

*****OFFICIAL*****

506th Infantry Regiment Realism Unit

NSLA Vehicle Identification



By: S-2
11MAY20

Introduction

The purpose of this document is to familiarize 506th IR Realism Unit infantry personnel with various land and aerial vehicles used by the NSLA that we encounter on the battlefield. All vehicles listed in this document have been encountered by our task forces on numerous occasions so it's absolutely vital that everybody is able to correctly identify them and react accordingly.

Vehicle's threat level defines how big of a threat that particular vehicle is to the task force and what resources should be allocated in order to neutralize it. That depends mainly on the vehicles armor level, armament and it's effective operational range. All armed NSLA aircraft are considered as **CRITICAL** threat.

Land Vehicles

M025A1 HMMWV

Type: Utility/Gun Truck

Armor: Light

Seats: 4-5

Armament: NONE / M2 heavy machinegun / 40mm Mk19 grenade launcher

Threat: LOW-MEDIUM

Sights: Iron Sights

Range: M2 1.2km / Mk19 1.4km

Defensive: None

Engagement: Everything including small arms fire will harm and potentially disable/destroy it



The HMMWV is a very recognizable asset and can cause great damage to the task force. The gunner is exposed and the windows are on the fragile side offering little to no protection.

Wiesel AWC/Tankette

Type: Armoured Weapons Carrier / Light Tank

Armor: Light

Seats: 2

Armament: FIM-92f (AA) / FireFIST ATGM (AT) / Mk20 Rh 202 (Autocannon) / M2

Sights: Night vision / Thermals / High-Powered Television Optics

Range: FIM-92f 4km / FireFIST ATGM 4km / Mk20 RH 202 3000km / M2 2km

Defensive: Smoke Screen

Threat: LOW-MEDIUM-HIGH

Engagement: 40mm HEDP Grenades and above can disable/destroy



The Wiesel is a fast moving multi-role Light Tank. Depending on what armament it has equipped, it can engage land and air targets at a large distance. The Recon Variant is equipped with a Laser Designator. The AA / AT variants have M2s in addition to the main gun while the autocannon variant has a H&K MG3 (7.62mm). The armed variants also have built-in range finding for their guns. The AT Variant has lock on capabilities and shoots missiles with direct or top down attack. The autocannon variant has HE and AP rounds.

GAZ-66 (ZU-23-2)

Type: Gun Truck

Armor: Light

Seats: 5

Armament: 23mm ZU-23-2 autocannon

Sights: Fixed Magnified Optic

Range: 23mm ZU-23-2 1.7km

Defensive: None

Threat: MEDIUM

Engagement: Everything including small arms fire will harm and potentially disable/destroy it



The GAZ-66 armed with a ZU-23-2, commonly referred to as a “Zeus Truck”.

Zamak MRL

Type: Artillery Truck

Armor: Light

Seats: 3

Armament: 227mm HE Missiles

Threat: MEDIUM

Sights: Artillery Computer / Direct Fire (Night vision / Thermals)

Range: 1000m-67000m

Defensive: None

Engagement: Everything including small arms fire will harm and potentially disable/destroy it



The Zamak MRL could potentially cause great destruction if not destroyed quickly. The only thing to note is that it can't engage targets within 1000 meters.

Pandur II

Type: APC

Armor: Medium

Seats: 11

Armament: Mk44 Bushmaster II (Autocannon) / MAG 58M (7.62mm) / Mini-Spike (AT)

Threat: MEDIUM-HIGH

Sights: Night vision / Thermals / High-Powered Optics

Range: Mk44 Bushmaster II 2.5km / MAG 58M 2km / Mini-Spike 4000m

Defensive: Smoke Screen

Engagement: Approximately 50 rounds of 5.56 can blow out a tire. 40mm HEDP Grenades and the M72 LAW can disable the tires and turret. The AT4 can Disable/ Destroy depending on where the shot lands. The M3/M4 MAAWS and above can destroy this with ease avoiding the front side of the armor



The Pandur II is similar to a BTR-80A and should be treated with great care. The weapons used all have range finding capabilities. This vehicle is also easily positioned in hull-down due to its tall RCWS turret. The Mini-Spike is a manually guided AT Missile. The autocannon has HE and AP rounds. The cabin is well protected and won't be easily cracked by AP rounds. This vehicle is also amphibious, being capable of traversing bodies of water at a slow speed.

