From the office of the Joint Chiefs

Project Gungnir

As compiled by the Army Armored Calvary, Marine Armored division, and Army Corps of Engineers Joint Taskforce.

Project objectives - To create a hover APC (XG) to phase out and replace the older ground based vehicles.

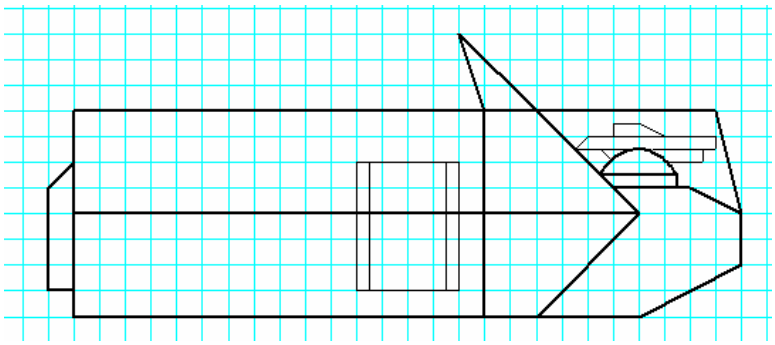
With the development of the SAMAS and Glitterboy powered armors the volatility of frontlines is expected to increase. As seen in recent military actions, the front line can move very quickly, supply lines and reinforcements need to be able to effectively meet the needs of frontline troops. The US Army and USMC both require land transports that are able to excel in such environments.

Project requirements -

1. A hover type vehicle that can move as fast or faster than current vehicles over indeterminate terrain.
2. A vehicle that can carry out a variety of tasks, including but not limited to:
    a. Carrying a unit of SAMAS armored troops
    b. Carrying 1 or more units of traditional infantry
    c. Carrying 1 or more heavy ordinance weapon
    d. Carrying supplies quickly to frontline troops in unsecured territory.
    e. Salvaging material and equipment without the crew having to leave its protective armor.
3. A vehicle that is highly interchangeable to reduce parts and supply needs of repairs and maintenance.

To this end the Project Gungnir has developed 6 prototypes. The GX is a the standard model which all other GX prototypes are modeled after. The GX-A is a modified GX, it adds 5 heavy armor plates and looses two hatches. The GX-H is the Halfback model. It is similar to the GX, but the rear compartment is now an open bed where other vehicles or equipment could be transported. The GX-HA is the GX-H with the GX-A's armored plates added for additional protection of cargo. Finally, the GX-O is a modification of the basic GX, the rear compartment has been modified to house two multiple ordinance missile launchers. As per the request of the Army Corps of Engineers an additional model, the GX-S was created. Similar to the GX-H, the GX-S has enclosed walls, an open roof, and the primary weapon has been replaced with a robotic arm.

Model: GX



Class: Hover APC
Crew: 2, pilot and a gunner.

Height: 11ft
Width: 15ft
Length: 27ft
Weight: 12 tons
Cargo: 2 Infantry units, 1 SAMAS Platoon or 4 tons cargo
Power: LM/Rolls Royce NKT-023 Thermonuclear Powercell (25 years), Lockheed Martin HM-3 Hoverthusters
Speed: 125mph Top
70mph Cruising

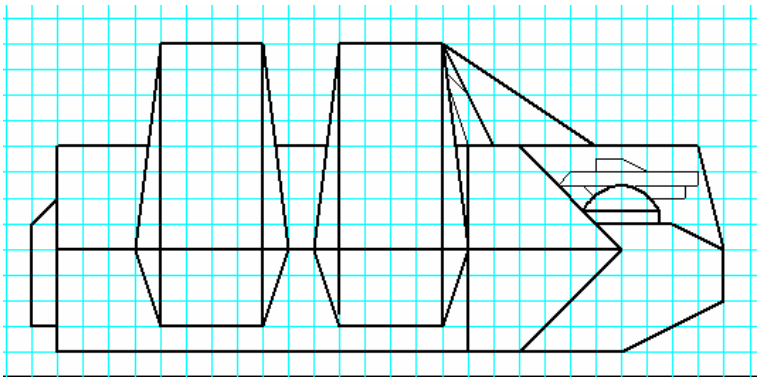
Weapon Systems:
M-600A Mounted Railgun (Turret)
Range: 2500ft Damage: 1D6 MD (Single Shot) or 1D6X10 (30 round burst) or 2d6X10 (60 round burst, uses 2 actions) Payload: 2000 round drum
M-2300 Anti-Personnel Laser (Nose mount)
Range: 2500ft Damage: 2D6MD (Single Shot) or 6D6 (Burst) Payload: Unlimited (powered by vehicle generator)
M-250 Auto Grenade Launcher (Turret)
Range: 5500ft Damage: Varies with type Payload: 60 rounds

Armor by Location (MDC):

Weapon Turret	75
Nose Laser	50
Hover Jets	90 each (4)
Reinforced Pilots Compartment	70
Main Body	300

The basic GX is a high-speed troop transport, able to bring an entire unit into an engagement. It is fast, well armored, and can carry it's payload over almost any terrain, excellent for bringing reinforcements to the front lines. Its extensive use of standardized and exchangeable parts allow for quick assembly, disassembly, and repair, even without the aid of a mechanic shop. The top deck can be used to transport cargo, material, or extra troops.

