The ADJUTANT

RM-90-10

Imperial Armed Forces
Vehicle Guide,
Altair Sub-Sector

Set Number Ten,
Wheeled, Combat
Introduction

Thank you for your purchase of this vehicle guide. It contains wheeled vehicles 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.

With the advent of small, functional fusion drives, internal combustion engines became obsolete for military use. The low maintenance and long range provided by these power plants were perfectly suited to military applications. While the high ground pressures make the vehicles in this guide unsuited to off-road use, they are much better in urban environments than tracked, air cushioned or even grav systems. The vehicles in this guide are all designed at tech level 9 and represent one line in the state of the art design (for that tech level). The armored vehicles use a similar, modified low-box type chassis offering the best compromise between maximum protection and crew comfort. Low ground clearance is necessary to ensure a low silhouette. All vehicles in this guide have the ability to adjust their suspension to gain an additional .5 meters of ground clearance when moving cross country. This is done with the aid of a hydraulic system in each wheel well. Universal joints allow for the variation in wheel/axle alignment. All have food & supplies for their crew for at least one week and small arms & ammunition for each crewmember. Once in a combat environment, the crews often personalize their vehicles. Because of this and the fact that spare parts 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.

Wheeled vehicles move by virtue of a sophisticated transmission that transfers torque from an electrical generator (driven by the fusion plant), to the wheels via a drive shaft, differential and axle. All vehicles in this guide are "all wheel drive" which means that all the wheels provide propulsion for movement. This is done in the event that if some of the wheels lose traction, the rest will be able to move the vehicle. All tires are equipped with a hard "donut" inside the tire. If the tire is punctured, it is prevented from going completely flat by virtue of this donut. Another feature of the six and eight wheeled platforms is the multi-wheeled steering capability. When a turn is executed, the front and rear wheels turn in opposite directions so the turn radius is significantly reduced.

The biggest disadvantage of wheeled vehicles are their slow speed and lack of traction when moving cross-country. This is due to the small surface contact between tires and ground. They may not pass over very soft ground, climb steep obstacles and are prevented from crossing rubble that could damage tires. To help overcome this problem, all these vehicles have the ability to inflate-deflate each tire individually from inside the crew compartment. For soft
ground, the tires are deflated to improve traction, and on hard ground/roadways they are inflated to their normal rating. Because they are designed for on-road activity, the max. range listed is based on road movement.

All of these vehicles are still in the current military inventory as well as exported to several client worlds for use in medium tech level conflicts. The two large missile launchers are equipped with chemical, nuclear, or specialized multiple warhead munitions installed and are used at the upper end of the Tactical scale. These platforms can also use planetary defense missiles in a Strategic role. An example of a planetary defense missile can be found in the RM-90-01, Air Cushioned Vehicle Guide.

The final point to address is the use of chemically propelled munitions vs. high energy weapons. The decision to use CPR guns was based on expense, maintenance, versatility, and technology levels available. Wheeled vehicles are subject to moderate jarring. High precision energy weapons in these vehicles would need to be constantly calibrated and adjusted and repair parts are expensive and time consuming to install. CPR guns, on the other hand, are a cost effective alternative and have the advantage of firing a wide variety of ammunition based on the situation with minimal energy requirements. And while lasers may be defeated in several ways, the only protection against CPR rounds is armor and lots of it. Plus, when was the last time you saw a fusion gun fire smoke, or offer indirect fire support? And yes you could use missiles or rockets but again look at the expense. For that reason, no high energy weapons are included for use in this guide.

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.

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 vehicles 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 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;

Cindy Popp, for her production assistance,
Steve Popp for his valuable technical assistance and experience and reminding me not all wheeled vehicles are fighters.

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

Mark Schmidt
The M-110 Ferret is a Light, wheeled, ARSV used in armored and mechanized infantry formations as a Recon Scout vehicle or in paramilitary units as an armored car. Three variations of the armament are available. Both are mounted on the commander’s coupola. The first is a 12.7 mm heavy machine gun, the second is a 20 mm autocannon. The third variant has a turret 20 mm cannon. Eight anti-laser smoke dischargers are chassis mounted and smoke can also be generated from the heat exhaust ports. Paramilitary versions may mount tear gas in place of the anti-laser canisters. Entry and exit from the vehicle is accomplished through two chassis side hatches, one hatch above the driver’s station or the commander’s coupola hatch on versions with a coupola mounted gun. An APERS defense system is mounted on the chassis. A water propulsion system may also be installed. It adds one ton to the vehicle weight. This vehicle can be carried in medium lift transport vehicles.

**SPECIFICATIONS:**

- **Dimensions:** 8 m L x 4 m W x 2.25 m H, DM low hit +1
- **Combat Weight:** 17 metric Tons
- **Power Plant:** Fusion, 2 megawatt output
- **Fuel Req.:** 3 liters/hour, 120 liters carried
- **Armor:** Chassis Front Sides Rear Deck Belly
- **Actual/Rated mm:** 25/75 20/60 15/30 5/10 3/6
- **Ground Pressure:** .9 kg/cm²
- **Pwr. to Wt. Ratio:** 121:1
- **Max. Road Speed:** 161 kph
- **Cross Country Speed:** 48 kph
- **Max. Eff. Rng:** 6,440 km
- **Weapons:** One 12.7 mm HMG or 20 mm RFC
- **Range:** HMG Effective: 500 m +4, Long: 1 km +3, Extreme: 1.5 km +2
  20 mm: Eff. 2.5 km, Long 3.5 km, Extreme 5 km
- **Fire Rate:** 10 rounds / turn (2 targets ea.)
- **Feed Device:** 100 round linked belts boxed, 4,000 rounds carried or autoloader from 200 round bin
- **Crew:** 2 - Driver, Commander
- **Defense:** 8 smoke dischargers and smoke from exhaust ports,
  Two 3-Shot APERS systems, NBC, RDFSS
- **Electronics:** 500 power Radio, Map Box, Thmeal Image
- **Cargo:** 0
- **Flotation:** Yes
- **Price:** 350,000 cr (Water Propulsion attachment; 1000 cr, 16 kph)
<table>
<thead>
<tr>
<th>Type</th>
<th>Effective</th>
<th>Long</th>
<th>Extreme</th>
<th>Cr</th>
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<tbody>
<tr>
<td>12.7 mm</td>
<td>60 mm</td>
<td>50 mm</td>
<td>30 mm</td>
<td>1.5 ea.</td>
</tr>
<tr>
<td>KEAP</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>20 mm</td>
<td>140 mm</td>
<td>100 mm</td>
<td>60 mm</td>
<td>2.5 cr ea.</td>
</tr>
<tr>
<td>KEAP</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
M-111

