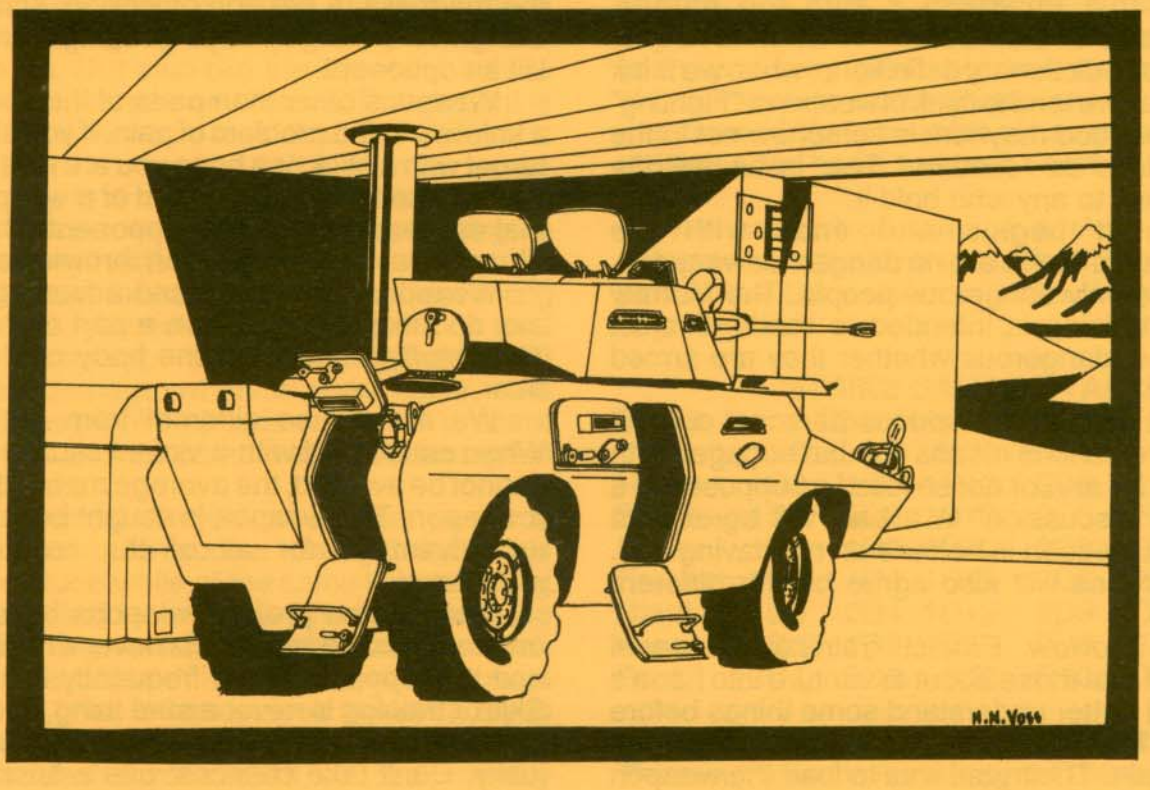
TIMELINE LTD

THE MORROW PROJECT

THE NEW PERSONAL AND VEHICULAR BASIC LOADS AND HAND-TO-HAND COMBAT SYSTEM

BY H.N. VOSS



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2 CHARACTER SHEETS

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NEW MORROW PROJECT HAND-HAND COMBAT SYSTEM

GA-2

HAND-TO-HAND COMBAT SYSTEM

P.D.'s NOTE: This system is designed to replace The Morrow Project hand-to-hand combat system described on page 43 of The Morrow Project Gamebook (GB-1). This system is better in that it has more options, is more realistic and is better integrated into the Morrow Project combat system. However, as is always the case, adopt as much or as little of this system to your campaign as you see fit. Your campaign is what is important. Whatever works and whatever you as PD are comfortable with is what should be used. It is worth noting that this system is adapted from our time travel role-playing game, *Time & Time Again* and it is similar to what we plan to use in *The Atlantis Project.* All of the hand-to-hand skills listed below use the skill system described in the Role Playing Expansion described in the previous release of GA-2 and in the 3rd Edition Morrow Project Gamebook. This means that all skills are roled on a D100 and that successful use of a skill allows for a skill increase roll.

The Nature of Combat

Despite dictionary definitions, when we think of combat, we tend to think of weapons. "Fighting" or barehanded mayhem is somehow not in the same class as "combat." This is an attitude dangerous to any who hold it.

Combat begins and ends with the participants. There are no dangerous weapons, there are only dangerous people. The Morrow Project training is intended to render Project personnel dangerous whether they are armed or not.

Most veterans of serious personal combat (and here serious means combat engaged with intent to kill and/or not be killed as opposed to a friendly "discussion" in a bar) will agree that having a weapon is better than not having one. Most novices will also agree but for different reasons.

The Morrow Project training personnel believed that those about to venture into harm's way had better understand some things before they go. They believed that a man's best weapon is his brain. Their goal was to load the weapon with knowledge and experience.

Combat may be defined as the application of physical force to an opponent. Questions of psychological force and the like were ignored in the Project's basic training. Weapons are agents which deliver force to the target.

In the earliest forms of human combat the body, or portions thereof, were used as weapons. Weapons other than parts of the body were discovered or developed as soon as it was possible to do so. There were two main reasons for this: pain and the multiplication of force.

Of the two, pain was the most important and the original motivating factor for the development of weapons. When the body or part of the body is used as a weapon, it must come close to the target's body, which is also being used as a weapon. This exposes the body to twin dangers: that of becoming a target and that of harm due to use as a weapon. (This latter is an example of the "I broke my hand on his jaw" syndrome, only more so.) It is certain that given opponents of roughly equal skill or prowess, a *lot* of pain will be generated. With unequal opponents, say a man and a tiger, the question of pain is rather more one-sided.

Pain and its ultimate end, death, is abhorrent. People do not want to be hurt and particularly not in surprising and/or brutal ways. It is also surprising how much punishment a body can stand.

Trading blows can be a long, tawdry affair in which nothing much is achieved except the generation of pain. Unless there is a method to the madness, a session of kicking, scratching, biting, hair-pulling and eye-gouging is unlikely to kill an opponent.

Weapons other than parts of the body were a solution to the problem of pain. If you strike the target with a stick or a bone you are less likely to hurt yourself. The extra reach of a weapon also makes it less likely for your opponent to hurt you. Throwing a rock is safer than throwing a punch.

Weapons have a second advantage: they can do more damage than a part of the body. They *multiply* the force the body can bring to bear.

We are not so different from early man. When confronted with a violent situation which cannot be avoided, the average man will look for a weapon. The weapon is sought because it is an advantage for all of the reasons just mentioned.

The veteran prefers weapons because he understands the situation is never what it seems and that opponents are frequently hard to kill. Skill or training is never a sure thing, something always goes wrong and tyros are notoriously lucky. Don't take chances: use a brick. Better still, leave.

