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Armor Sep 21 2022

Technical Report Nov 30 2020

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Department of Defense Appropriations for 2000: Army acquisitions programs Feb 26 2023

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A Marine - a Soldier Jul 19 2022 Johannes Andersen was retired, until he was asked to assist the First Marine Division ready for war, mainly the First Force Recon Battalion change from leg to a mechanized organization. He provided the Division Commander notes and ideas, he became known within the Corps. Then Johannes became known to the president of the United States, and by a comedy of events, he became the secretary of defense. He has to prepare to go to war with a philosophy of war that does not meet today's need in fixing what you break.

Car and Driver Mar 15 2022

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Infantry Jan 01 2021

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of Staff Aug 20 2022

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Hearings on National Defense Authorization Act for Fiscal Year 2005--H.R. 4200 and Oversight of Previously Authorized Programs Before the Committee on Armed Services, House of Representatives, One Hundred Eighth Congress, Second Session Jun 25 2020

*Department of Defense Appropriations, S. Hrg. 111-688, Fiscal Year 2011, 111-2, * Mar 23 2020*
Ordnance May 05 2021

The NCO Journal Aug 28 2020

Department of Defense Appropriations for Fiscal Year 2011 Apr 23 2020

Army RD & A. Nov 18 2019 Professional publication of the RD & A community.

Department of Defense Appropriations for Fiscal Year 2008 Feb 02 2021

Manuals Combined: U.S. Marine Corps Basic Reconnaissance Course (BRC) References Oct 10 2021 Over 5,300 total pages MARINE RECON Reconnaissance units are the commander's eyes and ears on the battlefield. They are task organized as a highly trained six man team capable of conducting specific missions behind enemy lines. Employed as part of the Marine Air-Ground Task Force, reconnaissance teams provide timely information to the supported commander to shape and influence the battlefield. The varying types of missions a Reconnaissance team conduct depends on how deep in the battle space they are operating. Division Reconnaissance units support the close and distant battlespace, while Force Reconnaissance units conduct deep reconnaissance in support of a landing force. Common missions include, but are not limited to: Plan, coordinate, and conduct amphibious-ground reconnaissance and surveillance to observe, identify, and report enemy activity, and collect other information of military significance. Conduct specialized surveying to include: underwater reconnaissance and/or demolitions, beach permeability and topography, routes, bridges, structures, urban/rural areas, helicopter landing zones (LZ), parachute drop zones (DZ), aircraft forward operating sites, and mechanized reconnaissance missions. When properly task organized with other forces, equipment or personnel, assist in specialized engineer, radio, and other special reconnaissance missions. Infiltrate mission areas by necessary means to include: surface, subsurface and airborne operations. Conduct Initial Terminal Guidance (ITG) for helicopters, landing craft, parachutists, air-delivery, and re-supply. Designate and engage selected targets with organic weapons and force fires to support battlespace shaping. This includes designation and terminal guidance of precision-guided munitions. Conduct post-strike reconnaissance to determine and report battle damage assessment on a specified target or area. Conduct limited scale raids and ambushes. Just a SAMPLE of the included publications: BASIC RECONNAISSANCE COURSE PREPARATION GUIDE RECONNAISSANCE (RECON) TRAINING AND READINESS (T&R) MANUAL RECONNAISSANCE REPORTS GUIDE GROUND RECONNAISSANCE OPERATIONS GROUND COMBAT OPERATIONS Supporting Arms Observer, Spotter and Controller DEEP AIR SUPPORT SCOUTING AND PATROLLING Civil Affairs Tactics, Techniques, and Procedures MAGTF Intelligence Production and Analysis Counterintelligence Close Air Support Military Operations on Urbanized Terrain (MOUT) Convoy Operations Handbook TRAINING SUPPORT PACKAGE FOR: CONVOY SURVIVABILITY Convoy Operations Battle Book Tactics, Techniques, and Procedures for Training, Planning and Executing Convoy Operations Urban Attacks

