

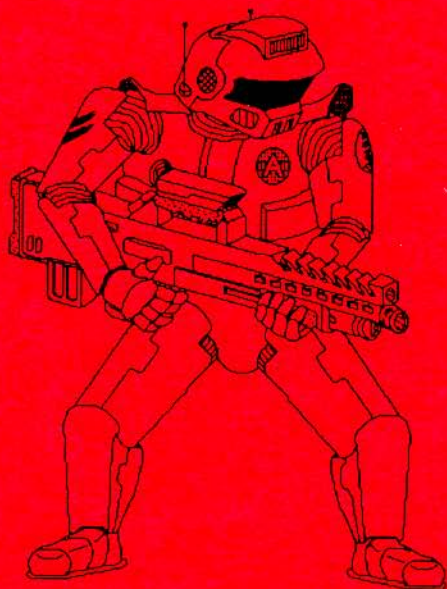


The **ADJUTANT**

RM-90-09

Imperial Armed Forces Weapon Guide, Altair Sub-Sector

Set Number Nine,
Infantry Weapons



Introduction

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

The main argument that takes place with most science fiction / far future games is the one of high energy weapons vs. slug throwers. If plasma and fusion guns are available from a technological standpoint, why not use them, right? Wrong for two reasons! First, take the current day situation. Weapons systems that do the most often cost the most. Government contracts are usually awarded to the company that can make the system the cheapest and still stay within operational tolerances.

Second, just because a technology is feasible, it may not be available for economic or logistics reasons. Again, look at the B-2 bomber. The most incredible aircraft ever designed. So go out and buy 100 of them. Sure and at the cost of \$500 million each, plus crews, plus spare parts, plus training, plus, plus, plus. You can see that if we did buy 100 of these monsters, that would be all we would have. A great bomber force, and nothing else!

Infantry weapons are the same way even though they would appear to have nothing in common with vehicles. Stop and think, how much it is going to cost to equip a division of troops with a new weapon? Take the single unit cost and multiply it times 10,000 to 15,000. Now if you have several divisions to equip, you can see it will take great amounts of hard cash to get widespread deployment of a new system.

Now that you have your new weapon in the hands of the soldiers, how much extra for spare parts. To say nothing of ammunition. Almost any industrial world with a technology level of 7 or higher can manufacture high tolerance bullets for slug throwing guns. How many can also make fusion power packs? Or the combat armor required to field the fusion guns. Or the fusion plants required to recharge those packs

My point is, slug throwing guns are a viable weapon at all but the highest tech levels. They are usually dependable, durable, and deadly. Combined with the local availability of ammunition, and you have a perfectly good system to eliminate the enemy.

Now this is not to say that high energy weapons have no place in the battlefield. In my humble opinion they are best suited in the support role. Special units would employ these weapons to support conventionally equipped troops. They

move up and down the line of battle to stiffen defense or punch through enemy lines for the rest of the troops to exploit. This concept was finely tuned by the Germans of World War I. Heavily armed and better equipped "shock troops" would provide the breach for normal troops to move through and exploit.

This role was gradually taken over by the tanks. But with the short life expectancy of modern armor, and the expense of operating it, the Shock Troops are enjoying a recent rebirth.

It has been suggested that with the introduction of super planes and super tanks that the role of the infantry is dead. My only response to this argument is that airplanes, while good at denying ground to the enemy, can not occupy it. And no matter how good the vehicle, there will always be places it can not go. So it will always be the role of the poor bloody infantry to take and occupy ground or defend it against assault.

Another reason for this particular guide, as opposed to the vehicles profiled in other guides, was the frustration of players wanting to know what some of these weapons looked like. What is an ACR really?, How does that RPG work? Can this weapon and that one be combined? For that reason, this booklet was produced.

I hope this brief explanation helps in the use of these weapons 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.

Also write for a sample issue of The ADJUTANT, a newsletter written for Traveller Army, Marine and Mercenary characters. Published six times a year, each issue is full of rules variants, suggestions, personal weapons, etc. At only \$9.00 per year, it's one of the best deals in the Imperium.

Mark Schmidt

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Acknowledgments

Anyone who has ever tried to design new and innovative weapons for a science fiction game realizes the complexities involved. Great amounts of time are spent in calculating and designing all the components that make up futuristic combat systems. 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 weapons 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 producing this package;

Steve Popp, for his submissions,
Dave Hentges, for his submissions
Phil Lashbrook, for his submissions.

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

Mark Schmidt

M-15

The M-15 "Wolfspider" is a state of the art device used for assaults, harassment, and boobytraps. To activate remove the safety cap, insert the charge capsule, depress the activate button, once for a five second delay (for immediate use), or twice for a 60 second delay (for setting boobytraps). Once activated, an internal gyroscope ensures the unit is in the upright position. Special barbed legs extend to move it into this position and to climb or cling to a variety of surfaces. It can climb up a 75° incline and moves approximately 1/3 of a meter every two seconds when in active mode.

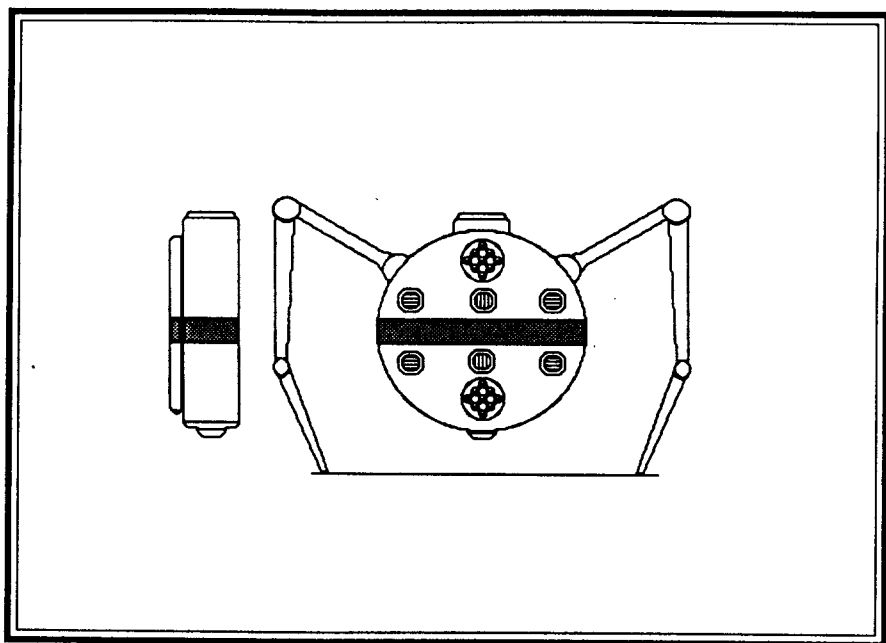
When set as a booby trap, the unit remains in passive search mode, for up to two weeks until the following priority conditions have been met: 1) Mammalian creatures, (IR signature), 2) Vibrations from 30 kg weight or more, and 3) Metal objects larger than 929 square centimeters (HE only) pass within 5 meters and stay within range for at least 3 seconds. This last conditions is used against Powered Combat Armor or vehicles. Once activated the spider will attempt to catch its target for up to 1 hour before its batteries will be exhausted. For vehicles it will attempt to move underneath, for infantry it will move to optimum range and detonate. If the target moves beyond 5 meters, it will move back to its starting point, reset and wait for another target.

The user has four charges to select from. A color coded band runs around the base of each charge. #1 is a four ounce plastic explosive, #2 is a CS gas, #3 GB nerve agent, and #4 is a Hypodermic syringe of tungsten alloy with 5cc of Thiopental Sodium. This needle is fired with an explosive charge and can penetrate up to 25mm of mesh or heavy cloth armor. For gas charges, persistancy will depend on weather or ventilation conditions but in calm weather Type One can last for 3 minutes while Type Two can last for 1 to 2 days.

The wolfspider, when activated, will attempt to move toward the nearest target in range. This can cause some problems as more than one spider may choose the same target or may target the person placing it, so care must be exercised during placement. Combat engineers are equipped with recall boxes able to disarm these deadly devices. When used the spider will move to the recall box but will not arm themselves. As a failsafe, once they have executed their mission, they self destruct by "cooking off" their internal mechanisms, leaving an empty shell.

SPECIFICATIONS:

Dimensions:	58 mm diameter
Combat Weight:	170 grams
Max. Eff. Rng:	.5 km
Charge Effect:	By type, see opposite
Tech Level:	10
Cost:	500 cr plus 150cr per Charge



Charge:

<u>Type</u>	<u>Color Band</u>	<u>Effect</u>
1, HE	Red	125 mm contact pent. / 20 meter radius./ 20mm frag.
2, GAS	Blue	20 m3 area, survival roll or unconcious
3, GAS	Green	20 m3 area, survival roll or dead
4, HYPO	Yellow	Individual, survival roll or incapacitated (multiple doses leathal)

Note: Work is underway on an experimental model that is "tuned" to a specific individual and would be used as an assanination device for high level field commanders (or others). Estimated cost is 10,000 cr and would only use the Type 4 charge at this time. Specific sensor information on the individual would need to be gathered in advance and downloaded to the spider. It would then match its profile with passers by until a match was made.

M-25

The M-25 is an SMG issued to Special Operations units and Planetary Guard. It fire a 5mm, 125 grain bullet and may also be loaded with the 5mm LAPEX round. A slectable fire rate is provided with 1, 3 and full automatic fire. Ammunition is held in a 50 round detachable magazine that feeds into the bottom of the stock forward of the hand guard. An integral battery and sensor in each magazine provides a digital display, in the scope or HUD, with the number of rounds left in the magazine.

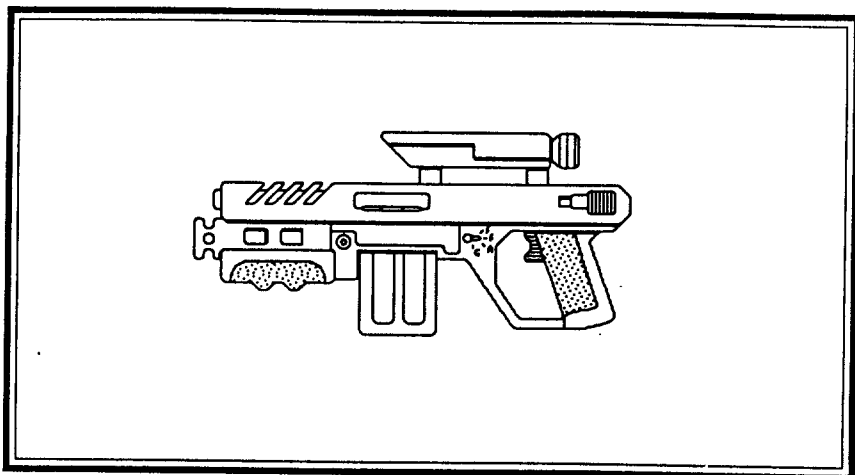
This system is augmented with a single round, 30 mm, cold shot RAM grenade launcher mounted under the 5mm barrel. A two-stage pump lever is used to eject spent casings and load fresh ones. This launcher is fired via a switch located above and forward of the magazine port. A wide variety of grenades are available, the most common of which are listed opposite.

Constructed of high strength plastics and carbon graphite composites, as well as lightweight metal alloys, it is fully field stripable. Sighting is accomplished with a Lasar Target Designator tied to the helmet HUD display on the M65 Armor suit or via a small-screen enhanced eletronic video sight display at the rear of the sight. This sight is fitted with thermal and enhanced optical systems.