Unfortunately it is not always possible to leave and there are not always items available to use as weapons. Even if a weapon is available, time may be lacking to grab such an item. In the present day, most fighting is unarmed for just these reasons. Usually when we fight, we fight with our bodies because we must. Recognizing this, the Morrow Project ran an extensive, if basic, unarmed combat course.

Unarmed Combat

The unarmed *brawl* can be avoided if some or all of the participants are trained in techniques of unarmed *combat*. Training requires something to be taught, a method or philosophy, and time to conduct the training. Early man probably lacked the first and certainly did not have the latter since he was much too busy staying alive.

The most difficult thing to instill in trainees is the mental attitude which will allow them to wade in and destroy while knowing and accepting that they may themselves be destroyed. The "classic" martial arts recognize this problem of attitude and work around it. Practically all forms of karate preach the hell-for-leather attack without much attention given to living through it. It is true that in the more advanced stages much time is given to pain, defense and other questions of art, but the tacit assumption seems to be that those who have survived to get this far have learned the basics which the Masters did not know how to teach.

Aikido, Tai Chi and other soft forms do just the opposite. Art is taught from the beginning even though the student lacks the experience to know or appreciate it. If the student spends enough years at it he will, like the Kareteka, achieve art. But also like the Kareteka he's in trouble until he masters the art. The student is likely to know much less than he thinks he knows.

Training to a level of art takes as long as it does because only part of the training is concerned with inflicting damage on an enemy. The rest of it, perhaps its bulk, involved preventing damage to yourself (both self-inflicted and caused by your opponent), accepting and dealing with pain/damage when it does occur, and creating the mental attitude which will prepare the student to enter combat and risk damage in the first place.

The Morrow Project attempted to teach unarmed combat in such a way as to foster this mental attitude while at the same time teaching actual physical techniques. The basic premise of the training was that combat, any combat, should be avoided. If it can't be avoided, use a brick. If no brick is handy, look again - are you *sure* you can't get out of this in some other way? If you decide that you cannot, you are probably wrong but go ahead and wade in. While doing so, keep in mind that the idea is to live through the fight. "Winning" (whatever that may be) is secondary. If you are still breathing you can try to accomplish the mission. Get it over with as quickly as you can.

Unarmed combat as recognized by the Project can be divided into three categories: Attack, Defense and Counter. Any move possible in the course of unarmed combat will fall into one of these three groups. However, "run away" and other similar moves do not.

ATTACKS

Strikes

Attacks fall into two sub-groups: Strikes and Throws. A strike is a striking blow delivered by some part of the attacker's body to some part of a defender's body. The Morrow Project taught the following strikes:

Strike	Basic Training		
	Recon	Mars	Science
Head	10	15	10
Shoulder	10	15	10
Elbow	15	20	15
Forearm	15	20	15
Hand (fist or chop)	20	25	20
Knee	10	15	10
Foot	15	20	15

P.D's NOTE: Most troops in most modern armies learn only the rudiments of hand-to-hand combat. As a result, being a veteran should not give a character significantly superior hand-to-hand skill. However, if you wish, you may give veterans an additional 5% skill level to combat veterans as they are much more likely to at least have the correct attitudes for hand-to-hand combat.

The amount of damage a strike does is determined by the strength of the striker and the part of the body used to strike. Refer to the following table:

STRIKE DAMAGE TABLE

Strike	Character's Strength				
	3-5	6-8	9-11	12-14	15-18
Head	1D6	1D8	1D12	2D6	2D8
Shoulder	1D6	1D8	1D12	2D6	2D8
Elbow	1D6	1D8	1D12	2D6	2D8
Forearm	1D6	1D8	1D12	2D6	2D8
Hand	1D8	2D4	1D12	2D8	2D10
Knee	1D6	1D8	1D12	2D6	2D8
Foot	2D4	2D6	2D8	2D10	2D12

Roll the type and number of dice indicated. The result rolled is the amount of damage done. Apply the damage to the rolled hit location as structure damage. There is no blood loss from unarmed strikes.

Armor

The *Armor Class* table on page 38 of *The Morrow Project Gamebook* (GB-1, 3rd Edition) is designed for use with missile weapons. The *Modified Armor Classes* on page 44 of GB-1 is not effective for this combat system. Instead, the PD should take the armor classes given on page 38 and multiply the class by 10 in order to get the effective armor class for use in this system. So for example chain mail would have an effective armor class of 30 against strikes (3x10) while a kevlar vest would have an effective armor class of 140 (14x10) against strikes. Note that this only applies with rigid materials. Armor which is useful at preventing penetration but not preventing SP damage (for example resistweave), *is not proof against strikes.* After all, it is *cloth.* So its effective armor class is 0. In addition, any armor with a "letter" class (e.g., cloth=AC 'B') gives no protection.

If a strike attack is made against an armored opponent, roll damage as before. However, if the armor is of some inflexible material such as steel or kevlar, in order to do damage to the opponent, the total of the strike damage must exceed the effective armor class of the armor present at the hit location. If the damage rolled is greater than the value of the armor present, subtract the value of the armor from the strike total and award the remainder to the area of the body protected by the armor. This is the damage done to the target. Now, whether the amount of damage done exceeds the value of the armor or not, apply all of the other damage rolled to the attacker, specifically to the area he attacked with (i.e. hand, foot, knee, etc.)

Example: Joe Recon, known to be good with his feet, jumps up and kicks Boris Badguy right in the head. Joe has a strength of 13 so he rolls 2D10 and gets a result of 7. But Boris is wearing a hardened leather cap, roughly the equivalent of light plastic and hence armor class 1. Multiplying this by 10 gives us a protection of 10 against Joe's kick. If Joe succeeded, Boris would be unaffected by the strike but Joe's foot would take seven points of SP damage.

But even if Joe had rolled a 12 for the damage of the kick only 2 points of damage would get through the armor and Joe's foot would take 10 points of damage. This is why people generally don't try to "punch out" people wearing armor.

Throws

Throws encompass the aspects of Unarmed Combat other than strikes or blows. Judo throws, Aikido, Jujitsu and Tai Ji throws all fall into this category along with any other grappling and/or wrestling techniques. These fall into the same category because of a shared prerequisite: the necessity of "holding" a part of the opponent's body. Holding, for purposes of this discussion, means the physical contact necessarily established before the technique can be applied.

Throws are therefore a two-part process: 1. Achieving the hold and 2. Executing the technique.

Once the hold is achieved the throw can be applied. Precise identification of the technique is not required since the purpose of a throw, no matter what kind it is, is to put your opponent down and do him damage in the process. How this is done, whether by means of tripping, hoist, lift and drop, or a proper throw, is all the same and calls for the use of technique.