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Readiness, sustainability, and support Jan 21 2020*

Department of Defense Appropriations for 2009 May 25 2020

Countermeasure Dec 20 2019

Callsign: King - The Brainstorm Trilogy Apr 04 2021 Callsign: King - The Brainstorm Trilogy is a complete collection of three novellas featuring Jack Sigler, aka, King, the lead hero in Jeremy Robinson's Chess Team. The collection is 144,000 words, far longer than any of the Jack Sigler novels and jam-packed with cool science, high-octane action and strange creatures. The trilogy is less than buying each novella separately. Summaries: CALLSIGN: KING - Book 1 The fabled Elephant Graveyard has been discovered. It contains enough ivory to make Ethiopia a wealthy nation. But the cave contains more than physical riches—it also holds the means to control the world. Fifteen scientists enter the cave. Only one leaves. Jack Sigler, Callsign: King (field leader of the covert, black ops Chess Team) receives a cryptic text from Sara Fogg, his girlfriend and CDC 'disease detective'. A catastrophic disease has been reported in Ethiopia's Great Rift Valley, but Fogg suspects something more is going on. Her suspicion is confirmed when King's arrival in Africa is met by a high speed assassination attempt. As King fights against two competing, high-tech mercenary forces, each struggling for control of the deadly discovery, Fogg disappears. Working with the surviving member of the science team that made the discovery, King begins a search for Fogg and the source of the potential plague that takes him back to the Great Rift Valley, back to the Elephant Graveyard, and brings him face-to-face with modern man's origins. CALLSIGN: KING - Book 2 - UNDERWORLD Strange things have always happened in the Superstition Mountains of Arizona... Bizarre lights, reports of cave entrances that appear and then vanish, hundreds of mysterious disappearances...and rumors of monstrous creatures that inhabit a labyrinthine underworld. When a terrifying accident on an Arizona highway leads to a military exclusion zone and a cover-up of staggering proportions, Jack Sigler—Callsign: King, field leader of the elite and ultra-secret covert Chess Team—joined by his closest friend, archaeologist George Pierce, sets out into the desert, intent on discovering the truth. Assisted by a beautiful paranormal investigator, dogged by soldiers intent on preserving the quarantine, and pursued by a relentless legendary hitman, King soon finds himself in a race against time to prevent all out war with the creatures that inhabit the underworld. CALLSIGN: KING - Book 3 - BLACKOUT Twice before, Jack Sigler—Callsign: King—has stopped the mysterious 'Brainstorm' from destroying all life on earth. Twice before, he's survived Brainstorm's assassins. So when the mastermind behind Brainstorm surfaces in Paris, King goes on the offensive. As the final showdown unfolds in the legendary City of Lights, the villain's scheme to plunge the world into literal darkness is revealed. But even Brainstorm isn't ready for the destructive force that has been unleashed...an entity of darkness imprisoned for more than a thousand years, set free now to devour...everything. The blackout has begun... When the sun rises, the world will end. PRAISE FOR THE JACK SIGLER THRILLERS "Rocket-boosted action, brilliant speculation, and the recreation of a horror out of the mythologic past, all seamlessly blend into a rollercoaster ride of suspense and adventure." —James Rollins, New York Times bestselling author THE DEVIL COLONY "With THRESHOLD Jeremy Robinson goes pedal to the metal into very dark territory. Fast-paced, action-packed and wonderfully creepy! Highly recommended!" —Jonathan Maberry, New York Times bestselling author of ROT & RUIN "Jeremy Robinson is the next James Rollins" —Chris Kuzneski, New York Times bestselling author of THE SECRET CROWN "If you like thrillers original, unpredictable and chock-full of action, you are going to love Jeremy Robinson..." —Stephen Coonts, New York Times bestselling author of DEEP BLACK: ARCTIC GOLD

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