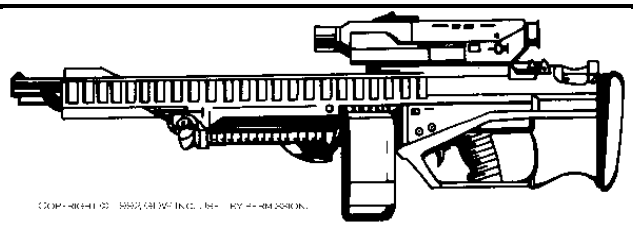
GAUSS LIGHT MACHINEGUN (LMG)



Tech level 12 version illustrated

EQUIPMENT STATISTICS

	TL	Type	Length	Vol	Wt	Price
○	12	Gauss LMG-12	1.0 m	5 litres	5 kg	Cr4,500

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Dgr Spc	Wt	Price
○	12	200 rds	needle	low	low/R*	—	2.0 kg	Cr200
○	12	200 rds	tranq	low	low/R	—	2.0 kg	Cr200

low sig=hard to spot; very little light or noise when fired
low recoil=does not cause disorientation when fired in a zero-G environment
/R*=rapid fire possible; fires three 10-round bursts in one round but allows 3 primary targets

CUSTOMISING NOTES:

ACCESSORIES

	TL	Item	Vol	Wt	Price
○	12	Bipod Mount & Pintle Socket		— integral —	

AMMO USAGE RECORD (OPTIONAL)

Each square represents a 10-round burst

○ TL12: (needle) ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

○ TL12: (tranq) ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

DESCRIPTION

A squad-level support weapon, replacing earlier light machineguns for gauss rifle-equipped troops.

Based on a heavied-up gauss rifle, the gauss LMG incorporates a bipod and pintle socket. Using the same ammunition as a gauss rifle, the gauss LMG generates an electromagnetic field along the length of the barrel which accelerates a 4 mm, 4 gram needle bullet to velocities of 1500 m/s. Flight along the barrel is nearly frictionless, with spin stabilisation imparted through magnetic bias. Emerging from the barrel faster than the speed of sound, the round is designed so it creates no sonic "crack" in flight, making the gauss LMG absolutely silent.

It mounts a 200-round drum magazine with high-powered integral batteries for slightly increased range and penetration. Reloading by replacement of an empty magazine takes one combat round, during which the character is considered to be evading. The gauss LMG may "tank up" from a gauss rifle magazine; in this case, it fires as a gauss rifle. Like other machineguns, the weapon fires in 10-round bursts.

Standard equipment on the gauss LMG includes a battlefield sight (incorporating light amplification, passive IR, visual magnification, and a laser rangefinder which may also be used as a target painting device), gyrostabilisation, and a sling.

TASK LIBRARY (USAGE)

Type	Round	Aim DM	Max Range	C* <1m (1D)	S* <3m (2D)	M* <45m (3D)	L* <300m (4D)	VL* <600m (5D)	D* <1.5km (6D)	VD* <3km (7D)	SR* <50km (8D)	Auto Tgts**	Dngr Spc	Hit Dmg
TL12	needle	+5	1500m	8	8	8	8	8	4	—	—	3	—	3D
TL12	tranq	+5	1500m	2	2	2	2	2	2	—	—	3	—	1D

*for the range given, penetration is listed.

TASK LIBRARY (REPAIR)

To repair a damaged gauss LMG:

[varies], Mechanical, DEX, [varies]

Referee: Difficulty depends on the damage level: use the standard damage and repair guidelines. Time increments for shop repair are as follows:

superficial damage.... 3 min
minor damage..... 10 min
major damage..... 2.5 hrs
destroyed..... 5 hrs

For field repair, double the time increment, in addition to other standard increases.

Stats and description of the **Gauss LMG** are taken from:

PICK, Ken, "Missing Links", ***Challenge 64***, GDW, Bloomington, IL, USA, 1992, pp 22-3.