The M-111 is a Medium, wheeled, LAAV used as an ACV in Armored and Mechanized Infantry formations or as an ARSV in Recon/Scout units. Two chassis mounted, remote LMGs serve as its main armament. These mounts each have a 240° rotation which allow for overlapping fields of fire. This vehicle can be carried in medium lift transport vehicles. Eight anti-laser smoke dischargers are chassis mounted and smoke can also be generated from the heat exhaust ports. For paramilitary units, tear gas can be substituted for anti-laser canisters. The forward LMG can also be replaced with a high pressure water cannon with a 1,000 liter on board tank. Entry and exit from the vehicle is accomplished through two chassis side-hatches or one hatch above the driver’s station. An optional APERS system can be chassis mounted but none is installed as standard equipment. A water propulsion system may also be installed. It adds one ton to the vehicle’s weight.

SPECIFICATIONS:
Dimensions: 8.25 m L x 4 m W x 2.4 m H, DM low hit +1,
Combat Weight: 46 metric Tons
Power Plant: Fusion, 4 megawatt output
Fuel Req.: 6 liters/hour, 250 liters carried
Armor: Chassis Front 37.5/112.5 Rear 7.5/15 Sides 25/50 Deck 5/10 Belly 5/10
Actual/Rated mm: 50/150
Ground Pressure: 3 kg/cm²
Pwr. to Wt. Ratio: 86:1
Max. Road Speed: 126 kph
Cross Country Speed: 25 kph
Max. Eff. Rng: 5,166 km
Weapons: Two 7.62 mm LMGs
Range: Effective: 350 m +4, Long: 70 m +3, Extreme: 100 m +2
Fire Rate: 10 rounds / turn / per gun (2 targets ea.)
Feed Device: 100 round linked belts boxed, 4,000 rounds carried
Crew: 4 - Driver, 2 Gunners, Commander
Defense: 8 smoke dischargers and smoke from exhaust ports, NBC, RDFSS
Electronics: 500 power Radio, Map Box, Thermal Image
Cargo: 1 ton (versions with water cannon have no cargo space)
Flotation: Yes
Price: 544,000 cr (Water Propulsion attachment; 1000 cr, 12 kph)
      (APERS System; 500 cr /3 shot dispenser)
**M-121**

The M-121 is a medium, wheeled AFV. It is designed for conflicts in urban environments or areas where large well developed road networks are in place. Two chassis mounted, one coax and one cupola mounted LMG on the commander's hatch serve as secondary armament. Primary armament consists of a 90 mm High Velocity, smooth bore cannon. This vehicle can be carried in medium lift transports. Space is provided for up to 50 rounds of main gun ammo, 25 of which are mounted in an autoloader. The mix of rounds is dependent on mission type. 8 anti-laser smoke dischargers are mounted on the chassis sides as well as an APERS system.

**SPECIFICATIONS:**

Dimensions: Chassis; 11 m L x 4.5 m W x 2.5 m H, DM low hit +1
Turret: 4 m L x 3.5 m W x 1.5 m H, DM high hit +1

Combat Weight: 75 metric Tons

Power Plant: Fusion, 6 megawatt output

Fuel Req.: 9 liters/hour, 250 liters carried

Armor:

- Chassis Front
- Sides
- Rear
- Deck
- Belly

**Actual/Rated mm**

- 75/225
- 50/150
- 40/80
- 30/60
- 10/20

- 75/150
- 50/150

Turret

- 50/150
- 30/60

Ground Pressure: 2.4 kg/cm²

Pwr. to Wt. Ratio: 80:1

Max. Road Speed: 150 kph

Cross Country Speed:

- 30 kph

Max. Eff. Rng: 3,591 km

Weapons: (Main)

- 90 mm High Velocity, Smooth Bore Cannon

(aux)

Four 7.62 LMGs; 2 chassis, 1 coax, 1 cupola

Range:

- Effective: 1.5 km, Long: 2.5 km, Extreme: 4 km
- Effective: 350 m +4, Long: 700 m +3, Extreme: 1 km +2

Fire Rate:

- 5 rounds per turn (2 targets)
- 10 rounds / turn / per gun (2 targets ea.)