FV501 Warrior

Type: APC

Armor: Medium

Seats: 10

Armament: L21A1 RARDEN (Autocannon) / L94A1 (7.62mm)

Threat: MEDIUM-HIGH

Sights: Night vision / Thermals / High-Powered Optics

Range: L21A1 RARDEN 4km / L94A1 2km

Defensive: Smoke Screen

Engagement: The M72 LAW can disable the track and turret. The AT4 can Disable/ Destroy depending on where the shot lands. The M3/M4 MAAWS and above can destroy this but it will take more than likely need more than one HEAT round , it is recommended to avoid the front side of the armor



The FV501 Warrior is similar in appearance and role to an M2A2 Bradley and should be treated with great care. The weapons used all have range finding capabilities. The autocannon has HE and AP rounds. The cabin is well protected and won't be easily cracked by AP rounds. This is effectively the same as the Pandur II, however, it has tracks instead of tires making small arms ineffective and is not amphibious.

Leopard 2SG

Type: Main Battle Tank

Armor: Heavy

Seats: 3

Armament: L/55 (Cannon) / MAG 58M (7.62mm) / M2

Threat: **CRITICAL**

Sights: Night vision / Thermals / High-Powered Optics

Range: L/55 5km / MAG 58M 2km / M2 1.5km

Defensive: Smoke Screen

Engagement: The AT4 and M72 LAW can disable the commander's RCWS. The M3/M4 MAAWS can engage this and disable the gun and tracks with well placed close-range shots as well as a top-down shot into the rear of the turret and the engine. The Javelin and above will disable/destroy with ease avoiding the front side of the armor



The Leopard 2SG is nearly indestructible with most equipment that we carry into the field. This makes this a critical threat as we have less options to deal with this threat. The weapons used all have range finding capabilities. The cannon has HE, HEAT, and AP rounds. The optical systems are also very sophisticated, being capable of high magnification scanning.

Aerial Vehicles

AW159 Wildcat

Type: Troop Transport/Light Gunship

Armor: Light

Seats: 8

Armament: None / Hydra 70 (70mm HE) / 2x M134 Minigun (7.62)

Threat: High-**CRITICAL**

Sights: Night vision / Thermals / High-Powered Optics

Range: Hydra 70 2km / M134 Minigun 2km

Defensive: CM Burst (Flares)

Engagement: Everything including small arms fire will harm and potentially disable/destroy it



The AW159 Wildcat is a fragile but flexible airframe and can be engaged with small arms prioritizing the front windshields or the tail rotor. This aircraft has a wide set of mission capabilities, being used in search and rescue, SOF insertion, medevac, fire support, and reconnaissance missions.

AW101 Merlin

Type: Heavy Troop Transport

Armor: Light

Seats: 18

Armament: None

Threat: High

Sights: Night vision

Range: None

Defensive: CM Burst (Flares)

Engagement: Everything including small arms fire will harm and potentially disable/destroy it



The CH-49 Mohawk is a more armored airframe than the WY-55 Czapla and can still be engaged with small arms prioritizing the front windshields or the tail rotor. The hull should be avoided with small arms.

Mi-28N

Type: Attack Helicopter

Armor: Light

Seats: 2

Armament: S-8 KOM (Rockets) / 2A42 (Chain Gun) / 9M120 (Missile)

Threat: **CRITICAL**

Sights: Night vision / Thermals / High-Powered Optics

Range: 5km

Defensive: CM Burst (Flares)

Engagement: Everything including small arms fire can harm and potentially disable/destroy it. But it is not recommended to engage with anything 5.56, however a 7.62 might be able punch through the cockpit windcreens



The Mi-28N has the capabilities to engage targets from outside the AO and use the terrain as concealment just like our own air assets. The Mi-28N can be engaged with small arms prioritizing the front windshields or the tail rotor. Not recommend shooting at this at all with small arms due to the fact that it can follow tracers back and destroy with prejudice.

