

Armored Personnel Carriers & Infantry Fighting Vehicles

This section of the guide will focus on APC's and IFV's as they are called in military circles.

A little history: The concept of the APC goes back to the 1960's when armed forces were looking for a vehicle that could transport an infantry squad across the modern battlefield while keeping them safe from artillery shell fragments and light arms fire. The idea behind these vehicles was that the infantry would dismount from the vehicle when they had reached their destination.

The concept of the IFV's was to keep the infantry units inside the vehicle in direct support of the heavier armored units. IFV's on the average are slightly more armed and armored than the APC with turrets inclusive or light automatic cannon and anti tank guided missiles.

The line between APC and IFV's has been blurring more and more as time continues forward with many upgrade APC's taking on the look and roles of IFV's, with the inclusion of add-on armor packages and well armed weapons turrets.

According to most sources the entire APC concept would have disappeared completely if it were not for the need of light weight airborne quick reaction forces and amphibious forces which require lighter weight vehicles.

In the Dark future of Cyberpunk the APC and IFV are likely to continue on a path of more armor protection for their crews and passengers. Also as time has gone on in the evolution of these vehicles more and more firepower has been incorporated into the chassis slowly blurring the lines between light armored vehicles and tanks. The increase in firepower has also led to smaller and smaller numbers of infantry that can be actually carried onboard due to weight and space requirements for the weapons systems.

Basic Equipment

All new and reconditioned military vehicles will have the following equipment standard:

Smoke grenade launchers: 6 or 8 small launchers normally mounted to the outside of the turret to create covering smoke support for fellow vehicles.

Military Radio & searchlights.

Some Basic Rules Regarding APC's-IFV's:

Tracked Vehicles: On tracked vehicles most of the time the damage could be fixed in the field given enough free time since the tools and extra tracks are carried onboard, but this would be a Diff (20+) task at best and take from ½ to several hours.

Wheeled Vehicles: Wheeled APC's-IFV's: all of these have either solid tires as in older Russian designs, or inflatable tire systems with Run-Flat systems as in the LAV series vehicles. The standard Run-Flat systems will allow the vehicles to continue moving at 75% of normal maximum speed if only one or two tires have received minor damage and at 25% speed when they have reached 75% of their total SDP for the tires. After reaching maximum damage they are considered immobile.

Some minor notes on wheeled APC's & IFV's: as a rule they are less expensive than their tracked counterparts and have lower armor protection due to the problems of ground pressure problems. Some of the other problems are a lack of maneuverability in tight space situations like in urban settings and in mountainous regions where their inability to make tight turns creates a liability.

While the Russian Army in the early 2000's started to phase out these type vehicles after many problematic military encounters ranging from Afghanistan to the conflict in Chechnya, many world militaries still rely on wheeled vehicles with light armor to provide their mechanized infantry forces with protection.

<http://www.fas.org/man/dod-101/sys/land/row/rusav.htm>

As a general rule for all wheeled and tracked vehicles in this class the armor SP value given is for the front and the sides only the rear of the vehicle and the top portions have approximately 50% of the front and side armor values even on the lighter vehicles.

As stated certain portions of these vehicles have separate SDP values. This is because they have been known to be specific targets that other vehicles and anti-tank gunners aim for.

The turrets and the motive gear are popular targets. When they have taken more damage than the total listed then they are either inoperable in the case of the turrets or immobile in the case of the motive gear.

Tacticle hint: this is why anti-tank gunners aim for these areas, if you cannot utterly destroy the vehicle it is best to make it immobile or tactically useless.