25. REMOTELY-CONTROLLED AND AUTOMATED WEAPONS

Briefing

1. Remotely-controlled and automated vehicles and weapons perform a wide variety of useful functions on the battlefield.

Type	Definition and application
APV	Autonomously-piloted vehicle – generic term for the entire class of vehicles that are independent of operators.
MAV	Miniature air vehicle – an extremely small, battery-operated vehicle utilizing satellite navigation and equipped with video transmission equipment to perform short-range reconnaissance missions.
MTEV	Micro-tactical expendable vehicle – a very small flying machine (200 mm or less) equipped with video transmission equipment to perform reconnaissance.
RDV	Remote demolition vehicle – a ground, aerial or marine vehicle designed to carry explosives to an enemy target and detonate.
RPAV	Remotely-piloted attack vehicle – specific term for vehicles equipped with warheads and intended to be flown into enemy targets and detonated. Also known as "suicide drones."
RPV	Remotely-piloted vehicle – generic term for the entire class of vehicles that are controlled by operators.
RWT	Remote weapon turret – automated weapon equipped with IFF and programmed to fire on enemy forces. Unmanned strongpoints fall into this category.
SARV	Surveillance and reconnaissance vehicle – equipped with video transmission equipment and an enhanced detection system to perform its missions.
UAV	Unmanned air vehicle – equipped with video transmission equipment and weapons to perform aerial reconnaissance and air-to ground attacks.
UGV	Unmanned ground vehicle – equipped with video transmission equipment and weapons, the UGV can perform as a remotely-controlled warbot.

2. Remote weapons platforms were developed to remove the burden of physically transporting the infantry support weapons and mortars of infantry units. These self-propelled platforms are maneuvered and fired by operators who are free to take advantage of cover, concealment and their own mobility.

3. Remote reconnaissance probes can scout enemy positions.

4. Remote demolition vehicles can be piloted to enemy defenses and detonated without risking lives.

5. Automated gun turrets serve as miniature strongpoints, guarding routes of advance and inhibiting enemy movement. (Some automated gun turrets can be air-dropped onto the battlefield, utilizing the assault landing rules in Rule 10. Movement, to deploy.)

6. These rules are not utilized for warbots and wardrones, which possess sufficient artificial intelligence to perform independently on the battlefield.

Remote Control Operators

1. A remotely-controlled piece must have an operator to communicate with it in order to perform its function on the battlefield. When the operator is not in communication the piece will be inactive that turn.

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2. Communication is determined when the owning player has the initiative and wants the remotely-controlled piece to perform an action. (Refer to Rule 22. Communications, for information on how to establish a communications link.)

3. Only the original operator may control a remotely-controlled piece during a game. If he is eliminated during a game the remotely-controlled piece will remain inactive for the rest of the game.

4. If the owning player is playing a series of games as part of a campaign, he can designate a new operator to control a remotely-controlled piece in later games.

Automated weapons

1. An automated weapon operates on the basis of internal programming. They are equipped with IFF (Identification Friend or Foe) devices that enable them to distinguish friendly forces from enemy forces.

2. An automated turret is programmed to rotate in the direction of the first enemy piece it detects each turn that is within range and open fire on it.

3. Most automated turrets cannot be contacted and given instructions. They will follow their basic programming, which is usually a logic sequence to fire on all nearby targets that are not identified as friendly by their IFF codes.

Autonomous vehicles

1. Autonomous vehicles can include small mobile weapon platforms, reconnaissance drones and demolition vehicles.

2. These vehicles follow the same rules as Automated Weapons, above.

Control Consoles

1. Some automated turrets are part of defense networks controlled by consoles. These weapons can be reprogrammed if the console is captured. The basic aim of reprogramming is to input IFF codes to protect friendly forces and target enemy forces.

2. Procedure for reprograming control consoles

a. Certain specialists have the skills necessary to reprogram a console. Each type of specialist has a base chance for success. A specialist may make one attempt per turn to reprogram a console.

Reprogrammer	Base chance for success
Remote control operator	1 to 5
Forward observer	1 to 2
Technologist	1 to 4
Technician	1 to 3
Repairbot	1 to 3

b. A ten-sided die is rolled. If the number falls within the range given for the base chance for success, the console has been reprogrammed.

c. The base chance for success increases by 1 on the second turn that a reprogramming attempt is made by the same reprogammer. It does not increase any further.

Example: On the second turn that a technician attempts to reprogram a console, he will need to roll a 1 to 4 on a ten-sided die to succeed.

d. When a console has been reprogrammed it, and any weapons operated by the console, are under the control of player who commands the forces that reprogrammed the console.