Specifications:

Diminsions:	50 cm L x 15 cm H x 9 cm W		
Caliber:	5 x 55mm (rifle) 30 x 80 mm (launcher)		
Action:	Slectable, open bolt, gas-operated blow back		
Muzzle Veloc.	1200 meters/second (rifle) 300 m/sec (launcher)		
Combat weight:	4 kg		
Range:	<u>Effective</u>	<u>Long</u>	<u>Extreme</u>
meters (SMG):	125	250	500
+ to hit on auto*:	+2 [+3]	+1 [+2]	+0 [+1]
penetration mm*:	30 [40]	20[30]	10 [20]
(launcher)	By type, see opposite		
Fire Rate:	1, 3, full auto		
(launcher)	1		
Feed Device:	50 round detachable magazine		
(launcher)	single-shot breech load		
Sights:	Electronic/LTD with link to HUD in helmet or LTD with Enhanced Optical /Thermal		
Tech Level:	8-10		
Cost:	375 cr		

*rifle w/std. ammo / LAPEX in []



30 mm Munitions:

<u>Type</u>	<u>Range (Eff / Lng / Extrm)</u>	<u>Effect</u>	<u>Cost</u>
HE	30 m / 70 m / 110 m	110 / 20/ 20°	35 cr
AT	310 m / 690 m / 1390 m	360 mm pent.	20 cr
INC	20 m / 70 m / 110 m	2200°C, 10 m3, 2 turn dur.	30 cr
CAP	100 m danger space	30 mm pent. +6 to hit	40 cr
ILU	30 m / 70 / 110 m	100 m illum. radius	30 cr
SMK	30 m / 70 m / 110 m	10 m3, 4 turn duration	20 cr

M-26

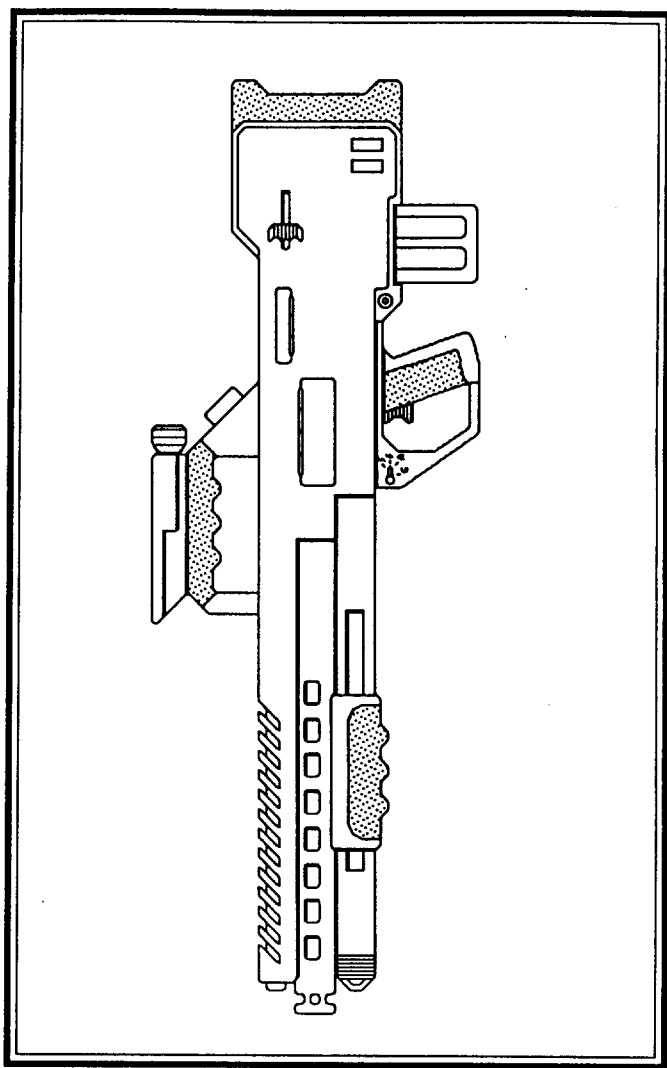
The M-26 is an ACR issued to Reserve, Planetary Guard and Paramilitary troops. It fire a 5mm, 125 grain bullet and may also be loaded with the 5mm LAPEX round. A slectable fire rate is provided with 1, 3 and full automatic fire. Ammunition is held in a 100 round detachable magazine that feeds into the bottom of the stock behind the hand grip. An integral battery and sensor in each magazine provides a digital display, on the back of the carry handle (under the sight), with the number of rounds left to fire.

This system is augmented with a 30 mm cold shot RAM grenade launcher mounted under the 5mm barrel. A 5 round feed tube is mounted under the 30mm barrel. A 2 stage pump lever is used to eject spent casings and load fresh ones. This launcher is fired via a switch located above the front trigger guard. A wide variety of grenades are available, the most common of which are listed opposite.

Constructed of high strength plastics and carbon graphite composites, as well as lightweight metal alloys, it is fully field stripable using a tool kit contained in the stock. An optional bayonet lug may be installed on the side of the 5 mm barrel housing, but is seldom, if ever, used. Sighting is accomplished with a Lasar Target Designator tied to the helmet HUD display on the M65 Armor suit or via a small-screen enhanced eletronic video sight display at the rear of the sight. This sight is equipped with thermal and enhanced optical systems.

Specifications:

Diminsions:	1 m L x 30 cm H x 9 cm W		
Caliber:	5 x 55mm (rifle) 30 x 80 mm (launcher)		
Action:	Slectable, open bolt gas-operated blow back		
Muzzle Veloc.	1400 meters/second (rifle) 300 m/sec (launcher)		
Combat weight:	4 kg		
Range:	<u>Effective</u>	<u>Long</u>	<u>Extreme</u>
meters:	180	350	600
+ to hit on auto:	+2 [+3]	+1 [+2]	+0 [+1]
penetration mm:	30 [40]	20[30]	10 [20]
(launcher)	By type, see opposite		
Fire Rate:	1, 5, full auto		
(launcher)	1		
Feed Device:	100 round detatchable magazine		
(launcher)	5 Round Tube		
Sights:	Electronic/LTD with link to HUD in helmet or LTD with Enhanced Optical /Thermal		
Tech Level:	8-10		
Cost:	400 cr		
*rifle w/std. ammo / LAPEX in []			



30 mm Munitions:

<u>Type</u>	<u>Range (Eff / Lng / Extrm)</u>	<u>Effect</u>	<u>Cost</u>
HE	40 m / 80 m / 120 m	110 / 20/ 20*	35 cr
AT	320 m / 700 m / 1400 m	360 mm pent.	20 cr
INC	40 m / 80 m / 120 m	2200°C, 10 m3, 2 turn dur.	30 cr
CAP	100 m danger space	30 mm pent. +6 to hit	40 cr
ILU	40 m / 80 / 120 m	100 m illum. radius	30 cr
SMK	40 m / 80 m / 120 m	10 m3, 4 turn duration	20 cr

M-27

The M-27 "Close Assault Weapon" is designed for Ship board combat and close-quarters fighting such as house to house or trenches. Capable of a high volume of devastating fire, it is issued at the squad level as a support weapon. It is also common to find it carried in vehicles as a close-support arm. Ammunition is the same caliber as that used in the M-26. While based on the M-26 frame, few parts are interchangeable.

The HEFSAT round is very effective against bunkers as well as vehicles. For shipboard fighting the recommended munitions are CAP, SMK & GAS. The HE, HEFSAT & INC rounds should be avoided at all costs because of the penetration effects. The ILU round is not recommended in close-quarters combat due to the incendiary effects of this round. Gas rounds are issued to Paramilitary troops in the form of Tear and Incapacitant, while lethal gas is very tightly restricted and issued only to special units. The rules of warfare allow for very limited use of these types of munitions.

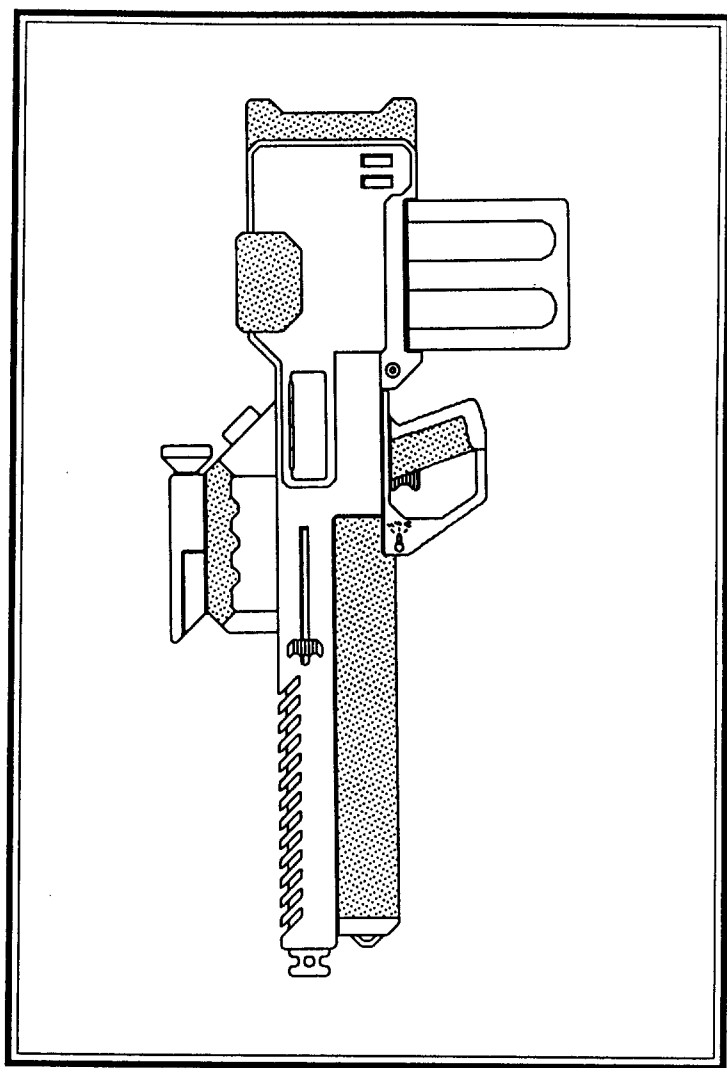
SPECIFICATIONS:

Dimensions:	750 mm L x 600 mm H x 60 mm W
Caliber:	30 mm x 80 mm
Action:	Fixed, open bolt, gas operated blow back
Muzzle Velocity:	300 meters/second
Combat Weight:	14 kg
Max. Eff. Range:	by type, see below
Min. Eff Range:	2 meters
Fire Rate:	2 shots per combat round
Feed Device:	20 round detachable magazine, 10 kg
Sights:	4 x magnification with thermal enhancements
Cost:	650 cr

Available Munitions:

<u>Class</u>	<u>Type</u>	<u>Effective</u>
CAP	Close Assault, Anti-Personnel,	100 m, +6
HE	High Explosive, (Standard issue),	50 m
HEFSAT	High Explosive, Fin Stabilized, Anti Tank,	370 m
MRK	Marker, Transmitter to guide smart bomb/missile	50 m
ILU	Illumination, Para-Flare	50 m
30 cr		
SMK	Smoke, cover, marker & anti laser/thermal	50 m
INC	Incendiary,	50 m
GAS	Chemical agents: tear, incapacitant, lethal*	50 m