Performing a throw thus requires two actions and two rolls. The first is the move to hold or to grip the target. If this roll is successful, then the throw must be rolled for. Basic Project training gives the following basic chances:

Throw	**Basic Project Training**		
	Recon	**Mars**	**Science**
Grab	20	25	20
Throw	20	25	20

If the grab roll is missed then the throw cannot be attempted. If the grab roll succeeds but the throw fails, the attacking person has a choice of letting go of the opponent or hanging on to them. Letting go returns the attacking person to the unengaged status. Hanging on to them will allow the attacker to attempt a throw again in the next combat turn, but only if the hold is not broken. Until the next throw attempt can take place the holding person is limited to block moves. He cannot strike, dodge, counter or use weapons.

If both the grab roll and the throw roll succeed, then the following formula is used to determine the damage of the throw:

Damage From Throw = 1D6 for each point of the Attacker's STR.

The number calculated is then subtracted from the opponent's overall SP total. Note that armor does *not* reduce the damage received from a throw. Armor is ignored.

Example: Joe Recon, now painfully aware of the perils of striking an armored man, decides to attempt a throw. Bruce succeeds in both his grab and throw rolls. Because he has a strength of 13, Bruce rolls 13D6 and gets a result of 70! Boris Badguy, in spite of his armor, is badly hurt.

DEFENSE

Unarmed defense like unarmed attacks can be broken down into three subgroups: Blocks, Dodges and Rolls.

Blocks

A block is a move which uses a part of the body to deflect an attack. If the block roll is successful, the attack will do no damage. A block can be turned into a counter, but cannot be used to prevent a throw.

Dodges

A dodge move is an attempt to remove the body from the line of attack. A dodge can be used to avoid a throw as well as a strike but cannot be followed by a counter.

Rolls

A roll can only be used in response to a throw and then only if no dodge was attempted to avoid the grab/throw. The dodge roll is made as the character is thrown and if the roll is successful, the character will suffer only 10% of the rolled throw damage. The character has "rolled" with the throw.

The following table summarizes the Project Basic Training levels for each of these skills:

Defense	Project Training Level		
	Recon	Mars	Science
Block	25	30	25
Dodge	25	30	25
Roll	25	30	25

COUNTERS

A counter is a move which turns an opponent's advantage into a disadvantage or otherwise allows a defender to turn the tables and become the attacker. Possible counters are too numerous to list here and the GM will have to formulate his own rules for dealing with all of them. However, a few examples are given below in hopes they will be of use in deciding the results of various counters.

The Project does *not* teach counters. Counters are something an individual learns or invents. If successfully used, the character can increase his skill with each individual counter, but not with other counters.

Counter Throws

If an opponent has grabbed a character in order to throw him the character may attempt a counterthrow using the opponent's grip as the basis for his own throw attempt with no grab roll required. The character makes his throw roll at 1/2 his normal skill level as this is a delicate move and the character lacks his accustomed "wind-up." There is no counter to a counter throw. The attempt is made and it either works or it does not. A failed attempt will not break the opponent's hold.

Cast

This is the "reach down and grab a handful of sand and throw it in his face" move common to song and story. To work, there must be something around to grab such as sand, snow or whatever. Advanced forms include the handful-of-pepper-in-the-pocket ploy and related moves. Spitting in an opponent's face falls into this category.

The Project Director must determine if this can be done at all on the basis of things available to hand and must then come up with how long the move will take and a formula to determine the success of the roll. Things the PD must consider include: How far away is the opponent? Is the character trying to throw a handful of sand or has he managed to grab and swing a torch? What will the effect of this be on the opponent?

Example: Joe Recon, having disposed of Boris Badguy now faces Victor Villain and Victor Villain has a Bowie knife. Joe decides to scoop up a handful of sand from the ground and throw it at Vic. The PD decides that the bend and scoop costs Joe a movement but that's okay because Vic is still closing. Joe can throw faster than Vic can swing so he does so. The PD decides what Joe needs to roll for success. If Joe "hits" Vic, the PD decides what the effect will be but, Vic's chance of hitting Joe now, assuming he swings at all, will be greatly reduced. Events may allow Joe to find and pick up the sidearm he lost before going into battle with Boris... Or Joe might fail in his attempt to throw the sand and be cut down where he stands.

Remember, all of the unarmed moves listed above can be used during the course of armed combat. It is possible to fight unarmed against an armed opponent. Even blocks and dodges, if the roll is successful, work against swords, spears, knives, etc. Unfortunately they are not useful against firearms. The notion of dodging bullets (or catching them in your teeth(!)) may work in Bruce Lee films, but not in The Morrow Project.

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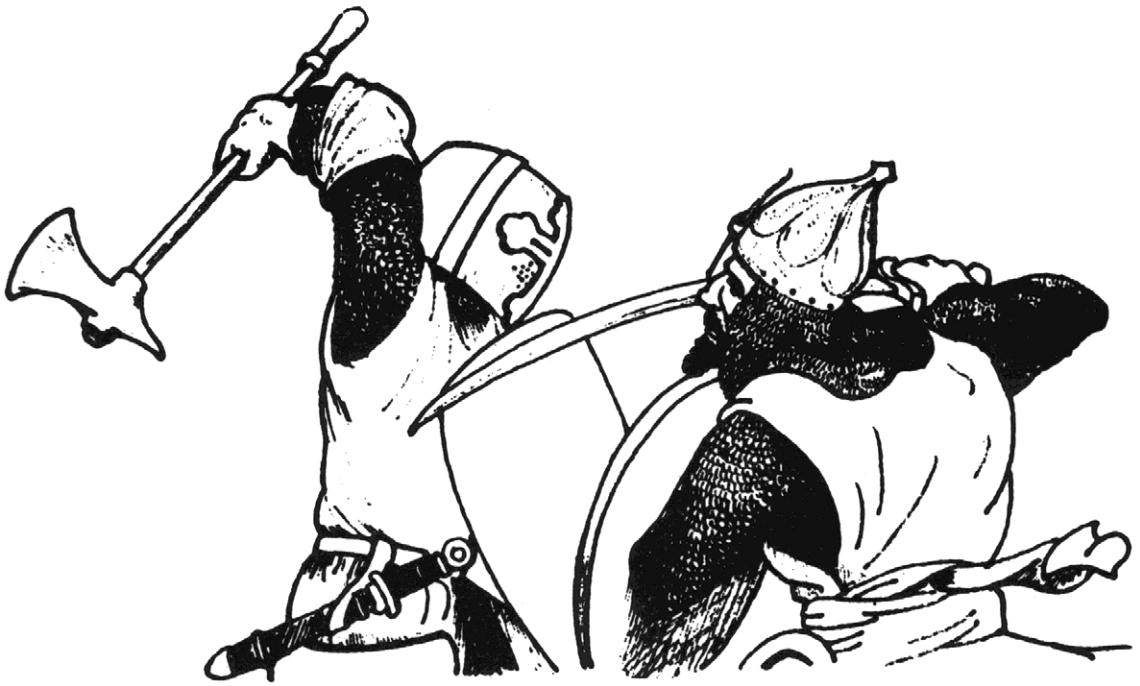

Time & Time Again

The Time Travel Role Playing Game

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THE MORROW PROJECT: Individual Personal Data File (copy as necessary for personal use)

