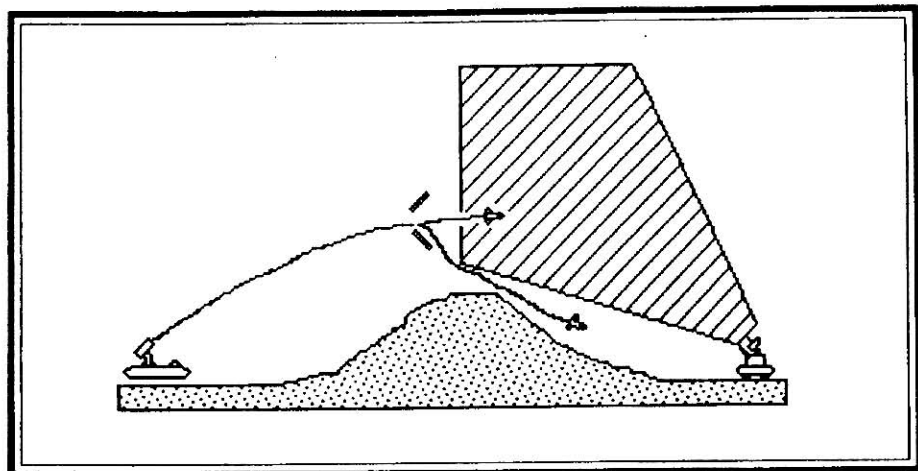
Specifications:

Wt: 20 kg (plus missile wt.)
Guidance: Staff, Target Image or radar
Fuse: by missile type
Range: by missile type
Warhead: by missile type
Cost: 1200 (master), 400 (each slave)



★ - Standard Missile equipped with Slave system

⊙ - Missile equipped with Parrot Controller System



M-438 Hi-Low Missile System

This missile is used against either radar equipped units of point defense vehicles. At a preset range from target, or as soon as the missile is painted by hostile radar, it separates into two systems. The first system dives at the target to hold the radar signal and sends the hostile transmitter's location to the other missile. The second missile dives to the ground and flies at nape of the earth altitude towards the radar signal, verifying the target location with its own onboard equipment. When the enemy fires on the first missile it can't track the second. Should they switch to look for the second, the first accelerates and dives on the target. This combination usually spells doom for any vehicle used in the point defense mode or for any surface to air battery.

Specifications:

| | |
|------------------|--|
| Wt: | 500 kg |
| Guidance: | Staff, radar |
| Fuse: | Proximity for guidance, delayed for impact |
| Range: | 120 km |
| Warhead: | HEAT with 850 mm contact pent. |
| Cost: | 3500 cr |

OFFENSIVE

- AGLS +1 to hit coordinates fed by the BCC.
- AIFS Computer Link to BCC or can function independently for fire support only.
- ARETS Allow gun to fire based on laser designator from other vehicle and use their bonus. (*Tank A spots and Tank B fires*)
- ATTS Works with TADS to identify targets as hostile or friendly and then cues the Targeting computer.
- CSS Coordinates L3TV, TOGS and Laser sighting subsystems to give gunner the best target solution.
- LTFCS Interprets and integrates sighting from other laser. Works with ARETS.
- MTI Allows fire at a moving target with no penalty.
- TGTS Allow stationary target bonus (+1/turn) against a moving target.
- TOGS Sighting sub-system used when Optical system fails to obtain a target lock.

DEFENSIVE

- APERS Flechette charge with 15 meter danger space (6D6).
- ECM -1 to opponents attempt to target vehicle by radio or radar.
- EW If opponent fails to lock because of ECM, EW attempts to redirect missiles to nearest enemy target (normal role to hit nearest enemy in range).
- NBC No effect to crew inside vehicle from Nuclear fallout, biological or chemical contaminates as long as vehicle stays sealed.
- Prismatic
- Aerosol Anti Laser/Thermal/Optical screen, good for 2 turns (works both ways though, you can't see out either).
- RDFSS Gives +1 to crews survival roll in case of internal fire or explosion (still damaged by fragmentation).
- TLS Senses incoming targeting lasers and automatically deploys smoke.

