



WEAPONS

TYPES OF WEAPONS:



MACHINE GUNS



ASSAULT RIFLES



PISTOLS



LIGHT MACHINE GUNS



SUB-MACHINE GUNS



GRENADE LAUNCHERS



RECOILLESS SYSTEMS



HAND GRENADES



MORTARS

MACHINE GUNS

(7.62x54 mm)



The KF M2 machine gun is an air-cooled, belt-fed machine gun that fires from a closed bolt and operates on the short recoil principle with fixed headspace and timing. It is capable of both sustained automatic and accurate single-shot fire. It can be mounted on a vehicle, boat, helicopter, or other aircraft. Ammunition may be fed from either the left or right side of the gun, making it suitable for use by both infantry and armored vehicles.

ASSAULT RIFLES

(5.56x45 & 7.62x39 mm)



An assault rifle is a rapid-fire, magazine-fed automatic or semi-automatic firearm designed for military use. It typically features selective fire options, allowing the user to switch between semi-automatic, burst, or full-automatic modes. Assault rifles are known for their intermediate-range capabilities and are often equipped with attachments like scopes or grenade launchers, making them versatile in various combat scenarios. Examples include the AK-47 and M16, which are widely recognized for their reliability and effectiveness in both close-quarters and open-field engagements.

PISTOLS

(9 mm)



Handguns, commonly referred to as pistols, are compact firearms designed to be operated with one hand. They are widely used for self-defense, law enforcement, and sporting activities. Pistols typically have a shorter barrel and lower accuracy over long distances compared to rifles, but they offer the advantage of portability and ease of concealment. Modern pistols come in various calibers and can be either semi-automatic, where each pull of the trigger fires a round, or revolvers, which hold multiple rounds in a rotating cylinder.

LIGHT MACHINE GUNS

(5.56x45 mm and 7.62x39 mm)



Light machine guns (LMGs) are automatic firearms designed to provide sustained fire support in infantry operations. Typically chambered for intermediate or full-power cartridges, they are lighter and more portable than heavier machine guns, allowing a single operator to carry and use them effectively. LMGs often feature a bipod for stability and can be belt-fed or magazine-fed, making them versatile for both offensive and defensive roles in combat. Their primary function is to deliver continuous fire to suppress enemy positions and protect advancing or retreating troops.

SUB-MACHINE GUNS

(9×19 mm)



A submachine gun (SMG) is a lightweight, handheld firearm designed for rapid fire at close range. It typically uses pistol-caliber ammunition and is capable of both semi-automatic and fully automatic firing modes. SMGs are compact and easy to handle, making them ideal for close-quarters combat, where quick, sustained fire is crucial. They are commonly used by military forces, law enforcement, and special operations units due to their portability and effectiveness in tight spaces.

GRENADE LAUNCHERS

(40 and 40x46 mm)



A grenade launcher is a firearm designed to launch large-caliber projectiles, typically equipped with explosive, smoke, or gas warheads. The term commonly refers to a category of specialized weapons that fire single-use grenade cartridges.

RECOILLESS SYSTEMS

(40 mm and 73 mm)



Recoilless systems are weapons designed to counteract the recoil force typically generated when firing a projectile. Unlike traditional firearms, which rely on heavy mounts or other mechanisms to manage recoil, recoilless systems use vented propellant gases to balance the force, allowing for a lighter and more portable weapon. These systems are commonly used in military applications, especially in anti-tank roles, where mobility and ease of use are crucial. Their design allows for effective firing without the need for extensive stabilization, making them ideal for use in challenging terrains.

HAND GRENADES

(Combat & Non-Lethal Hand Grenades)



A hand grenade is a small, handheld explosive device designed to be thrown by a soldier. Upon detonation, it disperses fragments or releases a chemical, causing damage to personnel, equipment, or structures within its blast radius. Typically used in close combat situations, hand grenades are effective for clearing rooms, trenches, or fortifications. There are various types of grenades, including fragmentation, incendiary, smoke, and stun, each serving a specific tactical purpose on the battlefield.

MORTARS

(60 mm, 81 mm and 82 mm)



Mortars are short, portable, high-angle artillery weapons designed to launch explosive projectiles, known as mortar shells, in a curved trajectory. They are typically used for indirect fire support, allowing troops to strike targets that are out of direct line of sight, such as behind hills or other obstacles. Mortars are valued for their versatility, ease of deployment, and effectiveness in both offensive and defensive operations. They come in various calibers, with light mortars being man-portable and heavier versions requiring a crew and transport vehicle.

(Surface-To-Air Missile)



The shoulder-fired, surface-to-air missile (SAM) designed to engage low-altitude airborne targets, such as helicopters, drones, and aircraft. Developed by Raytheon, it is highly effective due to its infrared homing capability, allowing it to lock onto the heat signatures of targets. The system is lightweight and easy to operate, making it ideal for use by ground forces in various combat scenarios. Its advanced technology provides a reliable defense against aerial threats, contributing to its widespread use in numerous military forces worldwide.