Model: GX-A



Class: Hover APC
Crew: 2, pilot and a gunner.

Height: 12ft
Width: 15ft
Length: 27ft
Weight: 13 tons
Cargo: 2 Infantry units, 1 SAMAS Platoon, or 2 tons cargo
Power: LM/Rolls Royce NKT-023 Thermonuclear Powercell (25 years), Lockheed Martin HM-3 Hoverthusters
Speed: 70mph Top
40mph Cruising

Weapon Systems:

M-600A Mounted Railgun (Turret)
Range: 2500ft Damage: 1D6 MD (Single Shot) or 1D6X10 (30 round burst) or 2d6X10 (60 round burst, uses 2 actions) Payload: 2000 round drum

M-2300 Anti-Personnel Laser (Nose mount)
Range: 2500ft Damage: 2D6MD (Single Shot) or 6D6 (Burst) Payload: Unlimited (powered by vehicle generator)

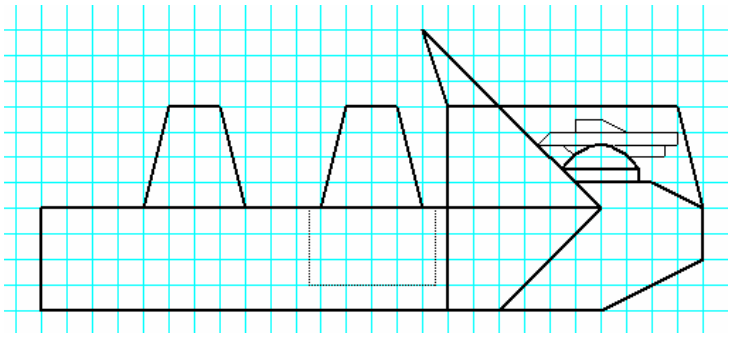
M-250 Auto Grenade Launcher (Turret)
Range: 5500ft Damage: Varies with type Payload: 60 rounds

Armor by Location (MDC):

Weapon Turret	75
Nose Laser	50
Hover Jets	90 each (4)
Reinforced Pilots Compartment	70
Main Body	300
Armor Plates	80 each (5)

A more heavily armored version of the GX, the GX-A is designed for taking troops into the thick of combat. The increased armor provides cover and protection for SAMAS's ridding on the top, as well as increases the armoring of the troop compartment. The extra armor addition is simple to install on the GX, requiring 15 minutes in an equipped shop, and 1 hour in the field.

Model: GX-H



Class: Hover APC
Crew: 2, pilot and a gunner.

Height: 11ft
Width: 15ft
Length: 27ft
Weight: 6 tons
Cargo: 10 tons
Power: LM/Rolls Royce NKT-023 Thermonuclear Powercell (25 years), Lockheed Martin HM-3 Hoverthusters
Speed: 150mph Top (100 fully laden)
80mph Cruising (55 fully laden)

Weapon Systems:

M-600A Mounted Railgun (Turret)
Range: 2500ft Damage: 1D6 MD (Single Shot) or 1D6X10 (30 round burst) or 2d6X10 (60 round burst, uses 2 actions) Payload: 2000 round drum

M-2300 Anti-Personnel Laser (Nose mount)
Range: 2500ft Damage: 2D6MD (Single Shot) or 6D6 (Burst) Payload: Unlimited (powered by vehicle generator)

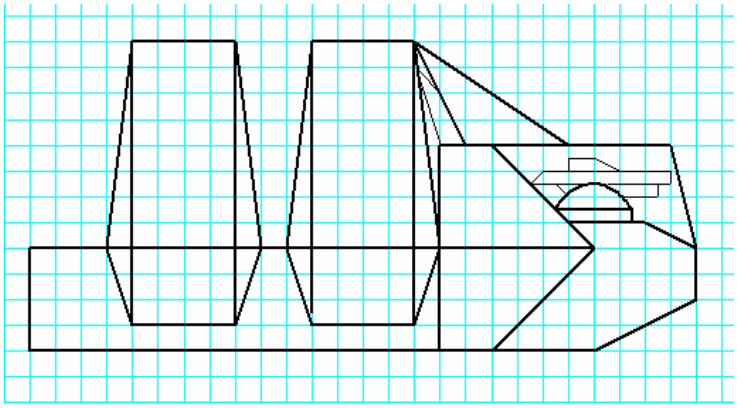
M-250 Auto Grenade Launcher (Turret)
Range: 5500ft Damage: Varies with type Payload: 60 rounds

Armor by Location (MDC):

Weapon Turret	75
Nose Laser	50
Hover Jets	90 each (4)
Reinforced Pilots Compartment	70
Main Body	300

The GX-Halfback modification is for the transport of equipment, ordinance, and other vehicles. It is designed to be a logistic workhorse. Modification of this model to the standard GX takes 1 hour in an equipped shop, and cannot be done in the field.