SKILLS AND ABILITIES

DEGREES

Agriculture _____
Biology _____
Chemistry _____
Engineering _____
Botany _____
Computer Science _____
Dentistry _____
Ecology _____
Economics _____
Forestry _____
Geology _____
History _____
Linguistics _____
Mathematics _____
Nursing _____
Pharmacy _____
Philosophy _____
Physics _____
Political Science _____
Sociology _____
Zoology _____
Veternary Medicine _____
Medicine _____

_____ _____
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_____ _____

COMBAT SKILLS

Hand Gun _____
Shot Gun _____
SMG _____
Rifle _____
Crew Served Weapons _____
Special Weapons _____
Bayonet _____
Knife _____

TECH SKILLS

Drive MPV _____
Repair _____
Electrical _____
Mechanical _____

KNOWLEDGE SKILLS

First Aid _____
Map Making _____
Treat Disease _____
Treat Poison _____
Tracking _____
Oratory _____
Camouflage _____
Hide _____
Listen _____

AGILITY SKILLS

Move Silently _____
Climb _____
Jump _____
Swim _____

BASIC LOAD (INDIVIDUAL) STANDARD ISSUE Wt. 18.69 kg.

1 pr Coveralls (AC=7)
1 pr Boots (AC=4)
1 KCB-70 Knife/Bayonet
1 M17A1 Protective mask

Also in pockets of coveralls is:

1 Morrow Project ID card
1 Pocket knife w/2 blades, can & bottle opener, and screwdriver
1 M1 CBR Kit w/6 gas antidote loads

* — * — * — * — * — * — * — *

1 AN/PRC-68 Personal communicator w/scrambler
1 Basic pack containing:

1 1 liter canteen w/cup
1 Mess kit
1 Generator flashlight
1 Waterproof poncho
1 Toilet kit
1 pr Coveralls (AC=7)
1 5 liter folding canteen
1 Compass
3 Boxes matches (50 per box)
1 Sleeping bag
1 Weapons cleaning kit
2 Sets underwear

50m Nylon cord (50 kilogram breaking strength)
1 Web belt w/ammunition pouches and holster
14 days Rations

* — * — * — * — * — * — * — * — * — * — * — * — * — * — * — * — *

MedKit, 8 loads each of the following;

Antitoxin * — * — * — * — * — * — * — * — * — *
Antibiotic * — * — * — * — * — * — * — * — * — *
Coagulant * — * — * — * — * — * — * — * — * — *
Pain reliever * — * — * — * — * — * — * — * — * — *
Sleep inducer * — * — * — * — * — * — * — * — * — *
Stimulant * — * — * — * — * — * — * — * — * — *

THE MORROW PROJECT; Individual Personal Data File

NAME _____

ASSIGNMENT _____

JOB/POSITION _____

ATTRIBUTES

AGE ____ SEX ____ HEIGHT ____ WEIGHT ____ HAIR ____ EYES____

St. _____ Move. _____ Charisma _____ Sp/Bp _____

Const. _____ Endu. _____ PSI _____ Blood Type ____

Dext. _____ Int._____ Luck _____

PSI ABILITY (if any) _____

ADDITIONAL DATA _____

_____

EQUIPMENT ISSUED _____

ALLOWABLE BASIC LOAD WT. _____ MAX. WT. FOR 5 MOVEMENTS _____

MAX. WT. FOR 4 MOVEMENTS _____ MAX. WT. FOR 3 MOVEMENTS _____

MAX. WT. FOR 2 MOVEMENTS _____ MAX. WT. FOR 1 MOVEMENT _____

Note; The individual may not lighten their load to exceed their normal movement allowance.

GRENADE THROWING RANGE A = _____ B = ____ C = ____ D = ____

HAND-TO-HAND DAMAGE ½ St. =____ ½ St. = ____

ENDURANCE ___ ___ ___ ___ ___ ___ ___ ___ ___ ___

RADIATION CLASS ____

ABSORBED RADIATION ___ ___ ___ ___ ___ ___ ___ ___ ___

OTHER FACTORS OR INFORMATION _____

_____

_____

Sp BREAKDOWN

TORSO ___ ___ ___ ___ ___ ___ ___ ___ ___ ___

AREA 1	___ ___ ___ ___ ___	AREA 2	___ ___ ___ ___ ___
AREA 3	___ ___ ___ ___ ___	AREA 4	___ ___ ___ ___ ___
LEG (LEFT)	____	LEG (RIGHT)	____
THIGH	___ ___ ___ ___ ___	THIGH	___ ___ ___ ___ ___
CALF	___ ___ ___ ___ ___	CALF	___ ___ ___ ___ ___
FOOT	___ ___ ___ ___ ___	FOOT	___ ___ ___ ___ ___
HIP JOINT	___ ___ ___ ___	HIP JOINT	___ ___ ___ ___
KNEE	___ ___ ___ ___ ___	KNEE	___ ___ ___ ___ ___
ANKLE	___ ___ ___ ___ ___	ANKLE	___ ___ ___ ___ ___
ARM (LEFT)	____	ARM (RIGHT)	____
UPPER ARM	___ ___ ___ ___	UPPER ARM	___ ___ ___ ___
LOWER ARM	___ ___ ___ ___	LOWER ARM	___ ___ ___ ___
SHOULDER JOINT	___ ___ ___	SHOULDER JOINT	___ ___ ___
HAND	___ ___ ___ ___ ___	HAND	___ ___ ___ ___ ___
ELBOW	___ ___ ___ ___ ___	ELBOW	___ ___ ___ ___ ___
WRIST	___ ___ ___ ___ ___	WRIST	___ ___ ___ ___ ___