** issued only under special circumstances*



<u>Long</u>	<u>Extreme</u>	<u>Effect</u>	<u>Cost</u>
n/a	n/a	30 mm pent., 120° cone to 100 m	40 cr
100 m	150 m	110 mm burst pent./20 m rad./20 mm frag.	35 cr
750 m	1500 m	360 mm pent.	20 cr
100 m	150 m	5 km range, guidance homing signal	250 cr
100 m	150 m	100 m illum. radius, 2 turn duration	
100 m	150 m	10 m3, 4 turn duration	20 cr
100 m	150 m	2200°C, 10 m3, 2 turn duration	30 cr
100 m	150 m	20 m3, 4 turn duration, effect by type	20 cr

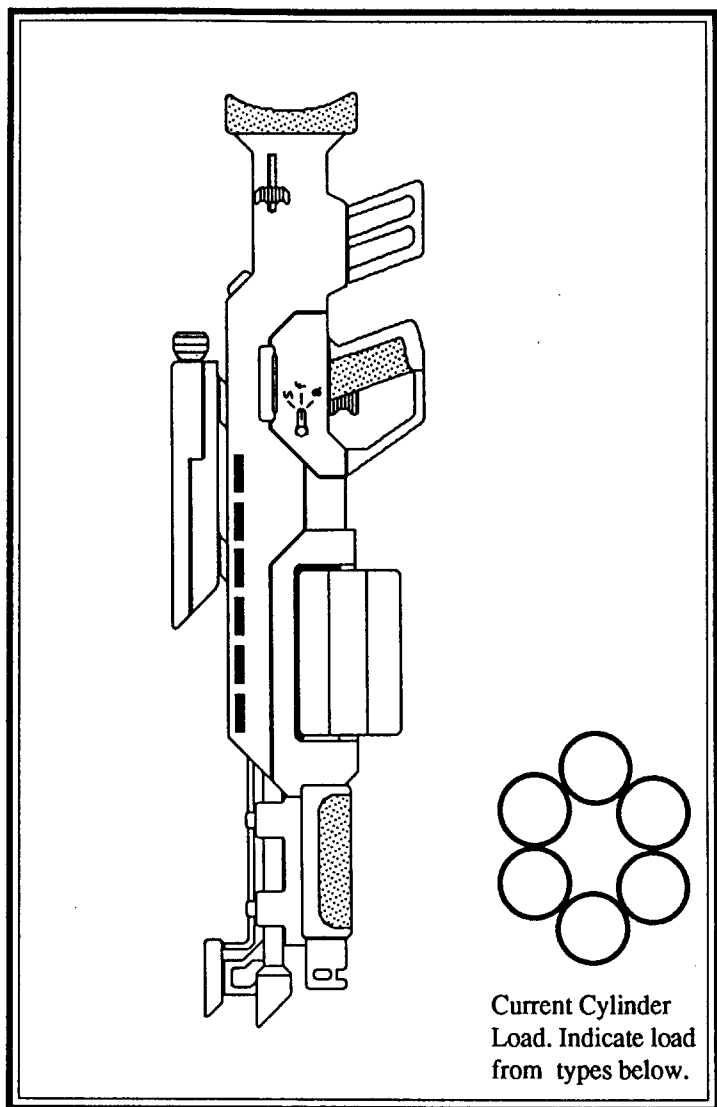
M-28

The M-28 is an advanced Combat Assault System that fires a 5mm explosive tipped, spin stabilized, cased, bullet (LAPEX) from a 100 round detachable magazine. It is fitted with a selective fire switch with 3 settings: 1, 5 and full automatic fire.. The system is augmented with a 30mm, cold-shot RAM grenade launcher mounted under the 5mm barrel. A six round cylinder holds the grenades, available in a wide variety of types.

Constructed of high strength plastics and carbon-graphite composites, it is fully field stripable using tools contained in the stock. An optional bayonet lug is provided, but seldom, if ever, used. Sighting is accomplished with a Laser Target Designator tied to the HUD element in the M-65 Combat Armor Helmet or by using the integral 4x sight mounted above the carry handle. The current grenade type loaded is digitally displayed as is the number of rounds left in the 5mm clip. When empty, the clip automatically ejects and the bolt is locked open. When a new clip is inserted, the bolt closes, the counter is reset and the rifle is ready to resume fire. The grenade launcher ejects the spent casing "back and down" as the new round is rotated into position. The soldier can also "free" rotate to a new grenade without expending the current one. In this event, the live round is not ejected.

Specifications

Diminsions:	75 cm L x 30 cm H x 9 cm W		
Calibre:	5 x 55mm (rifle) 30 x 80mm (launcher)		
Action:	selectable, open bolt, gas operated blow back		
Muzzle Vel.:	1400m/sec. (rifle) 300m/sec. (launcher)		
Combat Weight:	5.8kg (loaded)		
Range:	<u>Effective</u>	<u>Long</u>	<u>Extreme</u>
meters	180	350	600
+ to hit on auto:	+3	+2	+1
penetration, mm:	40	30	20
(Launcher)	By type, see opposite		
Fire Rate:	1, 5, & Full Automatic		
(launcher)	1		
Feed Device:	100 round detachable magazine, 1.8 kg		
(launcher)	6 round fixed, reloadable cylinder		
Sights:	4x Electronic w/HUD link /LTD, Enhanced Optical/ Thermal		
Tech Level:	10		
Cost:	750 cr		



30 mm Munitions:

Type	Range (Eff / Lng / Extrm)	Effect	Cost
1 HE	40 m / 80 m / 120 m	110 / 20 / 20*	35 cr
2 AT	320 m / 700 m / 1400 m	360 mm pent.	20 cr
3 INC	40 m / 80 m / 120 m	2200°C, 10 m3, 2 turn dur.	30 cr
4 CAP	100 m danger space	30 mm pent. +6 to hit	40 cr
5 ILU	40 m / 80 / 120 m	100 m illum. radius	30 cr
6 SMK	40 m / 80 m / 120 m	10 m3, 4 turn duration	20 cr

M-28-A

The M-28A is designed as a back-up weapon should the primary weapon fail to function. It is the sidearm of preference for most fliers. Also issued to Infantry, Armored and Support troops, it is probably the most widespread weapon in existence. Paramilitary units have also been known to field this pistol.

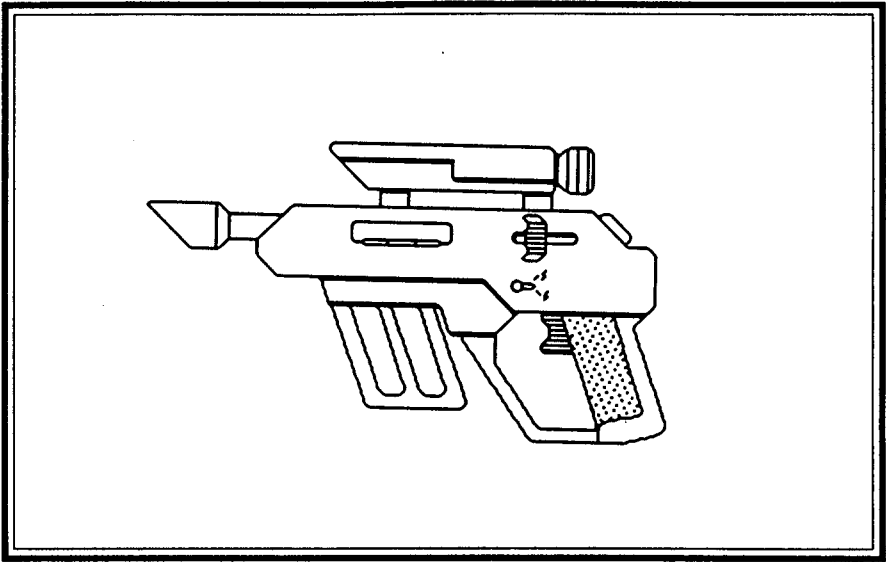
It fires a 5mm LAPEX round from a 100 round magazine, fully compatible with the M-28 ACR. Firing a single or three round burst is accomplished via a selector switch (it is of interest to note that the trigger assembly from the rifle can be interchanged with the pistol thus giving the pistol full automatic fire capability. This practice, however, is discouraged by the manufacturer). If the pistol is converted to full automatic fire, treat it as an SMG.

Constructed of high strength plastics and carbon graphite composites, it is fully field stripable and requires a minimum of tools and training to repair. Sighting is accomplished with a Laser Target Designator through a 4x scope located at the top of the frame. A digital readout just behind the scope, on the frame, indicates the number of rounds remaining in the magazine.

When the last round is fired, the empty magazine is ejected and the bolt is locked in the open position. As a new magazine is inserted, the bolt closes, chambering the next round. The counter resets and the weapon is ready to resume fire

Specifications:

Diminsion:	25 cm L x 25 cm H x 4 cm W		
Caliber:	5 x 55mm		
Action:	Semi-selectable, gas operated blow back		
Muzzle Vel.:	1200 m/sec.		
Combat weight:	2.5 kg.		
Range:	<u>Eff.</u>	<u>Long</u>	<u>Extreme</u>
meters:	90	180	350
penetration mm:	30 [40]	30 [40]	20 [30]
Fire Rate:	1, 3		
Feed Device:	100 round detachable magazine		
Sights:	4 x Electronic w/ LTD		
Teck Level:	8-10		
Cost:	350 cr		



M-30

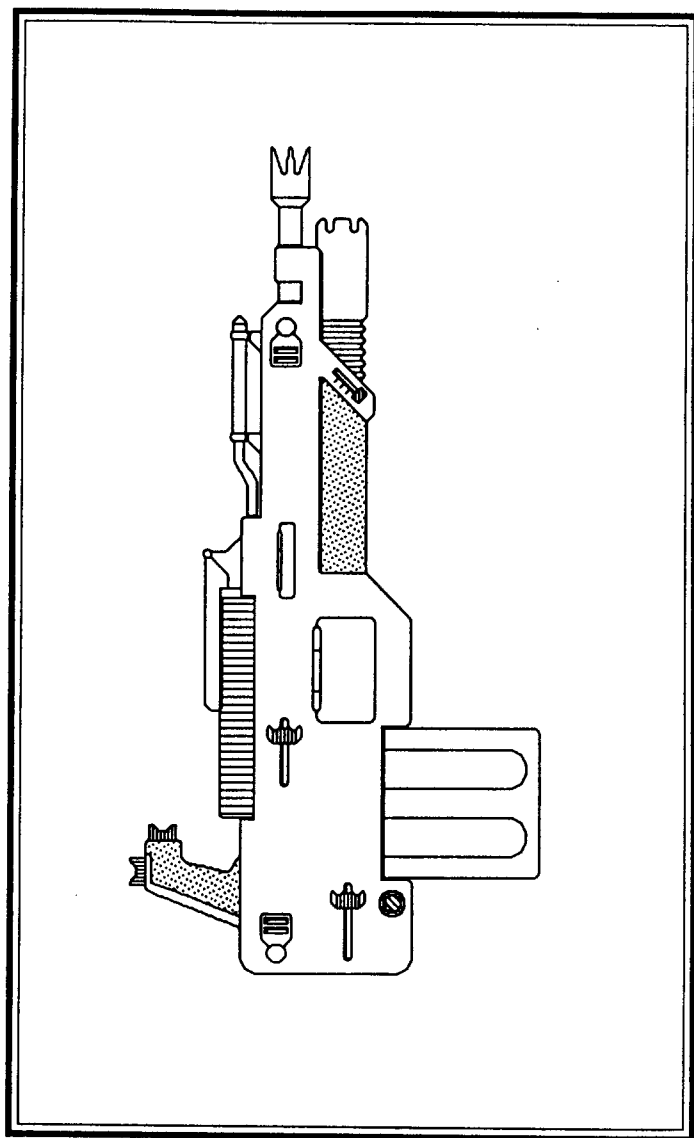
The M-30 is a heavy, squad support weapon issued to Line and Assault Troops. Designed to be used by a soldier in combat armor, it is carried with the use of a shoulder sling and fired from the hip or waist. A special "Steady-Mount" harness is also available that holds the weapon steady, at waist level, even when the operator is running. It fires a 7mm, 130 grain LAPEX bullet. A selectable fire rate is provided with 5 round burst and full automatic fire. Ammunition is held in a 250 round detachable rotary magazine located at the top of the frame. An integral battery and sensor in each magazine provides a digital display with the number of rounds left to fire.