Feed Device:

- Autoloader w/ 25 rounds, (with one reload stored)

Crew:

- 4 - Driver, Gunner, Loader, Commander

- 100 round linked belts in boxes, 4,000 rounds carried

Defense:

- APERS system, 8 anti-laser smoke dischargers and smoke from exhaust ports, NBC, RDFS

Electronics:

- 1 k power Radio, Thermal Image, Mk III FCS

Passengers: 0

Cargo: 1 ton

Flotation: No

Price: 880,000 cr (plus cost of ammo)
<table>
<thead>
<tr>
<th>Type</th>
<th>Contact Pent./mm</th>
<th>Burst Rad./m</th>
<th>Frag. Pent./mm</th>
<th>Price/round</th>
</tr>
</thead>
<tbody>
<tr>
<td>HE</td>
<td>180 mm / 20 m / 30 mm</td>
<td></td>
<td></td>
<td>176 cr</td>
</tr>
<tr>
<td>HEAP</td>
<td>460 mm Eff., 410 mm Long, 360 mm Ext.</td>
<td></td>
<td></td>
<td>264 cr</td>
</tr>
<tr>
<td>APFSDS</td>
<td>600 mm Eff., 550 mm Long, 500 mm Ext.</td>
<td></td>
<td></td>
<td>352 cr</td>
</tr>
<tr>
<td>Flechette</td>
<td>150 m danger space (+5 to hit)</td>
<td></td>
<td></td>
<td>220 cr</td>
</tr>
</tbody>
</table>
The M-125 is a wheeled SPAW. It is designed specifically for conflicts in an urban environment. Two chassis mounted LMGs serve as its secondary armament with a third LMG mounted on the commander's coupola for air defense. Primary armament consists of a 150 mm Low Velocity, breach loaded, mortar. This mortar can be used in both indirect and direct mode. For direct fire missions, a rocket assisted munition may be fired as can a flechette round. This vehicle can be carried in medium lift transports. Space is provided for up to 45 rounds of main gun ammo, the mix dependent on mission type. 8 anti-laser smoke dischargers are chassis mounted. An APERS systems is also mounted to repel close assaults.

**SPECIFICATIONS:**

- **Dimensions:**
  - Chassis: 11 m L x 4.5 m W x 4 m H, DM low hit +1
  - Turret: 4 m L x 4 m W x 1.75 m H, DM high hit +1
- **Combat Weight:** 78 metric Tons
- **Power Plant:** Fusion, 6 megawatt output
- **Fuel Req.:** 9 liters/hour, 250 liters carried
- **Armor:**
  - Chassis Front: 75/225
  - Sides: 50/150
  - Rear: 40/80
  - Deck: 30/60
  - Belly: 10/20
- **Turret:**
  - 75/225
  - 40/80
  - 40/80
  - 30/60
- **Ground Pressure:** 2.8 kg/cm²
- **Pwr. to Wt. Ratio:** 76:1
- **Max. Road Speed:** 116 kph
- **Cross Country Speed:** 23 kph
- **Max. Eff. Rng:** 3,591 km
- **Weapons:** (Main)
  - 150 mm LVM
  - (aux) Three 7.62 LMGs; 2 chassis, 1 coupola
- **Range:**
  - Effective: 9.25 km, Long: 18 km, Extreme: 32 km
  - Effective: 350 m +4, Long: 700 m +3, Extreme: 1 km +2
- **Fire Rate:** 1 round per turn
- **Feed Device:** Breach from Manual loader using Hydraulic assist
- **100 round linked belts in boxes, 3,000 rounds carried**
- **Crew:** 4 - Driver, Gunner, Loader, Commander
- **Defense:** 8 smoke dischargers and smoke from exhaust ports,
  - Four 3-Shot APERS systems, NBC, RDFSS
- **Electronics:** 1 k power Radio, Thermal Image, Mk III FCS
- **Passengers:** 0
- **Cargo:** 1 ton
- **Flotation:** No
- **Price:** 835,000 cr (plus cost of ammo)
<table>
<thead>
<tr>
<th>Type</th>
<th>Contact Pct., mm/Burst Rad., m/Frag. Pct., mm</th>
<th>Price/round</th>
</tr>
</thead>
<tbody>
<tr>
<td>HE</td>
<td>240 mm / 30 m / 40 mm</td>
<td>120 cr</td>
</tr>
<tr>
<td>AP*</td>
<td>440 mm</td>
<td>180 cr</td>
</tr>
<tr>
<td>Illum</td>
<td>90 m area of effect w/ 45 second duration</td>
<td>240 cr</td>
</tr>
<tr>
<td>Smoke</td>
<td>20 m3 area of effect</td>
<td>240 cr</td>
</tr>
<tr>
<td>Flechette</td>
<td>50 m danger space (+6 to hit, 6 d6 damage)</td>
<td>600 cr</td>
</tr>
</tbody>
</table>

*This anti-tank round may also be used against hardened bunkers, buildings or other reinforced structures. Penetration is rated for hardened steel or equivalent. When the round reaches apogee (highest point) it locates its target. It then fires a retro rocket to accelerate the warhead and impact the top of the target.*
The M-122 is a wheeled, Quad SPAAG Platform used for ARMAD missions. Primary armament consists of 4 slaved, 20 mm RFCs in a turreted mount. This mount can traverse a full 360°. The guns can elevate to +120° (30° over vertical) and depress -15°. For point defense mode, each gun operates semi-independently and can slew (right or left), up to 5°. Four LMGs are used for secondary armament. This vehicle can be carried in medium lift transport vehicles. Eight anti-laser smoke dischargers are chassis mounted and smoke can also be generated from the heat exhaust ports. An APERS system is mounted to the sides of the chassis. A water propulsion system may also be installed. It adds one ton to the vehicle's weight.

SPECIFICATIONS:

Dimensions: 8.25 m L x 4 m W x 2.4 m H, DM low hit +1,
Combat Weight: 69 metric Tons
Power Plant: Fusion, 6 megawatt output
Fuel Req.: 9 liters/hour, 250 liters carried
Armor: Chassis Front Sides Rear Deck Belly
Actual/Rated mm 50/150 37.5/112.5 25/50 7.5/15 5/10
Ground Pressure: 3 kg/cm2
Pwr. to Wt. Ratio: 86:1
Max. Road Speed: 126 kph
Cross Country Speed: 25 kph
Max. Eff. Rng: 3,402 km
Weapons: (Main) Quad 20 mm RFCs
(Aux) Four 7.62 mm LMGs; 2 chassis, 1 coax, 1 coupola
Range: Effective: 2.5 km +4, Long: 3.5 km +3, Extreme: 5 km +2
Effective: 350 m +4, Long: 700 m +3, Extreme: 1.5 km +2
Fire Rate: 30 rounds / turn / gun (2 targets each)
10 rounds / turn / per gun (2 targets ea.)
Feed Device: 1000 round linked belts in bins/gun, 4,000 rounds carried
100 round linked belts in boxes, 4,000 rounds carried
Crew: 3 - Driver, Gunner, Commander / EW Officer
Defense: 8 smoke dischargers and smoke from exhaust ports,
Four 3-Shot APERS systems, NBC, RDFSS
Electronics: 1 k power Radio, Thermal Image, 1 k pwr Target Acq. Radar
for Point Defense system
Cargo: 0
Flotation: Yes
Price: 1.3 million cr (Water Propulsion attachment; 1000 cr, 12 kph)
20 mm Munitions:

KEAP: 140 mm pent. Eff. / 120 mm Long / 100 mm Extreme  2.5 cr ea.
The M-19 "Thor" is a wheeled, MRLS platform used for tactical FEBA artillery support. Based on the M-20 Mule chassis, it is fully self contained for short term fire support missions. When placed in a battery, several ammo trucks are attached to each M-19. The unique feature of this platform is its reload system. A six station rotary track is housed in an armored shell. When the rockets are discharged from the launcher, it returns to its reload position. An armored door opens and the 7 tube salvo is loaded vertically in 10 seconds. These rockets, when fired in salvo, can cover a 140 square meter area. Rockets must be specified with either impact or air burst fuzes before they are loaded onto the reload track. This vehicle can be carried in medium lift transport vehicles.

SPECIFICATIONS:

Dimensions: 8 m L x 4.5 m W x 3 m H, DM low hit +1,
Combat Weight: 26.6 metric Tons
Power Plant: Fusion, 2 megawatt output
Fuel Req.: 1.5 liters/hour, two 60 liter tanks carried
Armor: Front 10/20, Sides 5/10, Rear 3/6, Deck 3/6, Belly 3/6
Ground Pressure: 1.4 kg/cm2
Pwr. to Wt. Ratio: 75:1
Max. Road Speed: 115 kph
Cross Country Speed: 34.5 kph
Max. Eff. Rng: 8,880 km
Weapons: Mk XII "Hammer" Rockets, (7 per salvo)
Rate of Fire: 1 salvo / turn (10 second reload)
Feed Device: Verticle Speed-Load System from 6 station rotary conveyor
Crew: 2 - Driver, Grenadier / Commander
Defense: NBC (cab only)
Electronics: 1 k power Radio, Indirect Fire Control System
Passengers: 0
Cargo: 0
Flotation: No
Price: 360,050 cr (+ rocket cost)
Thor's Hammer Rocket

Size: 240 x 960 mm
Weight: 57 kg
Warhead: Impact or air burst proximity
Range: 2.5 min. to 10 km max.
Damage: 330 mm contact pent. w/ 5 meter radius/ 50 mm frag. pent.
Price: 228 cr ea.

Salvo Damage: 7 rocket spread covers an area of 140 m²

Organizational Note

These vehicles are normally grouped together in 2 or 3 vehicle batteries. Two of these batteries make a section with two sections constituting a Company. When used in Company strength, over 1.5 square kilometers can be covered with devastating results. Given the high rate and volume of fire, several kilometers of enemy territory can be destroyed in a matter of minutes.

Because of the rate of fire, several ammo trucks are usually assigned to each M-19. Reloading of the entire shell takes approximately one hour.
**M-117**

The M-117 is a wheeled, APC. It is used as a basic troop carrier in several military and paramilitary forces as well as police units. Two chassis mounted LMGs serve as its armament with a third LMG mounted on the commander’s cupola is used as anti-aircraft and overhead fire support. This platform has been modified to fit a variety of roles. This vehicle can be carried in medium lift transport vehicles. Eight anti-laser smoke dischargers are chassis mounted and smoke can also be generated from the heat exhaust ports. For police and paramilitary versions, tear gas may be substituted for smoke in the launchers. An APERS system is mounted to the side of the chassis. A water propulsion system may also be installed. It adds one ton to the vehicles weight.