HEAD ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___

Bp ___ ___ ___ ___ ___ ___ ___ ___ ___ ___ ___

HEALTH RECORD _____

_____

FREEZING DATE _____

PERSONAL HISTORY _____

_____

TABLE I: Structure Point/Blood Point Breakdown Table

SP/BP Total	Torso	Each Leg	Thigh	Calf	Foot	Hip Joint	Knee	Ankle	Each Arm	Upper Arm	Lower Arm	Shoulder Elbow Wrist, Hand		Head
109	41	21	9	5	4	1	1	1	10	2	2	1	1	7
112	43	21	9	6	4	1	1	1	10	2	2	1	1	7
115	44	22	9	6	5	1	1	1	10	2	2	1	1	7
116	44	22	9	6	5	1	1	1	10	2	2	1	1	7
118	45	22	9	6	5	1	1	1	11	2	2	1	1	7
120	46	23	10	6	5	1	1	1	11	2	2	1	1	7
121	46	23	10	6	5	1	1	1	11	2	2	1	1	7
124	47	24	10	6	5	1	1	1	11	2	2	1	1	7
125	48	24	10	6	5	1	1	1	11	3	3	1	1	8
127	48	24	10	6	5	1	1	1	11	3	3	1	1	8
128	49	24	10	6	5	1	1	1	12	3	3	1	1	8
130	49	25	10	7	5	1	1	1	12	3	3	1	1	8
132	50	25	11	7	5	1	1	1	12	3	3	1	1	8
133	51	25	11	7	5	1	1	1	12	3	3	1	1	8
135	51	26	11	7	5	1	1	1	12	3	3	1	1	8
136	52	26	11	7	5	1	1	1	12	3	3	1	1	8
139	53	26	11	7	6	1	1	1	13	3	3	1	1	8
140	53	27	11	7	6	1	1	1	13	3	3	1	1	8
142	54	27	11	7	6	1	1	1	13	3	3	1	1	9
144	55	27	12	7	6	1	1	1	13	3	3	1	1	9
145	55	28	12	7	6	1	1	1	13	3	3	1	1	9
148	56	28	12	7	6	1	1	1	13	3	3	1	1	9
149	57	28	12	7	6	1	1	1	13	3	3	1	1	9
150	57	29	12	8	6	2	2	2	14	3	3	2	2	9
151	57	29	12	8	6	2	2	2	14	3	3	2	2	9
152	58	29	12	8	6	2	2	2	14	3	3	2	2	9
154	59	29	12	8	6	2	2	2	14	3	3	2	2	9
155	59	29	12	8	6	2	2	2	14	3	3	2	2	9
156	59	30	12	8	6	2	2	2	14	3	3	2	2	9
160	61	30	13	8	6	2	2	2	14	3	3	2	2	10
163	62	31	13	8	7	2	2	2	15	3	3	2	2	10
164	62	31	13	8	7	2	2	2	15	3	3	2	2	10
165	63	31	13	8	7	2	2	2	15	3	3	2	2	10
166	63	32	13	8	7	2	2	2	15	3	3	2	2	10
168	64	32	13	8	7	2	2	2	15	3	3	2	2	10
170	65	32	14	9	7	2	2	2	15	3	3	2	2	10
172	65	33	14	9	7	2	2	2	15	3	3	2	2	10
175	67	33	14	9	7	2	2	2	16	4	4	2	2	11
177	67	34	14	9	7	2	2	2	16	4	4	2	2	11
178	68	34	14	9	7	2	2	2	16	4	4	2	2	11
180	68	34	14	9	7	2	2	2	16	4	4	2	2	11
181	69	34	14	9	7	2	2	2	16	4	4	2	2	11
184	70	35	15	9	7	2	2	2	17	4	4	2	2	11
185	70	35	15	9	7	2	2	2	17	4	4	2	2	11
188	71	36	15	9	8	2	2	2	17	4	4	2	2	11
190	72	36	15	10	8	2	2	2	17	4	4	2	2	11
191	73	36	15	10	8	2	2	2	17	4	4	2	2	11
196	74	37	16	10	8	2	2	2	18	4	4	2	2	12
198	75	38	16	10	8	2	2	2	18	4	4	2	2	12
199	76	38	16	10	8	2	2	2	18	4	4	2	2	12
200	76	38	16	10	8	2	2	2	18	4	4	2	2	12
202	77	38	16	10	8	2	2	2	18	4	4	2	2	12

TABLE I: Structure Point/Blood Point Breakdown Table

SP/BP Total	Torso	Each Leg	Thigh	Calf	Foot	Hip Joint	Knee	Ankle	Each Arm	Upper Arm	Lower Arm	Shoulder Elbow Wrist, Hand		Head
204	78	39	16	10	8	2	2	2	18	4	4	2	2	12
205	78	39	16	10	8	2	2	2	18	4	4	2	2	12
208	79	40	17	10	8	2	2	2	19	4	4	2	2	12
210	80	40	17	11	8	2	2	2	19	4	4	2	2	13
212	81	40	17	11	8	2	2	2	19	4	4	2	2	13
217	82	41	17	11	9	2	2	2	20	4	4	2	2	13
219	83	42	18	11	9	2	2	2	20	4	4	2	2	13
220	84	42	18	11	9	2	2	2	20	4	4	2	2	13
221	84	42	18	11	9	2	2	2	20	4	4	2	2	13
226	86	43	18	11	9	2	2	2	20	5	5	2	2	14
228	87	43	18	11	9	2	2	2	21	5	5	2	2	14
230	87	44	18	12	9	2	2	2	21	5	5	2	2	14
232	88	44	19	12	9	2	2	2	21	5	5	2	2	14
235	89	45	19	12	9	2	2	2	21	5	5	2	2	14
236	90	45	19	12	9	2	2	2	21	5	5	2	2	14
240	91	46	19	12	10	2	2	2	22	5	5	2	2	14
243	92	46	19	12	10	2	2	2	22	5	5	2	2	15
244	93	46	20	12	10	2	2	2	22	5	5	2	2	15
250	95	48	20	13	10	3	3	3	23	5	5	3	3	15
253	96	48	20	13	10	3	3	3	23	5	5	3	3	15
254	97	48	20	13	10	3	3	3	23	5	5	3	3	15
256	97	49	20	13	10	3	3	3	23	5	5	3	3	15
260	99	49	21	13	10	3	3	3	23	5	5	3	3	16
262	100	50	21	13	10	3	3	3	24	5	5	3	3	16
265	101	50	21	13	11	3	3	3	24	5	5	3	3	16
268	102	51	21	13	11	3	3	3	24	5	5	3	3	16
269	102	51	22	13	11	3	3	3	24	5	5	3	3	16
270	103	51	22	14	11	3	3	3	24	5	5	3	3	16
276	105	52	22	14	11	3	3	3	25	6	6	3	3	17
280	106	53	22	14	11	3	3	3	25	6	6	3	3	17
282	107	54	23	14	11	3	3	3	25	6	6	3	3	17
287	109	55	23	14	11	3	3	3	26	6	6	3	3	17
292	111	55	23	15	12	3	3	3	26	6	6	3	3	18
295	112	56	24	15	12	3	3	3	27	6	6	3	3	18
296	112	56	24	15	12	3	3	3	27	6	6	3	3	18
298	113	57	24	15	12	3	3	3	27	6	6	3	3	18
304	116	58	24	15	12	3	3	3	27	6	6	3	3	18
308	117	59	25	15	12	3	3	3	28	6	6	3	3	18
310	118	59	25	16	12	3	3	3	28	6	6	3	3	19
316	120	60	25	16	13	3	3	3	28	6	6	3	3	19
321	122	61	26	16	13	3	3	3	29	6	6	3	3	19
324	123	62	26	16	13	3	3	3	29	6	6	3	3	19
325	124	62	26	16	13	3	3	3	29	7	7	3	3	20
334	127	63	27	17	13	3	3	3	30	7	7	3	3	20
338	128	64	27	17	14	3	3	3	30	7	7	3	3	20
340	129	65	27	17	14	3	3	3	31	7	7	3	3	20
352	134	67	28	18	14	4	4	4	32	7	7	4	4	21
355	135	67	28	18	14	4	4	4	32	7	7	4	4	21
356	135	68	28	18	14	4	4	4	32	7	7	4	4	21
370	141	70	30	19	15	4	4	4	33	7	7	4	4	22
372	141	71	30	19	15	4	4	4	33	7	7	4	4	22
388	147	74	31	19	16	4	4	4	35	8	8	4	4	23
389	148	74	31	19	16	4	4	4	35	8	8	4	4	23
406	154	77	32	20	16	4	4	4	37	8	8	4	4	24
424	161	81	34	21	17	4	4	4	38	8	8	4	4	25

BASIC LOAD (VEHICULAR) MARS-ONE

POD A

1 TOW Missile launcher (4rd), Semi-auto, E=1,190, Dpw=
3,120, 12 missiles
* * * * - * * * * - * * * * ---

2 M159C 2.75in Rocket pods (19rd), Semi-auto, E=1,040,
Dpw=2,900, 152rds.
Right Pod **********-**********-
**********-**********---
Left Pod **********-**********-
**********-**********---

Note; The rocket pods cannot be fired separately but are fired in pairs, one rocket from each pod.