OT-12 Cezar

Type: Scout Plane

Armor: Light

Seats: 4

Armament: None

Threat: Medium

Sights: Night vision

Range: None

Defensive: None

Engagement: Everything including small arms fire can harm and potentially disable/destroy it



The OT-12 Cezar will only be used as reconnaissance and should be taken out ASAP to limit the information going back to base. These are also the primary trainer aircraft of NSLA pilot candidates.

JAS-39 Grippen

Type: Fighter Jet

Armor: Light

Seats: 1

Armament: BIM 9X / AGM-65 Maverick G / AMRAAM / M61 Minigun 20mm

Threat: **CRITICAL**

Sights: Night vision / Thermals / High-Powered Optics

Range: BIM 9X 4km / AGM-65 Maverick G 5km / AMRAAM 8km / M61 Minigun 2.5km

Defensive: CM Burst (Flares)

Engagement: Everything including small arms fire can harm and potentially disable/destroy it.



The JAS-39 Grippen is a fast moving fighter jet capable of taking out our air assets. It is also capable of laser designating targets. This aircraft is supersonic-capable, being able to reach Mach 2, and is theorized to be capable of a Pugachev's Cobra maneuver by USAF analysts.

Static Emplacements

XM307

Type: Static GMG

Armor: None

Seats: 1

Armament: 20mm HE

Threat: MEDIUM

Sights: Night vision / Thermals / High-Powered Optics

Range: 1.4km

Defensive: None

Engagement: Everything including small arms fire can harm and potentially disable/destroy it.



The XM307 functions the same as every other GMG the 506th has encountered with exception to the sights being more advanced and the possibility of remote control (the one on the right). The XM307 also has a built in rangefinder.

XM312

Type: Static HMG

Armor: None

Seats: 1

Armament: 12.7mm

Threat: **LOW**

Sights: Night vision / Thermals / High-Powered Optics

Range: 1.2km

Defensive: None

Engagement: Everything including small arms fire can harm and potentially disable/destroy it.



The XM312 functions the same as every other HMG the 506th has encountered with exception to the sights being more advanced and the possibility of remote control (the one on the right). The XM312 also has a built in rangefinder.

RBS-70

Type: Static AT / AA

Armor: None

Seats: 1

Armament: Bolide (Wire-Guided Missile)

Threat: **CRITICAL**

Sights: Thermals / High-Powered Optics

Range: 8km

Defensive: None

Engagement: Everything including small arms fire can harm and potentially disable/destroy it.



The RBS-70 earned the critical threat rating because it can effectively engage air assets without any warning to the aircraft. The missiles fired are also not affected by any defensive systems deployed by the aircraft. These rockets are also effective towards land vehicles as they pack a big payload.

Titan Launcher

Type: Static AA / AT

Armor: None

Seats: 1

Armament: Mini-Spike (Armor) / AA LRange (Aircraft)

Threat: MEDIUM-HIGH

Sights: Thermals / High-Powered Optics

Range: 8km

Defensive: None

Engagement: Everything including small arms fire can harm and potentially disable/destroy it.



The Titan Launcher has two variants with one being Anti-Air (Left) and the other being Anti-Tank (Right). Both function the same while only being able to engage what it was designed for. They have lock-on capabilities. The AT variant has direct and top down attacks.

MIM-145 Defender

Type: Static AA

Armor: Light

Seats: 0

Armament:

Threat: **HIGH**

Sights: Thermals / High-Powered Optics

Range: 10km

Defensive: None

Engagement: 40mm HEDP Grenades and above can disable/destroy it.



The MIM-145 Defender is a trailer based AA that can hit aircraft up to 10 kilometers away. It can't move without being hitched up making it vulnerable to quick strikes.

AN/MPQ-105 Radar

Type: Static Radar

Armor: Light

Seats: 0

Armament:

Threat: **HIGH**

Sights: Thermals / High-Powered Optics

Range: 10km

Defensive: None

Engagement: 40mm HEDP Grenades and above can disable/destroy it.



The AN/MPQ-105 Radar works in tandem with the MIM-145 Defender and functions as its eyes. Taking this out should render the MIM-145 useless.