**SPECIFICATIONS:**

<table>
<thead>
<tr>
<th>Dimensions:</th>
<th>11 m L x 4.5 m W x 2.25 m H, DM low hit +1,</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combat Weight:</td>
<td>40 metric Tons</td>
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<tr>
<td>Power Plant:</td>
<td>Fusion, 3 megawatt output</td>
</tr>
<tr>
<td>Fuel Req.:</td>
<td>4.5 liters/hour, 250 liters carried</td>
</tr>
<tr>
<td>Armor:</td>
<td>Chassis Front 50/150 Sides 40/120 Rear 30/60 Deck 10/20 Belly 5/10</td>
</tr>
<tr>
<td>Ground Pressure:</td>
<td>1.4 kg/cm2</td>
</tr>
<tr>
<td>Pwr. to Wt. Ratio</td>
<td>75:1</td>
</tr>
<tr>
<td>Max. Road Speed:</td>
<td>115 kph</td>
</tr>
<tr>
<td>Cross Country Speed:</td>
<td>35 kph</td>
</tr>
<tr>
<td>Max. Eff. Rng:</td>
<td>6,380 km</td>
</tr>
<tr>
<td>Weapons:</td>
<td>Three 7.62 LMGs; 2 chasssis, 1 cupola</td>
</tr>
<tr>
<td>Range:</td>
<td>Effective: 350 m +4, Long: 700 m +3, Extreme: 1 km +2</td>
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<tr>
<td>Fire Rate:</td>
<td>10 rounds / turn / per gun (2 targets ea.)</td>
</tr>
<tr>
<td>Feed Device:</td>
<td>100 round linked belts in boxes, 3,000 rounds carried</td>
</tr>
<tr>
<td>Crew:</td>
<td>2 - Driver, Commander</td>
</tr>
<tr>
<td>Defense:</td>
<td>8 smoke dischargers and smoke from exhaust ports, Four 3-Shot APERS Systems, NBC, RDFSS</td>
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<tr>
<td>Electronics:</td>
<td>1 k power Radio, Thermal Image, Map Box (Opt.)</td>
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<tr>
<td>Passengers:</td>
<td>10</td>
</tr>
<tr>
<td>Cargo:</td>
<td>10 tons (with no passengers)</td>
</tr>
<tr>
<td>Flotation:</td>
<td>Yes</td>
</tr>
<tr>
<td>Price:</td>
<td>590,000 cr (Water Propulsion attachment; 1000 cr, 12 kph)</td>
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<tr>
<td>Variants:</td>
<td>-A AASV, 10 tons</td>
</tr>
<tr>
<td></td>
<td>-B MEV, 8 Litters w/ 2 corpsmen</td>
</tr>
<tr>
<td></td>
<td>-C ACV, 2 to 4 additional deck mounted LMGs</td>
</tr>
<tr>
<td></td>
<td>-D SPAW, mortar with crew, from 90 mm to 180 mm</td>
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</tbody>
</table>
The M-118 "MELT" (Mobile Erector / Launcher - Tactical) is a wheeled, SPAW vehicle used in Tactical and Strategic roles. Main armament consists of one GLCM. Two chassis mounted LMGs and a third LMG mounted on the commander's coupola serve as defense. It can be carried in medium lift transport vehicles. Eight anti-laser smoke dischargers are chassis mounted and smoke can also be generated from the heat exhaust ports. An APERS system is mounted to the side of the chassis. A water propulsion system may also be installed. It adds one ton to the vehicles weight, but may only be used when no missile is fitted. Additional missiles are carried and loaded by M118-A AASVs.

SPECIFICATIONS:
Dimensions: 11 m L x 4.5 m W x 2.25 m H, DM low hit +1,
Combat Weight: 44 metric Tons
Power Plant: Fusion, 3 megawatt output
Fuel Req.: 4.5 liters/hour, 250 liters carried
Armor: Chassis Front 40/120 Sides 30/60 Rear 10/20 Deck 5/10 Belly
Actual/Rated mm 50/150
Ground Pressure: 1.4 kg/cm²
Pwr. to Wt. Ratio: 75:1
Max.Road Speed: 115 kph
Cross Country Speed: 35 kph
Max. Eff. Rng: 6,380 km
Weapons: Three 7.62 LMGs; 2 chassis, 1 coupola
Range: Effective: 350 m +4, Long: 700 m +3, Extreme: 1 km +2
Fire Rate: 10 rounds / turn / per gun (2 targets ea.)
Feed Device: 100 round linked belts in boxes, 3,000 rounds carried
Crew: 3 - Driver, Launch Officer, Commander
Defense: 8 smoke dischargers and smoke from exhaust ports,
Four 3-Shot APERS systems, NBC, RDFSS
Electronics: 1 k power Radio, Thermal Image, Map Box, Mk III FCS
Passengers: 0
Cargo: 0
Flotation: Yes (with no missile fitted)
Price: 600,000 cr (Water Propulsion attachment; 1000 cr, 12 kph)
M118-A 525,000 cr
"Fire Storm" GLCM

<table>
<thead>
<tr>
<th>Warhead</th>
<th>Guidance</th>
<th>Fuse</th>
<th>Range</th>
<th>Effect</th>
<th>Cr</th>
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<tbody>
<tr>
<td>HE</td>
<td>Target Mem.</td>
<td>Impact</td>
<td>250 km</td>
<td>5 m/60 m/60 mm</td>
<td>4000</td>
</tr>
<tr>
<td>CBM</td>
<td>same</td>
<td>Proximity</td>
<td>250 km</td>
<td>200 m2/90 mm</td>
<td>5000</td>
</tr>
<tr>
<td>AT</td>
<td>STAFF</td>
<td>same</td>
<td>200 km</td>
<td>2 km2 / 500 mm</td>
<td>8000</td>
</tr>
<tr>
<td>Nuclear</td>
<td>Same</td>
<td>same</td>
<td>750 km</td>
<td>by size</td>
<td></td>
</tr>
<tr>
<td>Chemical</td>
<td>same</td>
<td>same</td>
<td>550 km</td>
<td>by type</td>
<td></td>
</tr>
</tbody>
</table>

*: 1) Effect = contact pent. / radius / frag. pent.  
2) 1,000 1 kg bomblets  
3) 100 STAFF submunitions released individually  
4) To be determined by GM based on size of warhead  
5) To be determined by GM based on type and size of warhead (includes biological)
**M-119**

The M-118 "MELS" (Mobile Erector / Launcher - Strategic) is a wheeled, SPAW vehicle used in Strategic roles. Main armament consist of one GLCBM. It can be carried in medium lift transport vehicles. Eight anti-laser smoke dischargers are chassis mounted and smoke can also be generated from the heat exhaust ports. An APERS system is mounted to the side of the chassis. A water propulsion system may also be installed. It adds one ton to the vehicles weight, but may only be used when no missile is fitted. Additional missiles are loaded at special ground installations or with heavy cranes from modified "Ox" transporters. The missile may be ereted and fired in 30 minutes. Reloading of the platform takes an additional 30 minutes.