M55, 115mm Bolt Rockets, Nerve gas, 4rds.
* - * - * - * ---

Note; The M55 rockets are fired from the TOW launcher.

POD B

1 Maverick AGM-65D Missile launcher (3rd), Semi-auto,
E=2,500+, Dpw=76,700, 12 missiles.
* * * - * * * - * * * - * * * ---

1 Chaparral Missile launcher (2rd), Semi-auto, Dpw=13,260,
6 missiles.
* * - * * - * * ---

2 M159C 2.75in Rocket pods (19rd), Semi-auto, E=1,040,
Dpw=2,900, 152rds.
Right Pod **********-**********-
**********-**********---
Left Pod **********-**********-
**********-**********---

Note; The rocket pods cannot be fired separately but are fired in pairs, one rocket from each pod.

2 Rh202 20mm Cannons, 100rd belt, Selective-fire, E=63 (Armor Piercing Incendiary ammunition), E=57, Dpw=40 (High Explosive Incendiary ammunition), 10 belts, Short burst=10rds, Medium burst=20rds, Long burst=30rds.
Starboard Gun
HEI (3 belts) **********-**********-**********---
API (2 belts) **********-**********---
Port Gun
HEI (3 belts) **********-**********-**********---
API (2 belts) **********-**********---

5 81mm Mortars, Single-shot, 2 bow-mounted (forward firing), 2 stern-mounted (rear firing), 1 turret mounted, 135 rds 81mm.
81mm M374A2 High Explosive (90rds)
--*-

81mm Illuminating (15rds)

--*-*-*-*-*-*-*-*-*-*-*-*-*---

2 M10-8 Flame guns, 7-four second bursts or continuous fire (Max. Rng. 170m), 1,200°C. burning temp., Burning time 120 seconds per short burst.

Starboard Gun

* * * * * * * ---

Port Gun

* * * * * * * ---

6 M85C Machineguns, 105rd belt, Selective fire, E=30, 30 belts, Short burst=10rds, Medium burst=20rds, Long burst=30rds.

Bow Gun (Starboard) **********-**********-**********-
**********-**********---

Bow Gun (Port) **********-**********-**********-
**********-**********---

Turret Gun (Starboard) **********-**********-**********-
**********-**********---

Turret Gun (Port) **********-**********-**********-
**********-**********---

Stern Gun (Starboard) **********-**********-**********-
**********-**********---

Stern Gun (Port) **********-**********-**********-
**********-**********---

* = Short burst or Single shot

- = Reload

--- = Out of ammunition

M18A1 Claymore Mines, Single-shot, E=4, 54rds.

Bow Mine

--*-*-*-*---

Starboard Bow Mine

--*-*-*---

Starboard Amidship (forward) Mine

--*-*-*---

Starboard Amidship (rear) Mine

--*-*-*---

Starboard Stern Mine

--*-*-*---

Port Bow Mine

--*-*-*---

Port Amidship (forward) Mine

--*-*-*---

Port Amidship (rear) Mine

--*-*-*---

Port Stern Mine

--*-*-*---

Stern Mine

--*-*-*-*---

* = Single shot or Short burst

- = Reload

--- = Out of ammunition

SMALL ARMS STORES (MARS-ONE)

HP-35 (10) * * * * * * * * * * *
M27-3§ (2) * *
M10 (6) * * * * * *
UZI (4) * * * *
Stoner Weapons System, complete (6)
* * * * * *
M16A1 (2) * *
M21 (2) * *
MAG-58 (2) * *
Atchisson (4) * * * *
Laser Mk 2 (1) *

M79 (2) * *
M203 (2) * *
M174E3 (1) *
HK69A1 (2) * *
M9A1-7 (1) *
M10A (2) * *
M202A1 (1) *
M47 Dragon (2) * *
FIM-92A Stinger with pod A only (1) *

AMMUNITION STORES

9x19mm, 5 cases * * * * *
5.56x45mm, 12 cases
* * * * * * * * * * * *
7.62x51mm, 4 cases * * * *
12 Gauge, 8 cases * * * * * * * *

.357 Magnum, 2 cases * *
5.56x45mm Linked, 4 cases
* * * *
7.62x51mm Linked, 8 cases
* * * * * * * *

EXPLOSIVES STORES

M183, 2 cases * *
Primercord, 1 case *
M1 Timers, 1 case *
M60 Igniters, 1 case *

M112, 2 cases * *
M2A1 Detonators, 1 case *
M700 Fuse, 1 case *
M7 Caps, 1 case *

GRENADE STORES

M26A1 Frags, 3 cases * * *
AN-M8, HC, 1 case *

M34 WP, 3 cases * * *
M6, CN-DM, 1 case *
M7A3, CS, 1 case *
AN-M14, TH3, 1 case *
Mk 1, 1 case *

M9A1, BZ, 1 case *
Mk3A2, 1 case *

40mm Grenades

M381 HE, 4 cases * * * *
M651 CS, 2 cases * *
M583 Flare, 1 case *
Star Shells, 1 case each color
M663 (green) *

M433 HEDP, 2 cases * *
M576E2 MP, 2 cases * *
Stunbag, 1 case *
M585 (white) *
M664 (red) * *

MISCELLANEOUS STORES

M47 rockets, 6 * * * * * *
M74 (M202A1) rockets, 24
* * * * * * * * * * * *
* * * * * * * * * * * *
ARMBRUST 300s, 30
* * * * * * * * * * * * * * * *
* * * * * * * * * * * * * * * *
Starlight Scopes, 6 * * * * * *
AN/TVS-5s, 4 * * * *
AN/PRC-70s, 4 * * * *
AN/PAS-7s, 2 * *
Mountain Kits, 8 * * * * * * * *
Ration Packs, 8 * * * * * * * *
Trade Kits, 8 * * * * * * * *

FIM-92A missiles with Pod A only, 6 * * * * * *
M72A2 LAWs, 30
* * * * * * * * * * * * * * *
* * * * * * * * * * * * * * *
* * * *
HAFLA-35L, 102
****
****
****
****
**
Cold Kits, 8 * * * * * *
* *