This system is augmented with a 30 mm cold shot RAM grenade launcher mounted under the 7mm barrel. A 7 round staged magazine bottom feeds the launcher. This system is semi-automatic, eg: a new round is loaded each time the current round is fired. When empty, the 30 mm clip is automatically ejected for rapid insertion of a new one. This weapon is fired via dual triggers located on the rear carry handle. A wide variety of grenades are available, the most common of which are listed opposite.

Constructed of high strength plastics and carbon graphite composites, as well as lightweight metal alloys, it is fully field stripable. Sighting is accomplished with a Lasar Target Designator tied to the helmet HUD of the M65 Armor. This weapon system is designed primarily for "stand-up" combat but may be equipped with a bi-pod.

Specifications:

Diminsions:	80 cm L x 45 cm H x 25 cm W		
Caliber:	7 x 65 mm (rifle)		
	30 x 80 mm (launcher)		
Action:	Slectable, open bolt gas-operated blow back		
Muzzle Veloc.	1400 meters/second (rifle)		
	300 m/sec (launcher)		
Combat weight:	5.5 kg		
Range:	<u>Effective</u>	<u>Long</u>	<u>Extreme</u>
meters:	180	350	600
+ to hit on auto:	+3	+2	+1
penetration mm:	45	35	25
(launcher)	By type, see opposite		
Fire Rate:	5, full auto		
(launcher)	2 (-1 to hit on second shot when firing 2 round burst)		
Feed Device:	250 round rotary detachable magazine		
(launcher)	7 round staged detachable magazine		
Sights:	Electronic/LTD with link to HUD in helmet		
Tech Level:	9-11		
Cost:	800 cr ("steady-mount" harness: 200 cr)		



30 mm Munitions:

<u>Type</u>	<u>Range (Eff / Lng / Extrm)</u>	<u>Effect</u>	<u>Cost</u>
HE	40 m / 80 m / 120 m	110 / 20/ 20*	35 cr
AT	320 m / 700 m / 1400 m	360 mm pent.	20 cr
INC	40 m / 80 m / 120 m	2200°C, 10 m3, 2 turn dur.	30 cr
CAP	100 m danger space	30 mm pent. +6 to hit	40 cr
ILU	40 m / 80 / 120 m	100 m illum. radius	30 cr
SMK	40 m / 80 m / 120 m	10 m3, 4 turn duration	20 cr

M-32

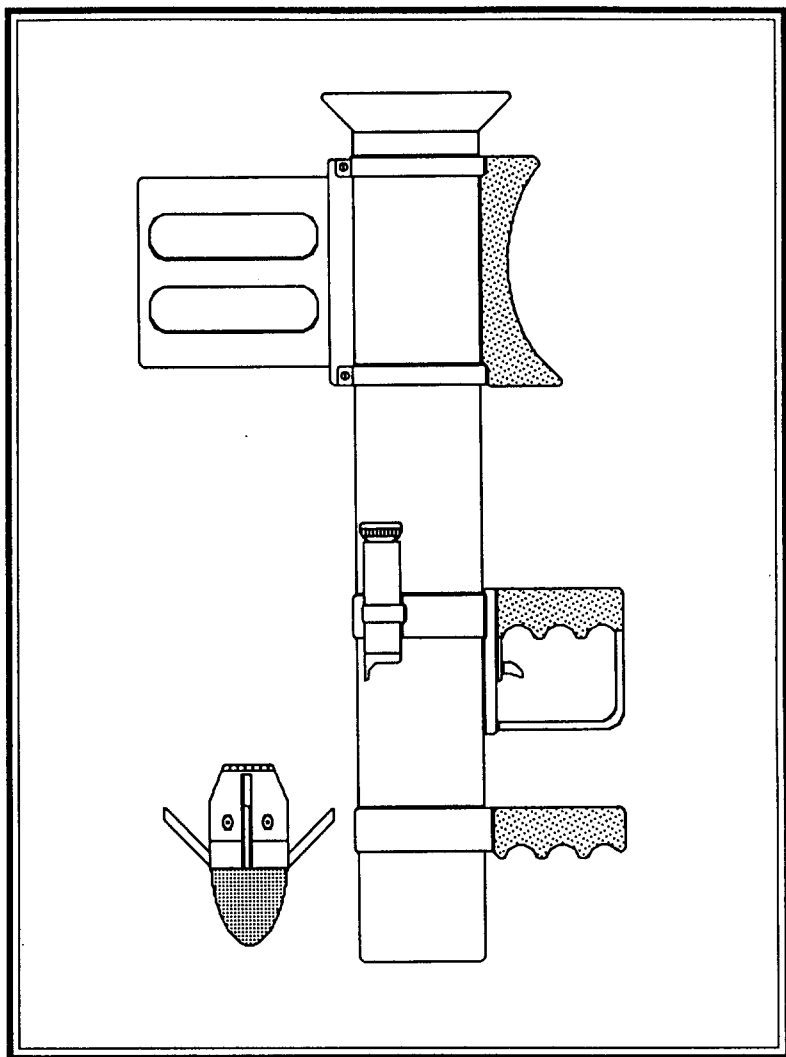
The M-32 PAWS is designed as a disposable anti-armor/bunker system for use by squads. Sighting is accomplished with an interactive targeting computer linked to the M-65 HUD system. For use without this armor, an IR aiming system is standard but can be retrofitted with Laser Target Designator on its 4x scope.

To use, the operator sights his target, pulls the trigger to the first stop. A flashing signal on the HUD, or in the sight, and a tone indicates the weapon has locked on target. The trigger is then pulled to the second stop to launch. The missiles are loaded from a 2 round fixed magazine and fired using a cold-shot, RAM charge. After traveling at least 10 meters, the warhead arms and a short-burn, chemical charge propels the missile to its target.

Folding fins on the warhead help stabilize it in-flight. If the projectile does not encounter a solid target when it reaches 1500 meters, it detonates acting like an airburst HE round. The HEFSAT round has been found to be effective against hardened ground targets like bunkers as well as enemy armored vehicles. The APFSDS is offers optimum performance when used against armored vehicles.

SPECIFICATIONS:

Dimensions:	60 cm L x 30 cm H x 15 cm W
Caliber:	50mm x 100mm
Action:	semi-automatic gate breech
Muzzle Velocity:	500 m/sec.
Combat Weight:	4 kg
Range:	By type, see opposite
Fire Rate:	1 missile per turn
Feed Device:	2 round fixed magazine (one round in tube when new)
Sights:	M-65 HUD link or 4 x electronic scope w/ thermal & LTD
Tech Level:	8-10
Cost:	375 cr



50 mm Munitions:

<u>Type</u>	<u>Range: Eff</u>	<u>Long</u>	<u>Extm</u>	<u>Effect</u>
HEFSAT	500	1000	1500	260 mm penetration*
APFSDS	500	1000	1500	300 mm penetration*

* 20 meter radius with 20 mm fragmentation damage when airburst

M-33

The M-33 is designed as a support weapon on a platoon level or in special tank hunting squads. It is served by a single crewmember, although others in the squad carry additional 50 mm magazines for the weapon.

Sighting is accomplished with an interactive targeting computer linked to the helmet of the user. An infrared aiming system is standard but can be retrofitted with a Laser Target Designator. The operator sights his target, pulls the trigger to the first stop. A flashing signal on the HUD of his helmet and a tone indicate the missile has locked on target. The trigger is then pulled to the second stop to launch.

The missiles are loaded from a six round, replacable magazine and fired using a cold-shot RAM charge. After traveling at least 10 meters, the warhead arms and a short-burn, chemical charge propels the missile to its target. Folding fins on the warhead allow course corrections in-flight. A short-barrel 5mm machine pistol is mounted on the underside of the tube for repeling close assaults without the need to change weapons. A 100 round magazine feeds this auxillary weapon. The standard load for this pistol is the LAPEX round.

SPECIFICATIONS:

Dimensions: 120 cm L x 50 cm H x 7cm W

Caliber: 50 mm x 180 mm (launcher)

5 mm x 55 mm (pistol)

Action: Electric igniter , automatic electrical gate breach (launcher),

Open bolt, gas operated blow back (pistol)

Muzzle Velocity: 500 m/sec. (launcher)

1200 m/sec. (pistol)

Combat Weight: 14 Kg

Range: By type, see opposite

Pistol	<u>Eff.</u>	<u>Long</u>	<u>Extreme</u>
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Range, meters:	90	180	350
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+ to hit on auto.:	+3	+2	+1
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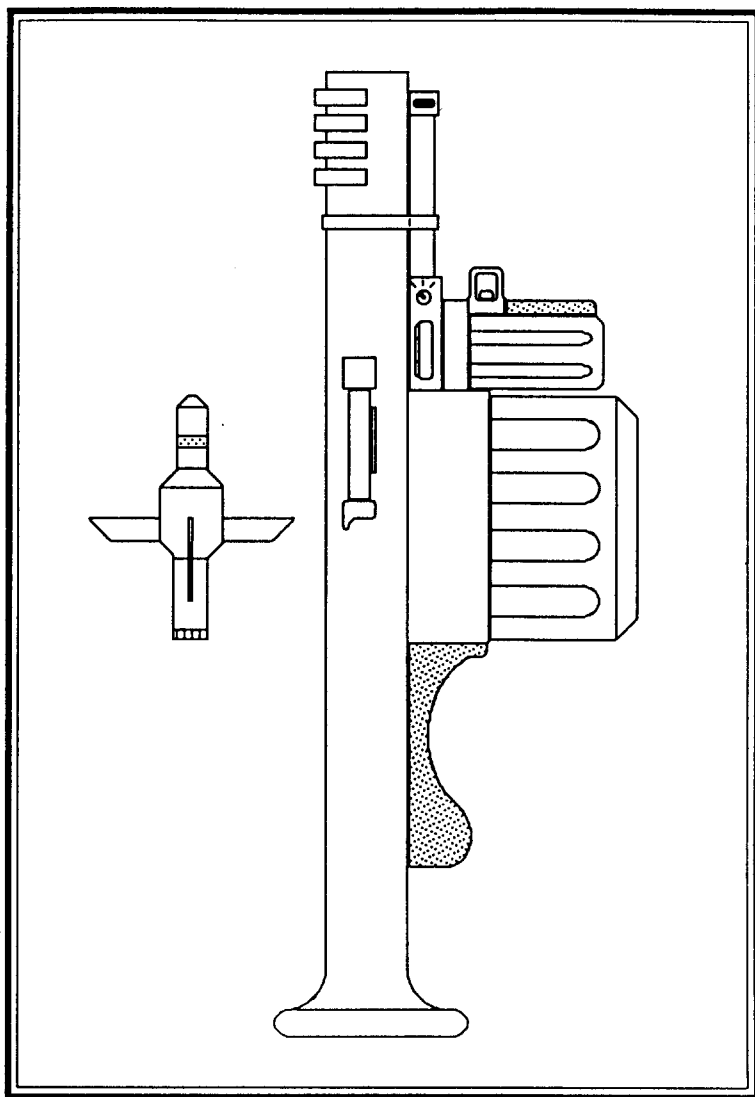
Pent. mm:	40	40	30
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Fire Rate: 1 round per turn (launcher)

