COLONIAL MARINE FORCE RECON

Special Operations Forces of the U.S. Colonial Marine Corps are extensively trained in underwater, deep space and hostile planetary environments. USCM Force Recon has the highest percentage of bioroids and intelligent cybershells in the United States Army. Like other special purpose units (SFOD-Delta, 75th Special Biomechanized Regiment, Aerospace Special Forces), they are part of the AMSOCOM (American Special Forces Command) under General Halo J. Clarke.

Force Recon personnel, or 'operatives', perform highly specialized, small scale, high-risk operations, usually in autonomous four-man teams.

- Deep penetration surveillance
- Specialized technical missions (nuclear, biological, chemical, microbot, radio, sensors and beacons)
- Target designation (supplying vital intelligence that satellites cannot produce)
- Conducting limited scale raids, such as orbital construct raids and the capture or elimination of specific personnel or sensitive materials
- Off-world hostage rescue and counter-terrorism

Force Recon Companies are deployed within a type of larger Marine Corps units called a Marine Assault Units (Special Operations Capable) or MAU(SOC). Marine Assault Units are designed to operate independently in areas of deep space, far from reinforcement or logistical support. An MAU incorporates its own dedicated starlift capacity usually in form of Space Attack Transports (SATs) and even SDVs (Space Dominance Vehicles).

As of 2206, there are currently 5 active Marine Force Recon companies:

- 1st Force Recon, based at Camp Pendelton, CA, Continental America, Earth. Col. Garrison
- 2nd Force Recon, based at Redlake Fields ASFB, Mars. Ltn.Col. Forrest
- 3rd Force Recon, based at Glenn GSO Station at Terranova, Alpha Centauri A V. Ltn.Col. Shanthi.
- 4th Force Recon, based at Chinook 91 GSO Station at Georgia 525, 61 Ursae Majoris. Ltn.Col. Hudson
- 5th Force Recon (Provisional), based at Columbus Station, Earth-HEO. Col. Cornbelt

GETTING THERE – INFILTRATION METHODS

- Orbital drop by aerospace shuttle or dropship
- Orbital dead-drop by atmospheric re-entry vehicle
- High-altitude low-opening drop with parafoil
- Low-altitude dead-drop with "drop jelly"
- Direct insertion by aerospace assault craft

TOOLS OF THE TRADE

PROTECTIVE GEAR

USCM Nanoweave Combat Uniform

Marine battledresses are nanoweave smart material, made of several layers: Biomonitoring sensors, insulation, NBC protection and bullet-proof ferrofluid layer capable of stopping small arms fire. Adaptive, dynamic disruption pattern. Printing also absorbs infrared radiation at different frequencies, breaking up the wearer's IR signature. Boots are provided with internal Venlar micromesh to protect against caltrops or even land-mines.

PD 2, DR 10. Cost: 400 €

USCM M3 Liquid Body Armor

Strap-on Liquid Body Armor Exoskeleton, a sandwich of graphite nanotube fibers, boron carbide, nanoliquid

silica and Venlar with biomechanical artificial muscles. Helmet faceplate incorporates a digital camera, microcommunicator, CRB filter, IFF transponder, near miss indicator and radar detector. Other helmet subsystems include situational awareness monitor, warrior status monitor and multiview imaging system.

PD 6, DR 35. Helmet provides PD 4, DR 40 Cost: 1200 €

IRC Mk. 50 Compression Smartsuit

Usable in vacuum and low-pressure environments. Made of tough 3d molecular smart-matter weave that doubles as artificial muscles duplicating the wearer's every movement. Pressure sensors enable wearer to feel whatever the user touches. It is fully seealed, self-healing and sports an adaptive, dynamic camouflage

pattern. It is so tight that many standard Marine items can be adjusted to fit over it.

PD 2, DR 40. Cost: 3,500 €.

USCM M70 Achilleus Battlesuit

Self-powered, armoured, shock-absorbing, strength-amplifying, air-tight and pressurized exoskeleton, usable in any planetary envinronment. The helmet has integral virtual interface, radio, laser, sensors and 4x teleview. Max. 48h life support. IR cloaking, lidar and radar detectors, IFF transponder, near miss indicator. Armor consists of thick plates of laminated metal-matrix and nanocomposite layers with laser-reflective surface. Sensor- and prism-embedded Reactive Armor Paste can be lathered unto armor to provide additional protection against impacts and beam weapons. Alternatively, the surface of the armor can be coated with Chameleon TM, smart electrophoretic ink designed to alter coloration to blend it into the background.