**SPECIFICATIONS:**

<table>
<thead>
<tr>
<th>Dimensions:</th>
<th>11 m L x 4.5 m W x 2.25 m H, DM low hit +1,</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combat Weight:</td>
<td>50 metric Tons</td>
</tr>
<tr>
<td>Power Plant:</td>
<td>Fusion, 3 megawatt output</td>
</tr>
<tr>
<td>Fuel Req.:</td>
<td>4.5 liters/hour, 250 liters carried</td>
</tr>
<tr>
<td>Armor:</td>
<td>Chassis</td>
</tr>
<tr>
<td></td>
<td>Front</td>
</tr>
<tr>
<td></td>
<td>Sides</td>
</tr>
<tr>
<td></td>
<td>Rear</td>
</tr>
<tr>
<td></td>
<td>Deck</td>
</tr>
<tr>
<td></td>
<td>Belly</td>
</tr>
<tr>
<td>Actual/Rated mm</td>
<td>50/150</td>
</tr>
<tr>
<td>Ground Pressure:</td>
<td>1.4 kg/cm²</td>
</tr>
<tr>
<td>Pwr. to Wt. Ratio:</td>
<td>75:1</td>
</tr>
<tr>
<td>Max. Road Speed:</td>
<td>115 kph</td>
</tr>
<tr>
<td>Cross Country Speed:</td>
<td>35 kph</td>
</tr>
<tr>
<td>Max. Eff. Rng:</td>
<td>6,380 km</td>
</tr>
<tr>
<td>Weapons:</td>
<td>Three 7.62 LMGs; 2 chasssis, 1 coupola</td>
</tr>
<tr>
<td>Range:</td>
<td>Effective: 350 m +4, Long: 700 m +3, Extreme: 1 km +2</td>
</tr>
<tr>
<td>Fire Rate:</td>
<td>10 rounds / turn / per gun ( 2 targets ea.)</td>
</tr>
<tr>
<td>Feed Device:</td>
<td>100 round linked belts in boxes, 3,000 rounds carried</td>
</tr>
<tr>
<td>Crew:</td>
<td>3 - Driver, Launch Officer, Commander</td>
</tr>
<tr>
<td>Defense:</td>
<td>8 smoke dischargers and smoke from exhaust ports,</td>
</tr>
<tr>
<td></td>
<td>Four 3-Shot APERS systems, NBC, RDFSS</td>
</tr>
<tr>
<td>Electronics:</td>
<td>1 k power Radio, Thermal Image, Map Box, Mk III FCS</td>
</tr>
<tr>
<td>Passengers:</td>
<td>0</td>
</tr>
<tr>
<td>Cargo:</td>
<td>0</td>
</tr>
<tr>
<td>Flotation:</td>
<td>Yes (with no missile fitted)</td>
</tr>
<tr>
<td>Price:</td>
<td>600,000 cr (Water Propulsion attachment; 1000 cr, 12 kph)</td>
</tr>
</tbody>
</table>
"Dominator" GLCBM / PDM

<table>
<thead>
<tr>
<th>Warhead</th>
<th>Guidance</th>
<th>Fuse</th>
<th>Range</th>
<th>Effect</th>
<th>Cr</th>
</tr>
</thead>
<tbody>
<tr>
<td>HE</td>
<td>Target Mem.</td>
<td>Impact</td>
<td>1000 km</td>
<td>10m/90m/70mm</td>
<td>40k</td>
</tr>
<tr>
<td>CBM</td>
<td>same</td>
<td>Proximity</td>
<td>900 km</td>
<td>600 m2/90 mm</td>
<td>50k</td>
</tr>
<tr>
<td>Nuclear</td>
<td>STAFF</td>
<td>same</td>
<td>2000 km</td>
<td>by size</td>
<td>tbd</td>
</tr>
<tr>
<td>Chemical</td>
<td>same</td>
<td>same</td>
<td>900 km</td>
<td>by type</td>
<td>tbd</td>
</tr>
<tr>
<td>PDM</td>
<td>same</td>
<td>Proximity</td>
<td>1000 km</td>
<td>1 m/1 km/900mm</td>
<td>1.2 mcr</td>
</tr>
</tbody>
</table>

1) Effect = contact pent. / radius / frag. pent. Used as a "bunker buster"
2) 2,500 1 kg bomblets
3) To be determined by GM based on size of warhead
4) To be determined by GM based on type and size (includes biological)
5) Planetary Defense Missile for use against incoming landing craft, 1.2 million cr ea.

These missiles weigh an average of 7 tons.
**M-209-J, -K**

The M-209-J & -K are special modifications to the standard "Ox" platform (see RM-90-04 Wheeled Vehicles, Service & Support) used to transport and reload the "Firestorm" missile system. These trucks are grouped into batteries of four to six missile carriers, one loader, two M-119 MELS, and a BCC. The transports and crane are normally confined to road networks and the M-119 must return to these vehicles from the field to reload. Missile replenishment takes 30 minutes. The only armored portion on these vehicles is the crew compartment (cab). No weapons are normally mounted. This vehicle can be carried in Heavy lift transport vehicles, without missiles, if space allows. The crane has a 200 ton capacity and may also be found with Combat Engineering and Recovery units. The first numbers in the specs. are for the carrier, the second set are for the crane.

**SPECIFICATIONS:**

- **Dimensions:** 17 m L x 4.5 m W x 6 m H, DM low hit +1; 13.75 m L x 4.5 m W x 5 m H, DM low hit +1
- **Combat Weight:** 57 metric Tons, 60 metric Tons
- **Power Plant:** Fusion, 6 megawatt output, crane has addit'l 2 mw. pwr plnt
- **Fuel Req.:** 4.5 liters/hour, 150 liter tank carried, 75 liter tank on crane
- **Armor:** Cab Front 10/20, Sides 5/10, Rear 3/6, Deck 3/6, Belly 3/6
- **Ground Pressure:** 1.8, 1.9 kg/cm2
- **Pwr. to Wt. Ratio:** 30:1, 29:1
- **Max. Road Speed:** 110 kph
- **Cross Country:** 12 kph
- **Max. Eff. Rng:** 3,660 km
- **Weapons:** Personal weapons
- **Crew:** 2 - Driver, Engineer, 2 - Driver, Engineer
- **Defense:** NBC (cab only)
- **Electronics:** 500 power Radio
- **Passengers:** 0
- **Cargo:** 0
- **Flotation:** No
- **Misc.:** 200 ton capacity crane on -K
- **Price:** 610,900 cr (-J)
  700,500 cr (-K)
**M-20-G**

The M-20 "Mule" (Military Utility Lifter, Equipment) is a wheeled, general purpose platform used for a variety of roles. The only armored portion of this vehicle is the crew compartment (cab). No weapons are normally mounted. In this application, it is used to tow gun or missile carriage for Artillery. The bed of the truck has racks installed to hold ammunition and misc. equipment to emplace and operate the weapon. This version can be carried in medium lift transports. Three versions of towed artillery are shown here although any towed field gun can be used with this vehicle. These trucks are also assigned to towed gun units as ammo carriers.