10 round per turn (pistol)

Feed Device: 6 round replaceable magazine (launcher)

100 round replaceable, extended magazine (pistol)



50 x 180 mm Munitions:

<u>Type</u>	<u>Range (Eff / Lng / Extrm)</u>			<u>Effect</u>	<u>Cost</u>
HE	500	1000	1500	100 mm pent/10 m rad/20 mm frag.	120 cr
APFSDS	500	1000	1500	360 mm penetration	180 cr
Flechette	200	n/a	n/a	20 mm pent., 100 m danger space	240 cr

M-34

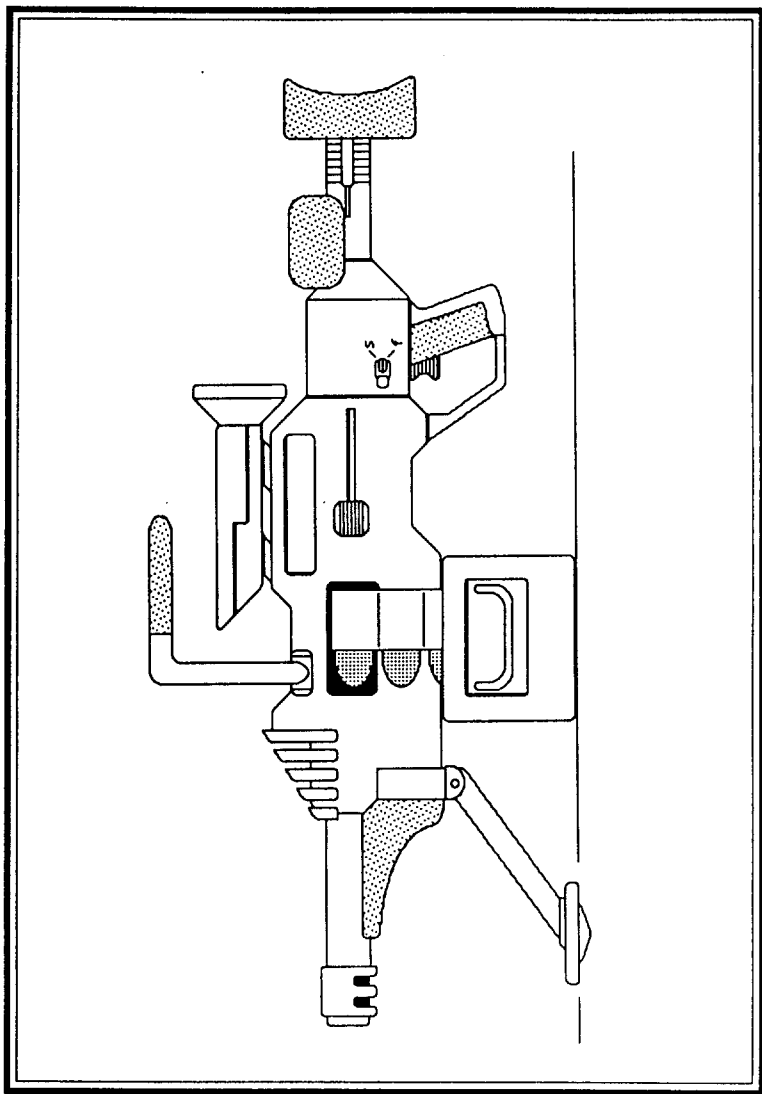
The M-32 "Barrage" is a semi-automatic AGL issued to Line and Assault Troops at a platoon level and also used on vehicles as a heavy support weapon. It is normally crewed by two soldiers; one to fire the weapon, the other to carry extra ammunition and provide close cover fire. It fires a 30 mm cold shot, RAM grenade. For infantry roles ammunition is held in a 25 round box and fed via a continuous belt. The box is placed in a holding tray attached to the side of the frame. A wide variety of grenades are available, the most common of which are listed opposite. When vehicle mounted 50 and 100 round ammo bins are used.

Constructed of high strength plastics and carbon graphite composites, as well as lightweight metal alloys, it is fully field stripable. Sighting is accomplished with a Laser Target Designator and Thermal / Optical 10x electronic sight at the top of the weapon. An onboard computer detects what type of round is loaded and automatically calibrates the sight for maximum effectiveness. Best accuracy is obtained when this weapon is fired from the prone position, utilizing the front mounted bi-pod. In an emergency, it can be fired while standing. A side mounted bolt-grip can be used to manually load or clear the breach.

A carry handle is used for portage and swivels out of the way to fire. A recoil compensator is located in the stock to reduce shock when firing. The second crewmember can carry up to three 25 round boxes of ammo when fitted with a cargo-frame backpack. Each box contains one type of munition, although when time allows, crews often customize the belts by mixing different types of munition on a single belt.

Specifications:

Dimensions:	1 m L x 50 cm H x 25 cm W
Caliber:	30 x 80 mm
Action:	Semi-automatic, open bolt, gas-operated blow back
Muzzle Veloc.	300 m/se
Combat weight:	11.5 kg (no ammo attached)
Range:	see opposite
Fire Rate:	1 or 3
Feed Device:	Belt from 25, 50 or 100 round box
Weight:	25 rnds: 13 kg; 50 rnds: 27 kg; 100 rnds: 54 kg
Sights:	Electronic / LTD with 10 x Thermal / Optical system
Tech Level:	9-11
Cost:	1,200 cr plus grenade cost (priced by box)



30 mm Munitions:

<u>Type</u>	<u>Range (Eff / Lng / Extrm)</u>	<u>Effect</u>	<u>Cost</u>
HE	40 m / 80 m / 120 m	110 / 20 / 20*	35 cr
AT	320 m / 700 m / 1400 m	360 mm pent.	20 cr
INC	40 m / 80 m / 120 m	2200°C, 10 m3, 2 turn dur.	30 cr
CAP	100 m danger space	30 mm pent. +6 to hit	40 cr
ILU	40 m / 80 / 120 m	100 m illum. radius	30 cr
SMK	40 m / 80 m / 120 m	10 m3, 4 turn duration	20 cr

M-202

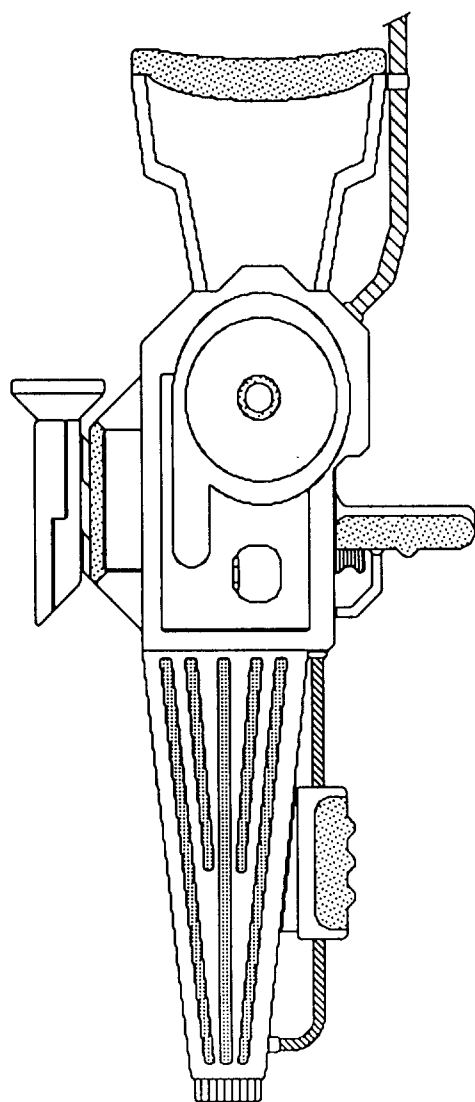
The M-202 "Dragonfire" is a specialized MPFG. Its use is limited to soldiers wearing powered combat armor. This is due to the high recoil and heavy power pack that must be worn. A fixed magazine is loaded via a port on the left side of the frame. This circular magazine holds ten 25mm rounds.

When a new round is chambered, its core is charged, setting up an overload condition. A magnetic containment field, built into the breech holds this overload in stasis. However, when the round is fired, a rapid decay of the protective field surrounding the core occurs. At a range pre-determined by the operator, or upon impact the shielding fails and the overload condition causes the round to detonate. The power pack is good for 40 shots before requiring a recharge.

Ammunition for this weapon is held in a special 10 round bin, with each round individually shielded. Weight of this bin when full is 4 kg. Sighting is accomplished with an Enhanced Optical, 10x system. Integral is a Laser Target Designator and Laser Rangefinder. Range to target and decay rate of the round are automatically calculated by a small computer housed within the sight.

SPECIFICATIONS:

Dimensions:	60cm L x 20cm H x 30cm W		
Caliber:	25mm		
Action:	fixed, closed bolt, electric rolling block breech		
Muzzle Veloc.:	400 meters / second		
Combat Weight:	10 Kg Rifle, 50 Kg Power Pack		
Range:	Effective	Long	Extreme
meters	450	900	1500
Penetration mm	340	220	40
Fire Rate:	1 shot every 2 rounds		
Feed Device:	Bolt action from a 10 round fixed magazine		
Sight:	10 x Electronic w/ Enhanced Optical & IR, LTD / Rangefinder		
Tech Level:	14		
Cost:	100,000 cr (gun), 50,000 cr (pwr pack), 50 cr (per round)		



M-220

The M-220 "Helfire" is a specialized MPPG. This weapon is designed to be "hip fired" and ammunition is fed from a backpack unit. A unique fire control system is fitted to allow a variety of targets to be engaged.

