

LIGHT MACHINEGUN-10



Tech level 10 version illustrated

EQUIPMENT STATISTICS

	TL	Type	Length	Vol	Wt	Price
○	10	LMG-10 (7mm)	1.0 m	5.0 l	5.0 kg	Cr2,500
○	10	LMG-10 (9mm)	1.2 m	6.0 l	6.0 kg	Cr3,000

AMMO STATISTICS

	TL	Mag Size	Round	Sig	Recoil	Dgr Spc	Wt	Price
○	10	100b (7mm)	bullet	hi	med	—	2.0 kg	Cr75
○	10	100b (7mm)	DS	hi	med	—	2.0 kg	Cr100
○	10	100b (9mm)	bullet	hi	med	—	2.5 kg	Cr75
○	10	100b (9mm)	HE	hi	med	—	2.5 kg	Cr100
○	10	100b (9mm)	DS	hi	med	—	2.5 kg	Cr125

high sig=lots of light and noise generated; easy to spot when fired
med recoil=causes disorientation if fired in a zero-G environment

CUSTOMISING NOTES:

ACCESSORIES

	TL	Item	Vol	Wt	Price
○	10	Tripod Mount	2 litres	1 kg	Cr250

AMMO USAGE RECORD (OPTIONAL)

Each square represents one 10-round burst

○ TL10:	<div></div>
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DESCRIPTION

An improved TL 10 light machinegun intended as a squad-level support weapon for ACR-equipped troops.

The weapon is chambered for ACR ammunition, and incorporates the ACR's sighting and stabilisation systems. The LMG-10 may "tank up" from the equivalent-calibre ACR magazine, in this case, it fires as the equivalent ACR.

Though primarily used from its (integral) bipod, the LMG-10 may also be tripod- or pintle-mounted.

The LMG-10 replaces previous light machinegun at TL10.

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
TL10	7mm bullet	+4	1000m	3	3	3	3	2	2	—	—	2	—	3D
TL10	7mm DS	+4	1000m	4	4	4	4	2	2	—	—	2	—	3D
TL10	7mm tranq	+4	1000m	2	2	2	2	2	2	—	—	2	—	1D
TL10	9mm bullet	+4	1200m	4	4	4	4	2	2	—	—	2	—	3D
TL10	9mm HE	+4	1200m	3	3	3	3	1	1	—	—	2	1.5	4D
TL10	9mm DS	+4	1200m	6	6	6	6	3	3	—	—	2	—	3D
TL10	9mm tranq	+4	1200m	2	2	2	2	2	2	—	—	2	—	1D

*for the range given, penetration is listed.

TASK LIBRARY (REPAIR)

To repair a damaged LMG-10:

[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	3 min
damage....	
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 *Light Machinegun-10* are taken from:

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