Note; All small arms are complete with a basic load of magazines and ammunition

* = One case or item of equipment

SUPPLIES AND STORES (Scientific-One)

Mk 2 Manpack Laser (1) *
Starlight Scope (4) * * * *
AN/PRC-70 (4) * * * *
Fusion pack (2) * *
AN/TVS-5 (10) **********
AN/PAS-7 (2) * *

SMALL ARMS STORES

Atchisson (1) *
M203 w/M16A1 (1) *
Stoner Weapon System complete (2) * *
M174A3 (1) *
FIM-92A Stinger (1) *
M10A (1) *
M10 (3) * * *
HP-35 (4) * * * *
M60 (1) *
M47 Dragon (1) *

AMMUNITION STORES

9x19mm, 2 cases * *
5.56x45mm, 4 cases * * * *
7.62x51mm Linked, 2 cases * *
12.7x99mm Linked, 8 cases * * * * * * * *
5.56x45mm Linked, 4 cases * * * *
12 Gauge, 2 cases * *

EXPLOSIVE STORES

M183, 2 cases * *
Primercord, 2 cases * *
M1 Timers, 1 case *
M60 Igniters, 2 cases * *
M112, 2 cases * *
M2A1 Detonators, 1 case *
M700 Fuse, 1 case *
M7 Caps, 1 case *

GRENADE STORES

M26A1 Frag, 2 cases * *
AN-M8 HC, 1 case *
M34 WP, 2 cases * *
M6 CN-DM, 1 case *
M7A3 CS, 1 case *
AN-M14 TH3, 1 case *
M1 Illum, 1 case *
M9A1 BZ, 1 case *
Mk3A2 HE, 1 case *

40mm Grenades

M433 HEDP, 1 case *
M651 CS, 1 case *
M583 Flare, 1 case *
Stunbag, 1 case *

MISCELLANEOUS STORES

HAFLA-35L (6) * * * * * *
Mountain Kits (6) * * * * * *
Ration Packs (6) * * * * * *
ARMBRUST 300 (6) * * * * * *
Cold Kits (6) * * * * * *
Trade Packs (6) * * * * * *

Note; All weapons are complete with a basic load of magazines and ammunition.

* = One case or item of equipment

BASIC LOAD (VEHICULAR) Scientific-One

TRACTOR

1 Mk3 Laser, 1-second bursts or continuous fire, E=700 per second (Maximum), Unlimited fire.

2 sets Twin M85C Machineguns, 105rd belt, Selective-fire, E=30, 24 belts, Short burst=10rds, Medium burst=20rds, Long burst=30rds.

Starboard Turret (right gun) **********_**********_**********_
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Starboard Turret (left gun) **********_**********_**********_
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Port Turret (right gun) **********_**********_**********_
**********_**********_**********___

Port Turret (left gun) **********_**********_**********_
**********_**********_**********___

2 Stoner M207 Machineguns (mounted in side turrets), 150rd belt, Full-auto, E=15, 32 belts, Short burst=6rds, Medium burst=12rds, Long burst=18rds.

Starboard Gun

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**********_**********___

Port Gun

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M18A1 Claymore Mines, Single-shot, E=14, 42rds.

Bow Mine

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Starboard Bow Mine

*_*_*_*_*_*___

Starboard Amidships Mine

*_*_*_*_*_*___

Starboard Stern Mine

*_*_*_*_*_*___

Port Bow Mine

*_*_*_*_*_*___

Port Amidships Mine

*_*_*_*_*_*___

Port Stern Mine

*_*_*_*_*_*___

Port Gun

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2 Gas Jets, 6 four second bursts or continuous fire, Various Gases.

BZ Gas * * * * * * ---

CS Gas * * * * * * ---

DM Gas * * * * * * ---

HC Smoke * * * * * * ---

Nerve Gas * * * * * * ---

* = Single shot or Short burst

- = Reload

--- = Out of ammunition

2 Gas Jets, 6 four second bursts or continuous fire, Various gases.

BZ Gas * * * * * * ---

CS Gas * * * * * * ---

DM Gas * * * * * * ---

HC Smoke * * * * * * ---

Nerve Gas * * * * * * ---

TRAILER

1 Chaparral Missile launcher (2rd), Semi-auto, Dpw=13,260, 6 missiles.

* * - * * - * * ---

2 Stoner M207 Machineguns (mounted in side turrets), 150rd belt, Full-auto, E=15, 32 belts, Short burst=6rds, Medium burst=12rds, Long burst=18rds.

Starboard Gun

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BASIC LOAD (VEHICULAR) COMMANDO V-150 w/TOW

1 TOW Missile launcher, Single-shot, E=1,190, Dpw=3,120,
9 missiles.

* - * - * - * - * - * - * - * - * ---

1 MAG-58 Machinegun, 100rd belt, Full-auto, E=17, 20 belts,
Short burst=6rds, Medium burst=12rds, Long burst=18rds.

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**********-**********-**********-

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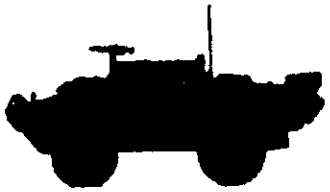
**********-**********-**********-

**********-**********---

* = Single shot or Short burst

- = Reload

--- = Out of ammunition



BASIC LOAD (VEHICULAR) COMMANDO V-150 w/81mm Mortar

1 M29A1 Mortar, Single-shot, 80rds 81mm

81mm M374A2 High Explosive (50rds)

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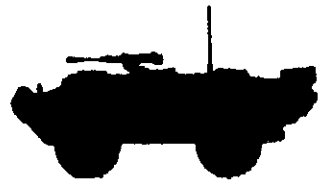

BASIC LOAD (VEHICULAR) COMMANDO V-150 APC

1 M2HB Machinegun, 105rd belt, Selective fire, E=30, 20 belts,
Short burst=10rds, Medium burst=20rds, Long burst=30rds.

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********** ********** ********** ********** ********** ---

* = Short burst

- = Reload

--- = Out of ammunition

BASIC LOAD (VEHICULAR) COMMANDO V-150 w/20mm

1 Rh202 20mm Cannon, 100rd belt, Selective-fire, E=63 (Armor Piercing Incendiary ammunition), E=57, Dpw=40 (High Explosive Incendiary ammunition), 4 belts (2 HEI, 2 API), Short burst=10rds. Medium burst=20rds, Long burst=30rds.