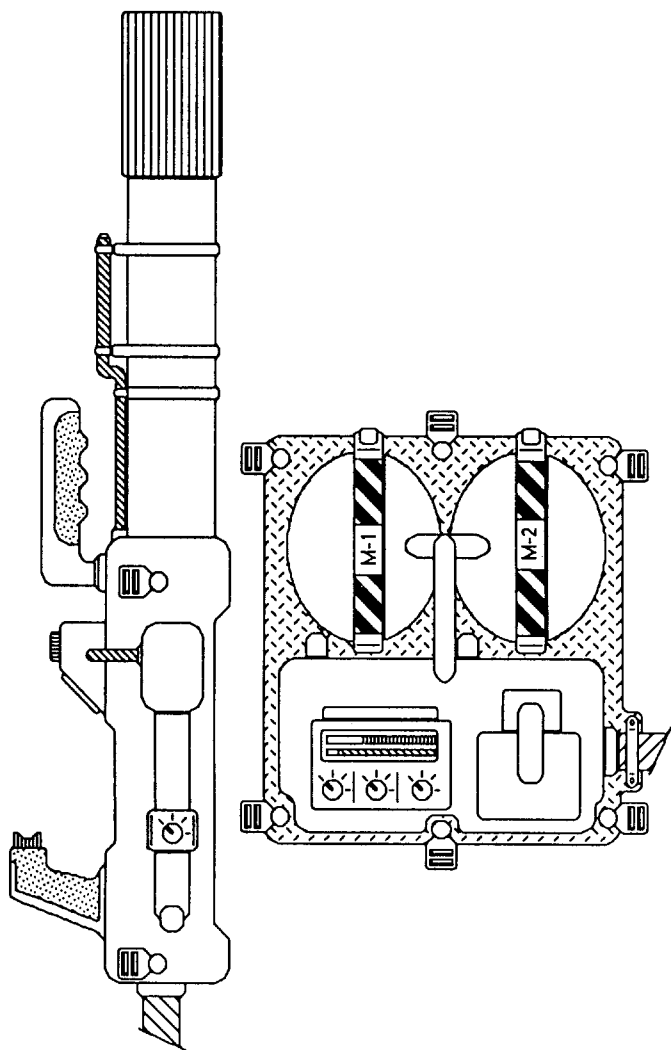
Each power pack is good for up to 200 standard shots. There are three field strength settings based on range and target type being engaged. The first is the standard setting. The second is a lighter setting used against targets that don't require a normal "full power" shot (equal to 1/2 std. shot). The third, and most dangerous, is a double powered shot. Only 4 "double shots" may be fired before the weapon must be "cooled" for 10 to 15 minutes. If not, then each shot after the forth has a 10% cumulative chance of exploding in the barrel until it has been properly "cooled".

When fired, a burst of high energy plasma is hurled at the target impacting with great force. This plasma "vapoizes" any material it comes in contact with, up to the ratings given below.

Ammunition for this weapon is held in a pair of 2 liter containment chambers fitted to a backpack super-charging station. Sighting is accomplished with a link to a HUD on the faceshield of the user's helmet, complete with integral Laser Target Designator and Laser Rangefinder.

SPECIFICATIONS:

Dimensions:	60 cm L x 15 cm H x 10 cm W		
Caliber:	n/a		
Action:	fixed, single shot		
Muzzle Veloc.:	n/a		
Combat Weight:	10 kg Rifle, 90 kg Power Pack		
Range:	<u>Effective</u>	<u>Long</u>	<u>Extreme</u>
meters	450	900	1500
Pent. mm (Light)	125	60	n/a
Standard	250	120	10
Double Shot	500	240	20
Fire Rate:	1 per turn		
Feed Device:	200 shot power pack from containment chamber		
Sight:	Electronic with Enhanced Optical & IR, LTD /Rangefinder		
Tech Level:	14		
Cost:	100,000 cr (gun), 65,000 cr (pwr pack), 125 cr (chamber)		



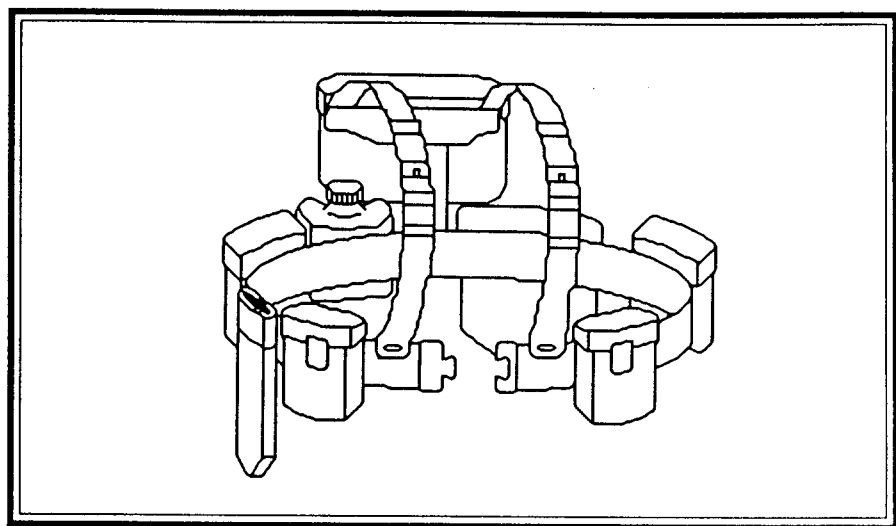
M-60

The M-60 C-LIFT kit is the equipment that is authorized to be carried by line troops in the field. It is considered the optimum mix of support equipment for any type of operation or situation the soldier may be subjected to. Troops have always added to this kit and have customized it based on conditions and personal preferences. This is acceptable as long as performance is not affected. The officially approved kit contains:

- 1) Mk V Ballistic Hemlet with FLIR (Forward Looking Infra Red) and HUD (Heads Up Display) Faceshield. Also installed is an on-demand Laser Rangefinder, Multichannel, Burst Transmission Radio. Senior NCO's and Officer's helmets are equipped with a Tactical Battle Display showing location of friendly and estimated enemy locations and an INS unit.
- 2) Body Armor, either the M-63 or M-65 (profiled next).
- 3) LC-4 Harness. This "Load Carrying" harness holds the following:
 - A) 4 Magazine holders, each holding one rifle or two pistol magazines
 - B) Grenade Satchel, (not shown), for up to 6 30mm RAM Grenades
 - C) Loops for 4 hand grenades (HE standard issue)
 - D) Loops for 2 smoke grenades
 - E) 1 liter Canteen, with water purification tabs for 20 liters
 - F) 1 Battle Blade with scabbard. Blade carried is choice of individual
 - G) 1 Pioneer Tool with carrier
 - H) Back Pack containing:
 - H1) 4-6 condensed field ration meals
 - H2) Field First Aid Kit, Individual
 - H3) 24 Stim Tabs, (each tablet replaces 1 meal or 8 hours sleep)
 - H4) 1 spare set of clothing
 - H5) Space for 1 kilogram of personal items

Specifications:

Combat Weight: Approximately 3 kg (empty LC-4 only)
Tech Level: 6-14
Price: 200 cr (not including munitions)



M-62

The M-62 Protection System is designed for maximum protection of the battlefront soldier under adverse field conditions and represents the final step in flak jacket and helmet design. They are often referred to as the "Gut Wrapper & Brain Bucket"

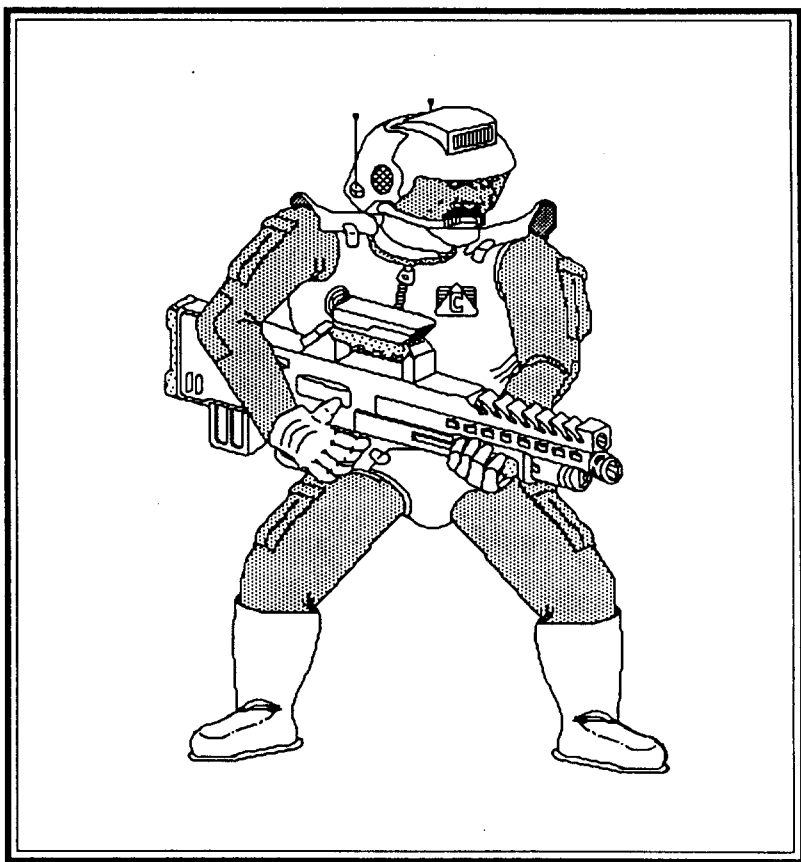
The Jacket is a composite layer of Kevlar Mesh & High Strength Ceramics with an outer layer of replaceable Reactive Charge Blocks. When a fast moving object, eg. a bullet, shrapnel or other projectile, impacts the armor, one of the reactive blocks detonates, diffusing the kinetic energy transfer and preventing the projectile from penetrating. The jacket is capable of negating up to 30 mm of penetration.

It is based on a rigid, clam-shell design with quick release buttons placed at strategic locations. Protection is offered to the entire torso, both front and back and includes the groin and neck and shoulder areas.

The Helmet has a built-in, multi-channel radio allowing communication on a squad, company and battalion level. Command suits are also equipped with side-band tactical channels and links to division level units including TACAIR support and Medivac. The face shield is equipped with an infra-red thermal imaging system and HUD tied to an LTD sub-system. The shield is also equipped with an automatic damper for high intensity light pulses or low intensity laser light impacting the helmet. Command and NCO helmets are also equipped with a tactical battle display, INS, and vital signs indicators, for up to 20 other soldiers in the top portion of the HUD.

In a contaminated environment (biological or chemical) a sealable flap can be pulled up to mate with the bottom of the faceplate to seal the top portion of the suit. With gloves on, the wearer is sealed against these contaminants for several hours.

Total weight of the system is approximately 8 kg and is evenly distributed. It can be used with the standard M-60 LIFT kit. Power for the helmet is provided by fuel cells stored in the rear and lasting for several weeks. Spare cells are normally carried as part of the soldiers personal gear.



Specifications:

Combat Weight: 8 kg
Sensors: Passive IR, Light Intensifiers, LTD
Commo Net: Multi-channel tactical band
Defense: Reactive Armor blocks, High Intensity Light Pulse
Dampner, limited NBC
Tech Level: 8-12
Price: Basic Suit 10,000 cr, Command Suit 20,000 cr
Options: Chameleon enhancement add 10,000 cr

M-65

The M-65 Personal Reactive Armor System, also known as the "pray" suit, is designed for maximum protection of the battlefield soldier under adverse field conditions.

