

Rogue Squadron Special Forces Command
Manual to Combat Equipment and Standard Issue Weapons

Section 1 - Standard Issue Battle Dress Uniforms

All Rogue Squadron Special Forces members shall be issued standard New Republic Dress and Casual uniforms. SF members will also be issued Terran USAF Dress and Undress uniforms for use when on assignment to the planet. In addition, USAF fatigues will be issued when circumstances demand.

Standard Battle Dress consists of the A/KT Tuff1 Combat Jumpsuit. A one-piece outfit that can be tailored to most humanoids, a combat jumpsuit can be accessorized with blast vests or helmets, or worn beneath civilian dress. The jumpsuit material dries fast and breathes well, and provides good insulation. Attachment rings and pockets secure weapons and equipment. The jumpsuit is usually complemented with a durable helmet, and stiff boots and gloves.

Merr-Sonn Heat Stalker Thermal Suits are standard issue for cold weather missions. Ment to baffle thermal imaging and sensing systems, the thermal suit consists of a layer of insulation and a thermal emissions system. It has small thermal sensors at various points, which constantly read the surrounding air temperature, and raise or lower the suits external temperature to match. Because it blocks the wearer's thermal emissions, it also functions as medium weight climate control suit.

Section 2 - Armour and Equipment

Rogue Squadron Special Forces personal combat armour, designated All-Purpose Lightweight Individual Carrying Equipment, or ALICE, consists of: MilTech Tactical Back-and-Breast torso combat armour, a New Republic issue tactical combat helmet, a large frame backpack, capable of holding 15 kilograms (a small frame pack, capable of holding 5 kilograms is also issued), a standard equipment belt, and a pair of synthetic leather gloves.

Standard issue equipment includes: Thermal Flares, BioTech MediKit for first aid treatment, Neuro-Saav Stareyes low

light goggles, and BlasTech T-141 Thermal Imaging Goggles for night operations.

In addition, other useful equipment such as tool kits, canteens, repelling cord, etc. may be assigned by the mission commander as situations demand.

Section 3 - Weapons (Secondary & Personal)

Standard issue secondary weapons are the BlasTech DL-18 blaster pistol and a New Republic issue vibroblade.

Command officers are issued a sidearm of their own choosing. General Viper uses a Merr-Sonn M-434 DeathHammer for its reliability and greatly improved firepower.

Cultural weapons, such as the Wookiee Bowcaster are acceptable weapons for use in combat situations.

Section 4 - Weapons (Blasters & Sniper Blasters)

Standard Blaster Rifle is the BlasTech E11. The E11 has a proven track record and has seen combat under both the New Republic, and Imperial banners. It's a highly accurate, medium range weapon useful for close quarters due to its carbine-sized length. The E11 retains the firepower of the larger blaster rifles, but the longer range of the blaster carbines.

The Merr-Sonn M-435 Deathsledge advanced blaster rifle is issued to Rogue Squadron sharpshooters. The Deathsledge has the longer range associated with less powerful weapons, but the firepower of a heavy blaster rifle.

The long-arm of Rogue Squadron Special Forces teams, the Merr-Sonn SX-451 Heavy Sniper Rifle is actually closer to a piece of light artillery than it is a marksman's rifle. The mission of the SX-451 is to destroy material, vehicles and crew served weapons from a distance, usually outside of the enemy's perimeter. This, and the fact that the SX-451 is not a small weapon -nearly two meters long and 15kg in weight- make this weapon ideal for full combat assaults, and not covert operations, to which its sister rifle, the M-435, is more appropriate.

Section 4 - Weapons (Grenades & Remote Casualty Producing Devices)

The Merr-Sonn LM-18 Anti-Personnel Mine follows the typical pattern for this kind of device. It consists of a layer of explosives placed under a layer of shrapnel material. This is packed into a curved, plastic container, which has fittings for a detonator, which is in turn attached to the initiator, and set of metal legs and loops for mounting. There is certain danger area behind the device when it detonates, but for the most part the danger is to the front of the mine. The air is filled with whistling shrapnel, producing horrific effects. It is remarkably similar to the Earth Claymore mine.

The SoroSuub M15B3 Bounding Landmine consists of a pressure switch, connected to a spring-loaded launcher that contains a modified hand grenade. When the grenade reaches the end of it's one-meter tether, it detonates. The pressure switch is one of the most advanced of its kind on the market. When more than 40kg is placed on it, the system cocks. When the weight is removed, it starts a two second delay, which leads to the launching spring, making it RSSFC's anti-personnel mine of choice for dealing with errant Gou'ald patrols.

RS Special Forces use a variety of grenades. Most common are Fragmentation Grenades, White Phosphorus Grenades, Proton Grenades, and Concussion Grenades. Our armouries also include Thermite Grenades (similar to WP Grenades), Smoke Grenades, Stun Grenades, and Tear Gas Grenades.

We are also equipped with Merr-Sonn Trooper Minigrenade Launchers that can be slung under the barrel of an E11 blaster rifle to give the user more of a punch. They are commonly loaded with Concussion Mini Grenades.

The standard munitions used for demolitions and other similar roles are Nergon 14 charges. Packing a very high explosive yield, these munitions use the unstable explosive element Nergon-14 to create a highly destructive blast wave. RS has these charges in demolition form (Nergon 14 charges) and grenade form (proton grenades).

Data contained in this manual is based off of the old SWRPG and information contained within the Star Wars Encyclopedia. Weapons specs were retrieved from <http://www.rpi.edu/~simmod/swrpg/>