Glossary of Terms

| | |
|-----------|---|
| AASV | Armored Ammunition Supply Vehicle |
| ACV | Armored Cavalry Vehicle |
| ADMP | Air Defense Missile Platform |
| AFSV | Armored Fire Support Vehicle |
| AFV | Armored Fighting Vehicle |
| A-Grav | Slang term for Gravity Propulsion system or vehicle |
| AGLS | Automatic Gun Laying System (provides targeting from location in map box) |
| AIFS | Advanced Indirect Fire System |
| AIFV | Armored Infantry Fighting Vehicle |
| AP | Armored Piercing |
| APC | Armored Personnel Carrier |
| APERS | Anti-Personnel |
| APFSDS | Armor Piercing, Fin Stabilized, Disgarding Sabot (tank round) |
| ARETS | Armor Remote Target System (provides targeting from external sighting source) |
| ARMAD | Armored & Mechanized Unit Air Defense |
| ARSV | Armored Recon/Scout Vehicle |
| ARV | Armored Recovery Vehicle |
| ATTS | Automatic Tank Target System |
| AVGP | Armored Vehicle, General Purpose |
| BCC | Battery Control Control, HQ for artillery batteries |
| CBM | Cluster Bomblet Munition |
| CBTSS | Counterbattery Targeting Solution System |
| CEV | Combat Engineering Vehicle |
| CSI | Computer Synthisized Image |
| CSS | Computer Sighting System |
| CRV (G) | Combat Recon Vehicle (Grav) |
| C3 | Command, Control & Communications |
| ECM | Electronic Counter Measures |
| EW | Electronic Warfare |
| FCE | Fire Control Equipment (stabilization gear) |
| FCS | Fire Control System (computer for main armament) |
| FEBA | Forward Edge of Battle Area (the front lines!) |
| Flechette | Tank Fired APERS round, "beehive" shell |
| Frag | Fragmentation |
| Grav | Slang for Gravity Propulsion |
| HE | High Explosive |
| HEI | High Explosive Incindiary |
| IFF | Identification Friend or Foe, eletronic ID system for vehicles |
| IFV | Infantry Fighting Vehicle |
| IR | InfraRed (detects variations in heat signatures) |
| k | 1,000 |
| kg | kilograms, (2.2 lbs.) |
| kph | kilometers per hour |
| km | kilometer (.62 miles) |

| | |
|--------|--|
| LAAV | Light Armored Assault Vehicle |
| LADS | Light Air Defense System |
| L3 TV | Low Light Level TeleVision |
| LMG | Light Machine Gun |
| LTFCS | Laser Tank Fire Control System, (allows main gun to sight from laser) |
| LTD | Laser Target Designator (paints laser target for main gun) |
| m | meter (39 inches) |
| mm | millimeters (1/1,000th meter) |
| MASH | Mobile Army Surgical Hospital |
| MBT | Main Battle Tank |
| MEV | Medical Evacuation Vehicle |
| MICV | Mechanized Infantry Combat Vehicle |
| MRS | Multiple Rocket System (includes missile equipped systems) |
| MTI | Moving Target Indicator (allows tracking of moving targets) |
| NBC | Nuclear, Biological, Chemical (protective system includes overpressurization & shielding) |
| NOE | Nape Of the Earth, "flying" at treetop level |
| Pent. | Penetration |
| PODADS | Point Defense, Air Defense System |
| pwr | power |
| RAFTAC | Radar For Field Tactical Artillery Fire Control |
| RDF | Radio Direction Finder (locates radio transmission for artillery fire) |
| RDFSS | Rapid Deployment Fire Suppression System |
| RFC | Rapid Fire Cannon (also VRF Gun) |
| RPV | Remote Piloted Vehicle |
| SP | Self Propelled |
| SPAAG | Self Propelled Anti-Aircraft Gun |
| SPAW | Self Propelled Artillery Weapon |
| SPL | Self Propelled Launcher |
| STAFF | Smart Target Activated, Fire and Forget |
| TADS | Target Acquisition and Detection System (friend or foe ID system) |
| TCV | Tactical Control Vehicle |
| TES | Target Engagement System (coordinates all targeting subsystems allowing for firing of weapons) |
| TGTS | Tank Gunnery Tracking System (works with MTI to keep gun on a moving target) |
| TIS | Thermal Imaging System (infra-red observation) |
| TLS | Target Laser Sensor (detects incoming lasers) |
| TOGS | Thermal Observation & Gunnery System (IR option for guns) |
| VDU | Video Display Unit (combined with L3TV for optical sighting) |
| VRF | Very Rapid Fire |
| WP | White Phosphorous, used for incendiary munitions or smoke |