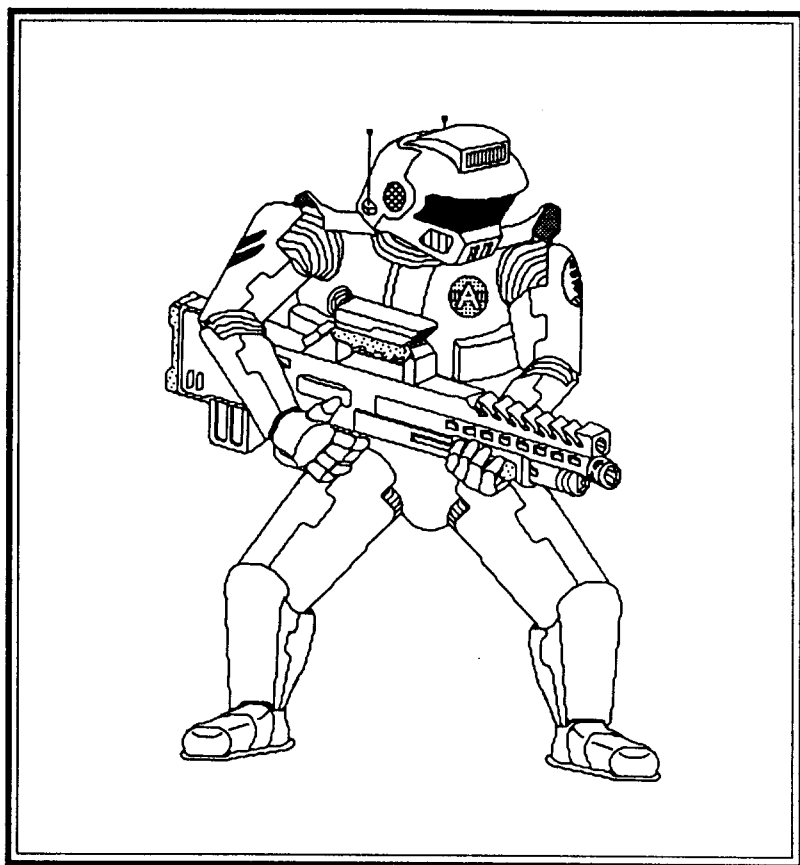
The suit is a composite layer of Kevlar Mesh & High Strength Ceramics with an outer layer of replaceable, 3 cm² Reactive Charge Blocks. When a fast moving object, ie. a bullet, shrapnel or other projectile, impacts the armor, one of the reactive blocks detonates, diffusing the kinetic energy transfer and preventing the projectile from penetrating. The suit is capable of negating up to 30 mm of penetration.

This suit is based on a rigid, clam-shell design with quick release buttons placed at strategic locations. Ballistic mesh is used at joints and flexure points for maximum mobility. A full suit is composed of 12 sub-assemblies: helmet, torso, 2 upper arms, 2 lower arms, 2 thighs, 2 lower legs, and 1 pair each of boots and gloves.

The suit can be pressurized to allow operation in a Tainted or hostile Nuclear, Biological, Chemical environment and offers some limited protection against high radiation. Any incoming atmosphere required is filtered by three separate systems. It can also be used to operate in a vacuum for up to 1 hour without auxiliary air tanks. In the event of a breach, an emergency booster pump begins to overpressurize the suit to prevent infiltration of harmful elements. Based on the size of the breach, the internal pressure of the suit can remain stable for up to 30 minutes (10 in vacuum). Five self-adhesive external patches (each capable of safely sealing a hole up to 25 mm in diameter) are stored in a front pouch on the torso section.

The Helmet has a built-in, multi-channel radio allowing communication on a squad, company and battalion level. Command suits are also equipped with side-band tactical channels and links to division level units including TACAIR support and Medivac. The face shield is equipped with an infra-red thermal imaging system and HUD tied to an (LTD sub-system). The shield is also equipped with an automatic damper for high intensity light pulses or low intensity laser light impacting the helmet. Command suits are also equipped with a tactical battle display, INS and vital signs indicator for up to 20 other soldiers in the top portion of the HUD.

The suit dampens heat emanations and offers good protection from IR sensors. The only areas showing more than background heat levels are two small vents at the rear of the torso. Total weight of the suit is 16 kg and is evenly distributed over the entire body. It also comes with hooks for attaching several accessories or can be worn with the M-60 C-LIFT Harness. Power for the suit's systems is provided by power cells replenished by generators in the heels of the boots. The generators are activated by walking. For Thin atmospheres, an intake compressor is fitted.



Specifications:

Combat Weight: 16 kg

Duration: 1 hours Vacuum, 120 hours in tainted* or NBC, unlimited in std atmos.

Sensors: Passive IR, Light Intensifiers, LTD

Commo Net: Multi-channel tactical band

Defense: Reactive Armor blocks, Thermal Dampning, High Intensity Light Pulse Damper, NBC shielding, Patches

Tech Level: 9-13

Price: Basic Suit 25,000 cr, Command Suit 35,000 cr

Options:

- 1) Aux. tanks, 4 hours air in two tanks, 350 cr
- 2) Chameleon enhancement add 15,000 cr
- 3) Sniper suit with entended batteries (+96 hours) and chameleon enhancements add 20,000 cr
- 4) Reactive Charge Blocks: 1.5 ea, 750 cr / suit

* Requires replacable filters; 50 cr for 120 hour filter package

M-246

The M-246 "Hydra" is a vehicle mounted support weapon capable of delivering a devastating variety of firepower. The gunner may choose from four different sizes of ammunition by moving a selector switch between the handgrips. Each is housed in a separate magazine and loaded into its own slot on the main chassis of the weapon. A different size of munition may be selected and fired each turn. This is accomplished with an electromagnetic field used to "center" the round in the field as it is fired down the barrel. The field also imparts spin to the round to aid in accuracy and stability. Normally mounted to open areas of vehicles, these guns have been successfully married to the M-791 grav sled (*see the M-412 Guard Dog*).

Ammunition can be fed from either replacable magazines, or from flexible conveyors linked to bins. When installed in armored fighting vehicles these systems may be fitted with a pulse laser option. Sighting is accomplished with a link to the HUD display in the users helmet, Vehicle Sight or with a fixed 10 x L3TV / IR sight. While this weapon can be mounted on a tri-pod for dismounted use, the weight and quantity of the ammunition and the power requirements confine it to defensive roles, usually in bunkers or other fixed emplacements.

SPECIFICATIONS:

Dimensions:	175 cm L x 70 cm H x 20 cm W
Calibre:	Variable, see below
Action:	Selectable, Electric drive
Combat Weight:	125 kg
Feed Device:	Replaceable magazines or conveyors from bins
Sights:	HUD link or 10 x L3TV / IR sight
Tech Level:	12
Cost:	125,000 cr

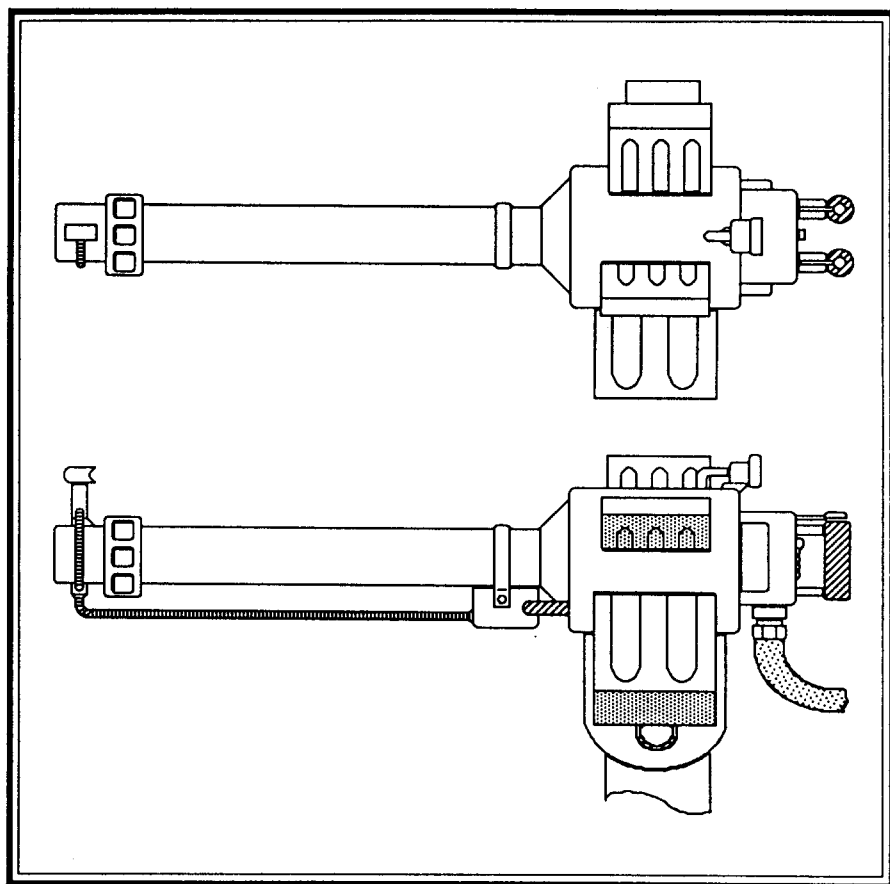
Ammunition Types:

<u>Number</u>	<u>Type</u>
One	LAPEX Round
Two	API or HE Round
Three	RAM Grenade
Four	AT Rocket

Ammunition Effects:

<u>Number</u>	<u>Calibre</u>	<u>Muzzle Velocity</u>	<u>Range Eff / Long / Extm.</u>
One	5 x 55mm	1200 m/sec.	180 m / 350 m / 600 m
Two	20 x 80 mm	1400 m / sec.	250 m / 500 m / 1 km
Three	30 x 80 mm	300 m / sec.	40 m / 80 m / 120 m
Four	50 x 180 mm	500 m / sec.	500 m / 1000 m / 1500 m
Five*	Pulse Laser	n/a	450 m / 900 m / 1500 m

* Tank mounted versions only



<u>Fire Rate:</u>	<u>Feed Device:</u>	<u>Damage</u>	<u>Cost (ea.):</u>
10	200 rnd mag. / 1k rnd bin	30/20/10 mm pent at Eff/Lng/Ext	2cr
5	150 rnd mag. / 500 rnd bin	60/50/40 mm pent. w/ HEI tip	8 cr
2	10 rnd mag. / 100 rnd bin	100 mm cont. pent. /20 m r./20 mm	35 cr
1	5 rnd mag / 50 rnd bin	360 mm pent.	180 cr
1	Power pack	125/60/20 mm pent. at Eff/Lng/Ext	n/a

M-791

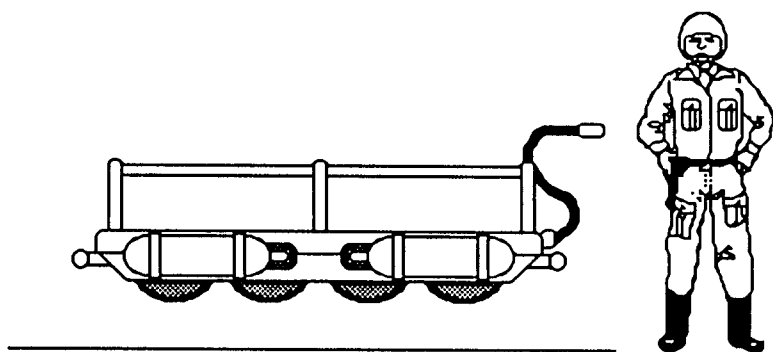
The M-791 "Burro" is a grav sled used as a light weight cargo transport for Infantry units. It has replaced the traditional mules, horses, and other beasts of burden used for centuries with foot troops. The chassis is constructed of 2mm bi-phase carbide composites. It is propelled by a special, dampened "Hush-a-By" grav inducer with nearly silent operation (low hum).