**SPECIFICATIONS:**

- **Dimensions:** 8 m L x 4.5 m W x 2.8 m H, DM low hit +1,
- **Combat Weight:** 8.18 metric Tons (basic truck)
- **Power Plant:** Fusion, 2 megawatt output
- **Fuel Req.:** 1.5 liters/hour, two 60 liter tanks carried
- **Armor:**
  - Actual/Rated mm: Cab Front 10/20, Sides 5/10, Rear 3/6, Deck 3/6, Belly 3/6
- **Ground Pressure:** 1.85 kg/cm2 (max. load)
- **Pwr. to Wt. Ratio:** 71:1
- **Max.Road Speed:** 111 kph
- **Cross Country Speed:** 22 kph
- **Max. Eff. Rng:** 8,880 km
- **Weapons:** Towed field piece and Personal weapons
- **Crew:** by weapon type (*)
- **Defense:** NBC (cab only)
- **Electronics:** 500 power Radio
- **Passengers:** Up to 14
- **Cargo:** 28 tons or 60 m³
- **Flotation:** No
- **Price:** 200,500 cr (Basic truck package)
  - M21-90: 75,000 cr
  - M21-150: 20,000 cr
  - M21-C: 119,700

*: -90 & -C have 8 man crew, -150 has 14 man crew with extra M-20 carrier

**Weapons Specifications:**

For M-21-90, 90 mm towed gun, see M-121

For M-21-150, 150 mm towed gun see M-125

For M-21-C, MRLS see M-19
The M-130 is a wheeled CEV. Its role is either as battlefield repair and recovery platform or as a construction vehicle for battlefield fortifications. Two chassis mounted LMGs serve as its armament with a third LMG mounted on the commander's cupola. A medium lift crane (5 tons) is fitted to the chassis deck and stabilizers are fitted on the chassis sides and rear. A 3.5 cubic meter, articulated scoop/dozer blade is fitted to the front. This vehicle can be carried in medium lift transports. Eight anti-laser smoke dischargers are chassis mounted and smoke can also be generated from the heat exhaust ports. An APERS system is mounted to the side of the chassis. For repair and recovery roles, it is stocked with common repair parts along with an extra 250 liter fuel tank. For construction roles it is equipped with a full compliment of construction and demolition tools.

**SPECIFICATIONS:**

- **Dimensions:** 11 m L x 4.5 m W x 4 m H, DM low hit +1, DM high hit +1
- **Combat Weight:** 64 metric Tons
- **Power Plant:** Fusion, 6 megawatt output
- **Fuel Req.:** 9 liters/hour, 250 liters carried, (extra tank w/250 liters)
- **Armor:** Chassis Front 75/225, Sides 50/150, Rear 40/80, Deck 30/60, Belly 10/20
- **Ground Pressure:** 1 kg/cm²
- **Pwr. to Wt. Ratio:** 93:1
- **Max. Road Speed:** 133 kph
- **Cross Country Speed:** 40 kph
- **Max. Eff. Rng.:** 3,591 km
- **Weapons:** Three 7.62 LMGs; 2 chassis, 1 cupola
- **Range:** Effective: 350 m +4, Long: 700 m +3, Extreme: 1 km +2
- **Fire Rate:** 10 rounds / turn / per gun (2 targets ea.)
- **Feed Device:** 100 round linked belts in boxes, 3,000 rounds carried
- **Crew:** 5 - Driver, Commander, 3 Engineers
- **Defense:** 8 smoke dischargers and smoke from exhaust ports, Two 3-Shot Apers Systems, NBC, RDFSS
- **Electronics:** 1 k power Radio, Thermal Image
- **Passengers:** 0
- **Cargo:** 2 tons (spare parts, tools or construction equipment)
- **Misc.:** 5 ton capacity crane, 3.5 m³ scoop/dozer blade
- **Flotation:** No
- **Price:** 715,000 cr
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.

Artillery vehicles have a similar package (EPAWS) but it also includes indirect fire components (AGLS, AIFS).

The weapons in this guide are also stabilized (FCE). This allows for "fire on the fly" or firing while moving with no penalty. Several references are made to "tank". This is because the guns and equipment used are the same as those used in tanks.

All Direct fire guns are equipped with a Mk. III FCS. It contains the following Sensor/Computer sub-systems:

ATTS, CSS, LTFCs w/LTD, MTI, TADS/ITES, TGTs & TOGS.

All Indirect Fire guns are equipped with a MK V EPAWS. It contains the following Sensors/Computer sub-systems:

AGLS, AIFS, ARETS, CAWS, CSS, FCE & TOGS.

Should the main power fail, a manual system can be employed but the fire rate will be cut to 1/4 normal.

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

CAWS  Allows artillery to function in a direct fire mode.

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.