PD 5, DR 70 (torso), PD 4, DR 50 (elsewhere). Reactive Armor Paste provides extra DR 20 against beams or projectiles. ST 24. Power: 4 hours with E class powercell. Cost: 60,000 €

M823 Apshai Personal Defense Hive

Addition to M70 Battlesuit. Contains radiothermalgenerator powered microbot cyberswarms with mission-tailored equipment packages. Four subsystems: 1) Repair Assets fix your battlesuit, 2) Medical Assets act like a instant medic, 3) Expendable Recon Assets provide intelligence in urban warfare and 4) Sentry Assets protect against hostile cyberswarms. Asphai microbots are detectable by IR and Geiger counters, so they trade stealth for survivability.

TELEWEAPONS AND CYBERSHELLS

UA 571-C Remote Sentry Gun

Man-portable automatic perimeter defense system. A remote sentry unit weights 19,6 kg and can be assembled in under 150 seconds. A microwave datalink connects the sentry to a remote command console. UA 571-C mounts a pusle action machine gun, firing M250 10 mm x 28 HEAP round with a cyclic rate of 1100 rpm. Internal sensor array consists of cooled infrared, detector, ambient light optics, ultrasonic motion tracker and lidar. 571-D mounts a 20 mW HF laser and 571-F a 40mm automatic grenade launcher.

Motoca UAV-520 Sentinel

Teleoperated or autonomous Sentinel spycraft can hover over a battlefield for several days, pinpointing enemy movement and positions with synthetic aperture radar, lidar and infrared, and even designating them for missile, artillery or orbital bombardment.

Armat M100 RATS

Robotic Automated Tactical Systems are autonomous cybershell weapons, intended to supplement or replace human infantry. They are like living sentry guns, small

enough to infiltrate via air ducts, sewers and other places human soldiers couldn't. Armed with electrothermal 10mm PDW and 15mm Intelligent Micro-Missile (IMM) pods.

Myrmidon Warrior Cybershell

Barnard & Northrop BN-1865 Myrmidon is an ant-like, six-legged stealthy ground-combat cybershell optimized for very hazardous planetary conditions, like in Venus. Retractable sensor booms. Armed with Armat 15mm electromagnetic railgun, Microwave Area-Denial projectors and 30mm Intelligent Mini-Missile (IMM) pods.

Hekatonkheires Warrior Cybershell



OFFENSIVE WEAPONS

Armat M4A1 Pulse Rifle

Standard weapon of the United States Colonial Marine Corps and US Army. Pulse-action air-cooled automatic assault over-and-under configuration rifle, incorporating a 30mm mini-missile launcher. M41 is rugged and lightweight, constructed largely from 3dfabricated ultra-light metal alloy. The outer casing is made from titanium aluminide and many internal parts are moulded from high-impact, temperature resistant plastics. Retractable stock, auxiliary laser sight, AN/RVS-52 HUD sight linked to virtual interface, IFF interrogator, smart handgrip. Recoil-dampened electronic pulse-action fires standard 10mm x 24 high explosive armour piercing caseless homing round optimized for maximum lethality against infantry wearing personal armour. Some special munitions available for M4A1 include shaped-charge tungstencarbide anti-armour flechettes, 30mm Californium mini-nukes and self-forging anti-battlesuit penetrator warheads.



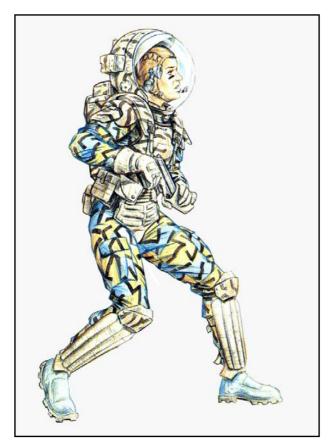
Armat M42 Scope Rifle

The M42 is a 10mm electro-thermal pulse action rifle employed as the primary sniper weapon of the USCM. It is laid out in a bullpup configuration, with a casing of titanium aluminide over a duratel frame. Fitted with shielded passive sensors, cybernetic link and 20x active scope, which display composite image based on infrared, visual and electromagnetic emissions, augmented by input from local sensory matrix or direct input from ground lidar, radar and motion trackers. The weapons PARGET control system is able to connect the rifle into the local sentry gun matrix, allowing the Scout-Sniper to redirect sentry gun fire. M252 caseless HEAP round has a maximum effective range of 2,950 meters. A long-range stabilised ball round is also available, with an effective range of 3,800 meters.

Armat M56 Smart Gun

The M56A2 is a general purpose 10mm automatic squad support weapon, effective out to 1500 meters. Cyclic rate is around 1200 rpm. The gun is largely constructed from moulded carbon-fiber. The system is mounted on a gyrostabilised operator's harness and slaved to targeting processor. The gun is self-steering on the mount, though firing must be commanded manually. It is powered by standard DV9 Lithium battery, good for up to 50,000 rounds.