The unit is moved with the use of a control umbilical at the front of the sled. The operator pulls of the cord and the sled will follow as long as tension on the cord is maintained. When tensions is released, the sled stops. It is equipped with an anti-drift compensator and the hover height is adjustable. The sled also has auto-leveling and a cushioned bumper at the front and rear.

A grav belt towing package may be added and the sled may be towed behind the M-792 Grav Bike. Power for sled is provided by replaceable fuel cells. While troops can ride on the sled, some form of pull on the cord must be maintained to propel the sled (troops have been known to use local domesticad animals to "tow" the sled like a wagon).

SPECIFICATIONS:

Dimensions:	3 m L x .5 m H x 1.75 m W
Combat Weight:	1,000 kg empty
Propulsion:	Grav
Power Plant:	Replaceable Fuel cells (4)
Fuel Req.:	.2 mw / hr, each cell contains 18 hrs fuel
Armor:	2 mm actual / Rated at 28 mm all sides
Max. Speed:	speed of towing device
Max. Eff. Range:	variable, fuel sufficient for 72 hours operation
Hover Height:	Ground level to .25 G's
Cargo:	400 kg or 3 cubic meters, or 2 litters
Tech Level:	13
Cost:	125, 000 cr
Options:	Grav Belt Package: 500 cr; Tow Package: 200 cr



M-792

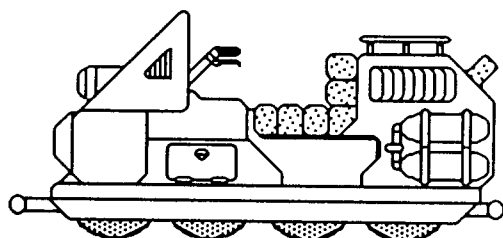
The M-792 "Lightning" is a modified grav sled used as a light weight transport for Infantry units used in a traditional Cavalry Role. These troops are affectionately known as the "Grav Cav". The chassis is constructed of 2mm bi-phase carbide composites. It is propelled by a special dampened "Hush-a-By" grav inducer with nearly silent operation (low hum). Two rear mounted thrusters provide propulsion and four side mounted "thrusters" allow maximum maneuverability. Power is provided by a small fusion plant.

These "bikes" are very maneuverable and operate with a set of handlebars. A sophisticated avionics and collision avoidance package is installed to help prevent sudden stops caused by stationary objects like trees, rocks, buildings, etc. These vehicles can tow a single M-791 Grav Sled with no degradation of performance, or two sleds at half speed.

Armored wind shields are installed in front to deflect airborne debris (birds, etc.). This shielding also offers some protection against shrapnel and small arms fire (protection against penetration of up to 20 mm).

SPECIFICATIONS:

Dimensions:	3 m L x 1.75 m H x 1.75 m W
Combat Weight:	3 metric tons
Propulsion:	Grav
Power Plant:	Fusion
Fuel Req.:	4.5 / hr, 100 liters carried
Endurance:	22 hours
Armor:	2 mm actual / Rated at 28 mm all sides
Min. Speed:	0 kph (hover)
Max. Speed:	120 kph
Cruise Speed:	80 kph
NOE Speed:	80 kph
Max. Eff. Range:	1,760 km
Weapons:	personal sidearms
Crew:	1, operator
Electronics:	AWLS / AWTR, INS
Cargo:	50 kg
Agility:	18
Turn Rate:	115° at cruise speed, 360° at hover
G-Rate:	+/- 2
Tech Level:	13
Cost:	625,000 cr



M-412

The M-412 "Guard Dog" is a specialized auto sentry. It is designed using the M-246 Hydra with a Central Fire Control Computer (CFCC) with L3TV/IR sighting subsystems and the M-791 Grav Sled. The Gun and ammunition are set on a 360° rotating turntable. In addition, the sled can rapidly rotate, or adjust pitch to compensate for uneven terrain. The sled can be set to patrol an area of up to 1 km² or can be fixed to a stationary point. When stationary, a lift lockout can be emplaced to prevent the sled from being moved by unauthorized personnel.

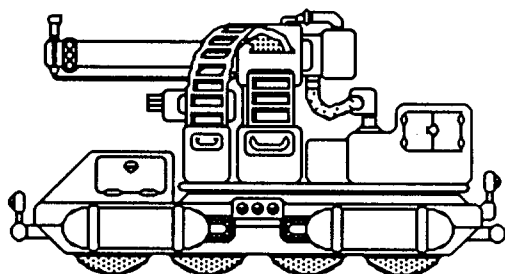
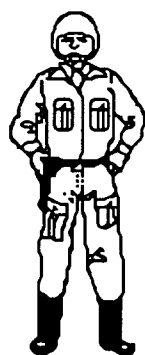
The CFCC is updated by 10 external sensors. The computer then evaluates the most serious threat and responds with the appropriate munition from the Hydra. The gun can traverse on its table up to 45° and can elevate 95° or depress to -10°. To prevent tampering by unauthorized personnel, a 3-shot APERS dispenser is fitted on all four sides.

Power for sled propulsion and the gun system is provided by replaceable fuel cells. When grounded these cells can power the CFCC for several days. Ammunition for this weapon is held in bins strapped on the turntable next to the gun. Special flexible conveyors feed the ammunition to the appropriate port.

This weapon is also available as a manned system. Designed to be hauled behind the M-792 Grav Bike, it is crewed by 2, the driver and the gunner. In this role it offers a great fire support weapon to Grav Cav. and other Mechanized Infantry units.

SPECIFICATIONS:

Dimensions:	3 m L x 1.5 m H x 1.75 m W
Combat Weight:	1.75 metric tons
Propulsion:	Grav
Power Plant:	Replaceable Fuel cells (4)
Fuel Req.:	.2 mw / hr, each cell contains 18 hrs fuel
Armor:	10 mm actual / Rated at 140 mm all sides
Max. Speed:	25 kph
Max. Eff. Range:	1,800 km
Weapons:	Modified M-246 Hydra
Crew:	1 for set-up and reloading
Sight:	Electronic with Enhanced Optical & IR, LTD /Rangefinder
Defense:	Four 3-shot APERS dispensers
Electronics:	CFCC, AWTR, INS
Hover Height:	Ground level to .25 Gs
Tech Level:	13
Cost:	265, 000 cr plus ammo cost
Options:	Tow Package: 250 cr



Glossary of Terms

ACR	Advanced Combat Rifle
AGL	Automatic Grenade Launcher
Airburst	Munition that explodes in mid-air, increasing lethality
APERS	Anti-Personnel
APFSDS	Armor Piercing, Fin Stabilized, Discarding Sabot
ASL	Assistant Squad Leader
AT	Anti-Tank
AWLS	All Weather Landing System
AWTR	All Weather, Terrain following Radar
Battalion	Force comprised of 3 to 5 Companies
Brain Bucket	Slang for Helmet
Brigade	Force comprised of 2 or 3 Regiments
Bush	Slang, called also The Bush, front lines or enemy territory
C3	Command, Control & Communications
CAP	Close-assault, Anti-Personnel, a flechette round
Casing	Also called "brass", part of round that holds propellant & primer
CFCC	Central Fire Control Computer
Company	Force comprised of 3 to 5 Platoons
C-LIFT	Combat Load, Infantry, Field Tally
cm	centimeter, 1/100 of a meter
CO	Commanding Officer, also called "the Old Man"
CP	Command Post, field units HQ
Division	Force comprised of 2 or 3 Brigades with support elements
Elements	Variable sized forces attached to higher echelon units
EPW	Enemy Prisoner of War
4x	Enlargement rating for optical sights, (eg. enlarged 4 times)
Flechette	Munition composed of thousands of needles, see APERS
FEBA	Forward Edge of Battle Area (the front lines!)
FLOT	Forward Line of Own Troops, see FEBA
FSO	Fire Support Officer, artillery coordinator
FT	Fire Team, smallest organized unit, 1/2 to 1 1/2 Squads
Fusion Gun	Weapon firing short pulse of Fusion Plasma Energy
GRAV	Gravity repulsing propulsion system, called also "A-GRAV"
GRAV-Bike	Gravity sled equipped for riders
GRAV-CAV	Slang for Cavalry formations equipped with Grav Bikes
Gut Wrapper	Slang for any Flak Jacket or similar type of body armor
HE	High Explosive
HEAP	High Explosive, Armor Piercing
HEFSAT	High Explosive, Fin Stabilized, Anti-Tank
HEI	High Explosive, Incendiary
HMG	Heavy Machine Gun, 12.7 mm
HUD	Heads-Up Display
Hump	Slang for marching or movement on foot
ILU	Illumination munition
INC	Incendiary munition
INS	Inertial Navigation System, allow return to starting point
IR	Infra Red (passive sensor that detects variations in heat signatures)

k	1,000
Kevlar	Dense anti-ballistic mesh used in flak jackets and combat armor
KIA	Killed in Action
km	kilometer, equal to 1,000 meters (.62 miles)
LAPEX	Special Munition; Light Armor Piercing, EXplosive tipped
L3 TV	Low Light Level TeleVision
LMG	Light Machine Gun
LTD	Laser Target Designator (paints laser target for gun)
LZ	Landing Zone, ground staging area for air assaults on arrival
m or M	Meter, unit of measure, approx. 39 inches long, see km, cm, & mm
mm	Millimeter, 1/10 of a centimeter, used to express size of gun bore
Magazine	Ammunition holder, called also a "Clip"
Medivac	Medical Evacuation Vehicle, usually airborne
MIA	Mission In Action, any soldier not physically accounted for
MOPP	Mission Oriented, Protective Posture; NBC clothing
MPFG	Man Portable Fusion Gun
MPPG	Man Portable Plasma Gun
MRK	Marker munition, used to guide smart weapons onto target
NBC	Nuclear, Biological, Chemical (protective system includes overpressurization & shielding)
NCO	Non Commissioned Officer
OP	Observatio Post, intelligence gathering position forward of FLOT
PAWS	Personal Anti-armor Weapons System
Pioneer Tool	Any of several man protable entrenching tools
Platoon	Force comprised of 4 to 5 Squads
Plazma Gun	Weapon firing contained plazma energy pulse
PRA	Personal Reactive Armor system, called "Pray" suit
Prone	Body position, laying down
PZ	Pick-up Zone, ralley point for extraction by air
RAM	Rocket Assisted Munition, (Grenade)
Regiment	Force comprised of 3 to 5 Battalions
SAPI	Semi Armor Piercing, Incendiary (for lightly armored targets)
SF	Special Forces
SL	Squad Leader
SMG	Sub-Mahine Gun, weapon class smaller than ACR
SMK	Smoke munition, can be anti-thermal/laser
Squad	Force composed of
Squadron	Cavalry Force composed of 3 to 5 Troops, see also Battalion
Troop	Cavalry Force composed of 3 to 5 Platoons, see also Company
WP	White Phospherous, also called "Willy Pete"
XO	Executive Offier, second in charge in Platoon or larger formations

Other guides planned in this series will include:

RM-90-01	Air Cushioned
RM-90-02	Rotary and Fixed Wing Aircraft
RM-90-03	Tracked Vehicles
RM-90-04	Wheeled Vehicles, Service & Support
RM-90-05	Grav Vehicles
RM-90-06	Waterborne Vehicles
RM-90-07	Orbital Assault & Landing Vehicles
RM-90-08	Exotic Vehicles
RM-90-10	Wheeled Vehicles, Combat

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