NBC  no effect to crew inside vehicle from Nuclear fallout, biological or chemical contaminates, as long as vehicle remains 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 aerosol.
# Glossary of Terms

<table>
<thead>
<tr>
<th>Abbreviation</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>AASV</td>
<td>Armored Ammunition Supply Vehicle</td>
</tr>
<tr>
<td>ACV</td>
<td>Armored Cavalry Vehicle</td>
</tr>
<tr>
<td>AMDP</td>
<td>Air Defense Missile Platform</td>
</tr>
<tr>
<td>AFSV</td>
<td>Armored Fire Support Vehicle</td>
</tr>
<tr>
<td>AVF</td>
<td>Armored Fighting Vehicle</td>
</tr>
<tr>
<td>AGLS</td>
<td>Automatic Gun Laying System (provides targeting from location in map box)</td>
</tr>
<tr>
<td>AIFS</td>
<td>Advanced Indirect Fire System</td>
</tr>
<tr>
<td>AIFV</td>
<td>Armored Infantry Fighting Vehicle</td>
</tr>
<tr>
<td>AP</td>
<td>Armored Piercing</td>
</tr>
<tr>
<td>APC</td>
<td>Armored Personnel Carrier</td>
</tr>
<tr>
<td>APDS</td>
<td>Armor Piercing, Discarding Sabot</td>
</tr>
<tr>
<td>APERS</td>
<td>Anti-Personnel</td>
</tr>
<tr>
<td>APFSDS</td>
<td>Armor Piercing, Fin Stabilized, Discarding Sabot</td>
</tr>
<tr>
<td>APHE</td>
<td>Armor Piercing, High Explosive</td>
</tr>
<tr>
<td>ARETS</td>
<td>Armor Remote Target System (provides targeting from external sighting source)</td>
</tr>
<tr>
<td>ARMAD</td>
<td>Armored &amp; Mechanized Unit Air Defense</td>
</tr>
<tr>
<td>ARSV</td>
<td>Armored Recon/Scout Vehicle</td>
</tr>
<tr>
<td>ARV</td>
<td>Armored Recovery Vehicle</td>
</tr>
<tr>
<td>ATTS</td>
<td>Automatic Tank Target System</td>
</tr>
<tr>
<td>AVGP</td>
<td>Armored Vehicle, General Purpose</td>
</tr>
<tr>
<td>BCC</td>
<td>Battery Control Center (arty. command vehicle)</td>
</tr>
<tr>
<td>CAWS</td>
<td>Cannon Artillery Weapons System (arty. fire control for direct fire mode)</td>
</tr>
<tr>
<td>CBM</td>
<td>Cluster Bomb Muniton</td>
</tr>
<tr>
<td>CBTSS</td>
<td>Counterbattery Targeting Solution System</td>
</tr>
<tr>
<td>CEV</td>
<td>Combat Engineering Vehicle</td>
</tr>
<tr>
<td>CSI</td>
<td>Computer Synthesized Image</td>
</tr>
<tr>
<td>CSS</td>
<td>Computer Sighting System</td>
</tr>
<tr>
<td>CVR (W)</td>
<td>Combat Recon Vehicle (Wheeled)</td>
</tr>
<tr>
<td>C3</td>
<td>Command, Control &amp; Communications</td>
</tr>
<tr>
<td>DPU</td>
<td>Depleted Uranium (extremely dense material used for warheads to increase penetration)</td>
</tr>
<tr>
<td>ECM</td>
<td>Electronic Counter Measures</td>
</tr>
<tr>
<td>EPAWS</td>
<td>Enhanced Self Propelled Artillery Weapons System (primarily indirect fire control)</td>
</tr>
<tr>
<td>EW</td>
<td>Electronic Warfare</td>
</tr>
<tr>
<td>FACE</td>
<td>Field Artillery Computer Equipment</td>
</tr>
<tr>
<td>FCE</td>
<td>Fire Control Equipment (stabilization gear)</td>
</tr>
<tr>
<td>FCS</td>
<td>Fire Control System</td>
</tr>
<tr>
<td>FEBA</td>
<td>Forward Edge of Battle Area (the front lines!)</td>
</tr>
<tr>
<td>GLCBM</td>
<td>Ground Launched Continental Ballistic Missile</td>
</tr>
<tr>
<td>GLCM</td>
<td>Ground Launched Cruise Missile</td>
</tr>
<tr>
<td>HE</td>
<td>High Explosive</td>
</tr>
<tr>
<td>HEAT</td>
<td>High Explosive, Anti-Tank</td>
</tr>
<tr>
<td>HEI</td>
<td>High Explosive, Incendiary</td>
</tr>
<tr>
<td>HMG</td>
<td>Heavy Machine Gun, 12.7 mm</td>
</tr>
</tbody>
</table>
ICM  Improved Conventional Munitions
IFV  Infantry Fighting Vehicle
IR  Infra Red (detects variations in heat signatures)

k  1,000
km  kilometer, equal to 1,000 meters (.62 miles)
KEAP  Kinetic Energy, Armor Piercing
KEAPER  Kinetic Energy, Armor Piercing, Extended Range

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)
LVH  Low Velocity Howitzer

MASH  Mobile Army Surgical Hospital
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)

PDM  Planetary Defense Missile

RAP  Rocket Assisted Projectile
RAFTAC  Radar For Field Tactical Artillery Fire Control
RDF  Radio Direction Finder (locates radio transmission for arty. fire)
DRFSS  Rapid Deploy Fire Suppression System
RFC  Rapid Fire Cannon

SAPI  Semi Armor Piercing, Incendiary (for light armored targets)
SP  Self Propelled
SPAAAG  Self Propelled Anti-Aircraft Gun
SAPW  Self Propelled Artillery Weapon
SPH  Self Propelled Howitzer
SPL  Self Propelled Launcher
STAFF  Smart Target Activated, Fire and Forget

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 moving target)
TIS  Thermal Imaging System (infra-red observation)
TOGS  Thermal Observation & Gunnery System (IR option for guns)

VDU  Video Display Unit (combined with L3TV)

WP  White Phospherous, also called "Willy Pete"
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-90-09  Infantry Weapons

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