Model: GX-HA



Class: Hover APC
Crew: 2, pilot and a gunner.

Height: 11ft
Width: 15ft
Length: 27ft
Weight: 7 tons
Cargo: 9 tons
Power: LM/Rolls Royce NKT-023 Thermonuclear Powercell (25 years), Lockheed Martin HM-3 Hoverthusters
Speed: 70mph Top
40mph Cruising

Weapon Systems:

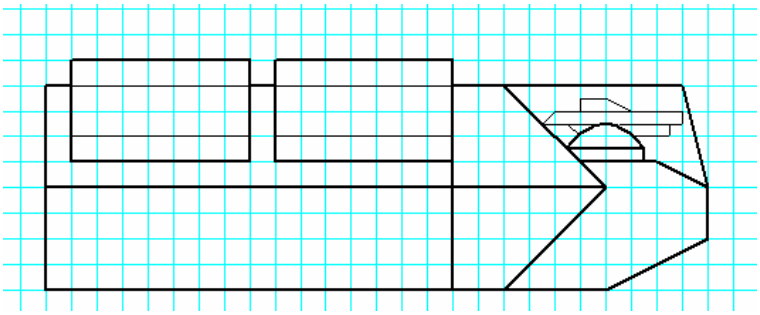
M-600A Mounted Railgun (Turret)
Range: 2500ft Damage: 1D6 MD (Single Shot) or 1D6X10 (30 round burst) or 2d6X10 (60 round burst, uses 2 actions) Payload: 2000 round drum
M-2300 Anti-Personnel Laser (Nose mount)
Range: 2500ft Damage: 2D6MD (Single Shot) or 6D6 (Burst) Payload: Unlimited (powered by vehicle generator)
M-250 Auto Grenade Launcher (Turret)
Range: 5500ft Damage: Varies with type Payload: 60 rounds

Armor by Location (MDC):

Weapon Turret	75
Nose Laser	50
Hover Jets	90 each (4)
Reinforced Pilots Compartment	70
Main Body	300
Armor Plates	80 each (5)

This modification to the Halfback adds the armor plates used in the GX-A. While still a very capable logistical tool, this model is specialized in other tasks. As a logistical tool this unit is very suited for moving material through unsecured territory. The added protection of the armored plates, coupled with its high speed, makes this model useful in the deployment of heavy ordinance weaponry, like anti-aircraft and long-range weapon systems. The need for stabilization has prompted the borrowing of the Glitterboy stabilization pitons. Each GX model is outfitted with them, but the GX-HA makes the most use out of the system. The extra armor addition is simple to install on the GX-H, requiring 15 minutes in an equipped shop, and 1 hour in the field.

Model: GX-O



Class: Hover APC
Crew: 2, pilot and a gunner.

Height: 8ft
Width: 15ft
Length: 27ft
Weight: 15 tons
Cargo: Special
Power: LM/Rolls Royce NKT-023 Thermonuclear Powercell (25 years), Lockheed Martin HM-3 Hoverthusters
Speed: 70mph Top
40mph Cruising

Weapon Systems:

M-600A Mounted Railgun (Turret)
Range: 2500ft Damage: 1D6 MD (Single Shot) or 1D6X10 (30 round burst) or 2d6X10 (60 round burst, uses 2 actions) Payload: 2000 round drum

M-2300 Anti-Personnel Laser (Nose mount)
Range: 2500ft Damage: 2D6MD (Single Shot) or 6D6 (Burst) Payload: Unlimited (powered by vehicle generator)

M-250 Auto Grenade Launcher (Turret)
Range: 5500ft Damage: Varies with type Payload: 60 rounds

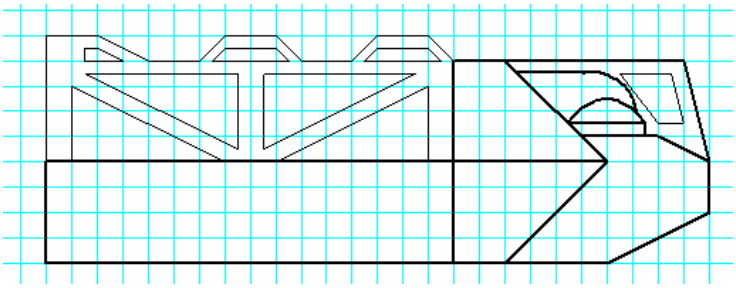
DO-15 Rapid Ordinance Weapon
Range: Damage: Varies with type Payload: 72 medium range, 42 long range