Colonial Arms M91 Metal Storm

The M91 is a light, polymer-and-alloy electronical multibarreled assault weapon, firing 15mm smart minimissiles with programmable payloads and 4,7mm ultravelocity kinetic penetrating anti-battlesuit caseless rounds. It is standard weapon of the US Army armoured and biomechanized infantry using heavy battlesuits.

M78 PIG

Phased Plasma Infantry Gun is a man-portable antiarmor weapon. Weighing 15,2 kg in its entirety, the PIG consists of two parts: the gun and its power pack. 15 mW phased plasma system fires vaporized Cadmium Telluride pellets from a 30 round feed. Tghe fast-discharge system powering the gun's laser and magnetic coil is fed from a 4mW hydrogen fuel cell in the power pack.

M83A2 SADAR

Shoulder-launched Active-homing Disposable Antitank rocket is a lightweight one-shot anti-armor weapon, capable of engaging enemy cybershells and battlesuits at ranges up to 1,000 m. Rocket warhead options include self-forging penetrators (SEFOP) and MBC (Microbot-Biological-Chemical) options.

M112 HIMAT

Hypervelocity Intelligent Missile, Anti-Tank. Manportable battlefield 'brilliant' weapon with a range of over 5,000 m. The versatility of the systems allows the field commander many options for its deployment and use, in offensive, defensive and anti-air rôle.



IRC Mk.50 Compression Smartsuit

5th COLONIAL MARINE FORCE RECON COMPANY (6 Deep Reconnaissance Platoons)

Commander: Colonel Lucius Cornbelt

1st Deep Reconnaissance Platoon « DEEP EYES »

Men: 17 Bioroids: 7 Cybershells: 5

COMMAND & CONTROL

Platoon Commander Cpt. Richard Ananke Astraios Farrell (Orion)

Platoon NCO Msgt. **Pinak César Valdez** (Olympian) Platoon medic WO dr. **Lucrezia Torres** (Metanoia)

AEROSPACE WING (2 x UD-4 Dropship)

Dropship pilot 1st Ltn. **Ava Oberlicht** (Siduri)

Dropship gunner Flight Sgt. Anton Daniel Roca

Dropship Technician Tech. Sgt. Owen Bradley

Dropship pilot 2nd Ltn. **Natasha Rashidov** (Ishtar)

Dropship gunner Flight Sgt. Christopher Connor

Dropship Technician Tech. Sgt. Logan Green

SECTION A (M577 Armoured Personnel Carrier)

Section Leader GySgt. Juanita Rodriguez-Martello

APC driver Pfc. Diana Lee Miller (Alpha)

RECON SQUAD ALFA

Team leader SSgt. Bishamon Iota (BIS-2320 – Achilleus Warrior Cybershell)

Teleoperator Sgt. John Ethan Hayes

Scout-sniper Cpl. Agent Alpha Johnson (AGJ-1137 – Nexus 6 Combat/Infiltration Bioroid)

Smart gunner Cpl. Idoru Evelake-Smith (IDR-2138 – Nexus 6 Combat/Infiltration Bioroid)

TECHNICAL SQUAD BETA

Team leader Sgt. **Polydeukes Beta** (PLD-4894 – Achilleus Warrior Cybershell)

Technical Operator Cpl. Joshua Carlos Powell

Mechanized rifleman Pfc. GYGES Baker (Hekatonkheires Warrior Cybershell)

Mechanized rifleman Pfc. GYGES Brown (Hekatonkheires Warrior Cybershell)

SECTION B (M577 Armoured Personnel Carrrier)

Section Leader 2nd Ltn. **Kira Mirkovic** (Alpha)

APC driver Pfc. Brother Tucker (Nexus 5 Bioroid)

RECON SQUAD GAMMA

Team leader SSgt. Kris Goodman (Avatar)

Teleoperator Sgt. Brianna Barnes

Scout-sniper Cpl. Joseph Baker-Smith (JSP-2002 Nexus 6 Combat/Infiltration Bioroid)

Smart gunner Pfc. Henry Gonzales (Unlicensed Spartan Bioroid)

RECON SQUAD DELTA

Team leader Sgt. Protokles Kappa (THX-1101 Achilleus Warrior Cybershell)

Teleoperator Cpl. Frequent Flyer Ford

Scout-Sniper Cpl. x

Smart gunner Cpl. x

x) Two Hekatonkheires Warrior Cybershells belonging to Section B Technical Squad were inflicted by joint malfunctions during simulated combat excercise in Camp Hanneken, Mars. They were sent to workshop for refit and maintenance. Captain Farrell has requisited two additional Nexus 6 Combat/Infiltration bioroids to form a third recon squad in the interim.