Armor by Location (MDC):

Weapon Turret	75
Nose Laser	50
Hover Jets	90 each (4)
Reinforced Pilots Compartment	70
Main Body	300
Ordinance Launchers	150 each (2)

The GX-O is the most drastically different from the GX base model. A custom ordinance bay is mounted on the GX-H that makes the GX-O look like a base GX. But that is where the similarities end. The gunner equipment of the GX-O has been modified to accommodate the expanded weapon and sensor suite. The ordinance bay holds 2 separate missile launcher. Each launcher holds 6 missiles that can be fired individually, or in barrages of up to 6 missiles. Only one launcher can fire at a time. When not firing the launcher recedes into the body of the ordinance bay and is robotically reloaded. If the missile loadout is preprogrammed, reloading takes no more than 8 seconds. While the GX-O cannot be converted into a standard GX, due to its custom modifications, it can eject the ordinance bay, thus by reverting to the capabilities of the GX-H.

Model: GX-S



Class: Hover APC
Crew: 2, pilot and a robotic operator.

Height: 11ft
Width: 15ft
Length: 27ft
Weight: 6 tons
Cargo: 10 tons
Power: LM/Rolls Royce NKT-023 Thermonuclear Powercell (25 years), Lockheed Martin HM-3 Hoverthusters
Speed: 70mph Top
40mph Cruising

Weapon Systems:

M-2300 Anti-Personnel Laser (Nose mount)
Range: 2500ft Damage: 2D6MD (Single Shot) or 6D6 (Burst) Payload: Unlimited (powered by vehicle generator)

Armor by Location (MDC):

Primary Robot Arm	80
Secondary Arms	15 each (two)
Nose Laser	50
Hover Jets	90 each (4)
Reinforced Pilots Compartment	70
Main Body	300
Cargo Bay	40

As per the Army Corps of Engineers request the GX-S was developed. Its primary robotic arm can lift up to 1.6 tons. The secondary arms can only lift 200 lbs, and can make fine adjustments. This model is useful in the construction of fortifications, moving material and supplies, and in salvage and rescue operations.

Topic: Testing and Field Action Reports
Subject: Starfall incident report
Author: Lt. Commander Dayson Grey (US Army)

The GX series has been submitted to a plethora of tests and testing criteria. In every test it has excelled. The reports and memos detail its capabilities more accurately than I have. My men and I have put them through their paces, and then some.

As you are aware that two months into testing of the 12 field test Gungnir the PG-012 Experimental Prototype Glitterboy was transferred to Gamma base for testing. On Day 75 of testing, our third live fire test, the PG-012 was stolen by, then, unknown hostiles. Some how they had disabled the base's outer defense perimeter, commandeered the Glitterboy, and then blasted their way out. The only warning was from an observer post that reported the unscheduled activation of the PG.

I received the alert on the theft at 13:06, two minutes after the fact. Immediately I signaled the end of the exercise. Within three minutes, my subordinates and I had consulted. HQ was unable to scramble a force to pursue, due to what we now know was sabotage. The nearest able military base was _____ Air force base, too far to muster and track the target.

Once we had determined HQ would be unable to respond to the emergency I ordered my unit to form up on my GX. We began pursuit of the PG-012 at 13:10. By 13:23 we had it on our long range sensors. I ordered the GX-A's to take point, followed by the GX-HA's, with the GX's taking up forward scouting positions one mile away, at 2 and 10 o'clock. The GX-H's, loaded with anti-aircraft laser cannons, were sent ahead with the GX's to take up position on hilltops. They were to keep the PG low to the ground. I hoped that as soon as the pilot of the PG saw them he would stay close to the ground and out of their line of fire. The gambit worked and he stayed low.

With the GX-HA's and the GX's as spotters I ordered the GX-O's to lay down a cover barrage. This slowed and caused confusion in the target. He was unable to avoid the missiles and fire on his pursuers with much accuracy. The GX-01 was hit twice and crashed, three wounded. GX-02 took two hits but was able to continue pursuit. The GX-A's each took a hit, one was glancing, the other destroyed its weapon turret, wounding two crew members. Though slowed and damaged GX-A01 was able to continue in pursuit.

Luckily for us the PG was not loaded with its full armaments and had limited ammunition. Once we had gained to 200 yards I ordered an end to the bombardment and we attempted to disable it. It took the entirety of the two full SAMAS squads as well as the GX-S's to pin down the PG as we forced the cockpit open. Unfortunately the pilot did not survive the attempt, neither did three SAMAS pilots. We then loaded the PG into GX-S02 and returned to base. We arrived at 13:58, less than 1 hour after the prototype was stolen.