HEI (2 belts) **********_**********---

API (2 belts) **********_**********---

2 MAG-58 Machineguns, 100rd belt, Full-auto, E=17, 30 belts, Short burst=6rds, Medium burst=12rds, Long burst=18rds.

Co-Axial Gun (mounted next to 20mm)

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Turret Gun (mounted on top of the turret)

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* = Short burst

- = Reload

--- = Out of ammunition

BASIC LOAD (VEHICULAR) SK-5 HOVERCRAFT

1 Rh202 20mm Cannon, 100rd belt, Selective-fire, E=63 (Armor Piercing Incendiary ammunition), E=57, Dpw=40 (High Explosive Incendiary ammunition), 7 belts (4 HEI, 3 API), Short burst=10rds, Medium burst=20rds, Long burst=30rds-

HEI (4 belts) **********-**********-**********-**********---

API (3 belts) **********-**********---

1 set Twin M85C Machineguns, 105rd belt, Selective-fire, E=30, 12 belts, Short burst=10rds, Medium burst=20rds, Long burst=30rds.

Right Gun **********-**********-**********-**********-
**********-**********---

Left Gun **********-**********-**********-**********-
**********-**********---

2 M174E3 Grenade launchers, 150rd mag, Selective-fire, Dpw=100 (M381 High Explosive), 2 mags, Short burst=4rds, Medium burst=8rds, Long burst=12rds.

Starboard Gun **---

Port Gun **---

2 M134 7.62mm Miniguns, 1,500rd belt, Full-auto, E=17,6 belts, Short burst=100rds, Medium burst=200rds, Long burst=300rds.

Starboard Gun **************-**************-**************---

Port Gun **************-**************-**************---

* = Short burst

- = Reload

--- = Out of ammunition

BASIC LOAD (VEHICULAR) COMMANDO SCOUT

1 Rh202 20mm Cannon, 100rd belt, Selective-fire, E=63 (Armor Piercing Incendiary ammunition), E=57, Dpw=40 (High Explosive Incendiary ammunition), 3 belts (2 HEI, 1 API), Short burst= 10rds, Medium burst=20rds, Long burst=30rds.

HEI (2 belts) **********-**********---

API (1 belt) **********---

1 MAG-58 Machinegun, 100rd belt, Full-auto, E=17, 30 belts, Short burst=6rds, Medium burst=12rds, Long burst=18rds.

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BASIC LOAD (VEHICULAR) COMMANDO RANGER

1 M2HB Machinegun, 105rd belt, Selective-fire, E=30, 20 belts,

Short burst=10rds, Medium burst=20rds, Long burst=30rds.

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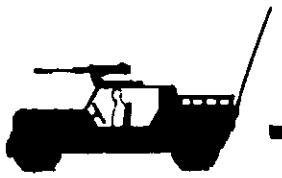
* = Short burst

- = Reload

--- = Out of ammunition



BASIC LOAD (VEHICULAR) XR-311

1 M2HB Machinegun, 105rd belt, Selective-fire, E=30, 5 belts,

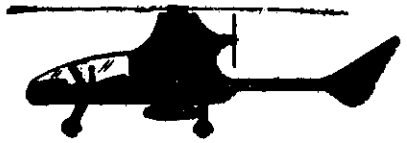
Short burst=10rds. Medium burst=20rds, Long burst=30rds.

**********-**********-**********-**********-**********---

* = Short burst

- = Reload

--- = Out of ammunition



BASIC LOAD (VEHICULAR) AIRSCOUT

2 Stoner Fixed Machineguns (equal to M207), 800rd belt, Full-auto, E=15, 2 belts, Short burst=10rds, Medium burst=20rds, Long burst=30rds.

Starboard Gun **********,**********,**********,**********,
**********,**********,**********,**********---

Port Gun **********,**********,**********,**********,
**********,**********,**********,**********---

2.75in Rockets, E=1040, Dpw=2,600 (4)

* * * * ---

M26A1 Fragmentation Grenade (8)

* - * - * - * - * - * - * - * ---

AN-M8, HC Smoke Grenade (4)

* - * - * - * ---

M34 White Phosphorus Grenade (2)

* - * ---

* = Single shot or Short burst

- = Reload

--- = Out of ammunition

Note 1; The Stoner machineguns fire together and cannot be fired separately.

Note 2; This vehicle does not carry the standard vehicular basic load.

BASIC LOAD (VEHICULAR) HAAM SUIT Mk 2

1 Mk1 Laser, Adjustable power, 1-second bursts or continuous fire, E=15 per second (Maximum), Unlimited fire.

1 HAAM 20mm Rifle, 20rd mag, Selective fire, E=63 (Armor Piercing Incendiary ammunition), E=57, Dpw=40 (High Explosive Incendiary ammunition), 6 mags (4 HEI, 2 API), Short burst= 4 rds, Medium burst=8rds, Long burst=12rds.

HEI (4 mags) *****-*****-*****-*****---

API (2 mags) *****-*****---

* = Short burst

- = Reload

--- = Out of ammunition

BASIC LOAD (VEHICULAR) FAST ATTACK VEHICLE WITH M174E3

1 M174E3 Grenade Launcher, 36 rd mag, Selective-fire, Dpw=100 (High Explosive M381), 2 mag; Dpw=100, Penetrates 5cm steel (High Explosive Dual Purpose M433), 2 mag; E=2, CS Gas (M651), 24 rds; E=4 Buckshot (M576E2), 30 rds; Flare, Illum. 400m. circle (M583), 10 rds; Star Clusters, Signal Flares, 15 rds (5 ea. white, green, red); Short burst=4rds, Medium burst=8rds, Long burst=12rds.

HE (1 mag) ********** ___

HEDP (1 mag) ********** ___

CS Gas ********** ___

Buckshot ********** ___

Flare ********** ___

Star Clusters (white) ********** ___

Star Clusters (green) ********** ___

Star Clusters (red) ********** ___

BASIC LOAD (VEHICULAR) FAST ATTACK VEHICLE WITH TOW

1 TOW Launcher

TOW Missiles *_*_*_ _ _

BASIC LOAD (VEHICULAR) COMMANDO V-150 ARMORED RECOVERY VEHICLE

1 M2HB Machine gun, 105rd belt, Selective fire, E=30, 20 belts,

Short burst=10rds, Medium burst=20rds, Long burst=30rds.

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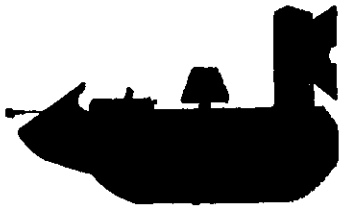
* = Short burst

- = Reload

--- = Out of Ammunition



BASIC LOAD (VEHICULAR) ACV FLYING DUTCHMAN

1 Rh202 20mm Cannon, 100 rd belt, Sele tive-fire, E=63 (Armor Piercing Incendiary ammunition), E=57, Dpw=40 (High Explosive Incendiary ammunition), 5 belts (3 HEI, 2 API), Short burst = 10 rds. Medium burst=20rds. Long burst=30rds.

HEI (3 belts) ********** ********** **********

API (2 belts) ********** **********

2 MAG-58 Machineguns, 100rd belt, Full-auto, E=17, 12 belts, Short burst=6rds. Medium burst=12rds, Long burst=18rds.

Right Gun ********** ********** ********** **********

********** **********

Left Gun ********** ********** ********** **********

********** **********

BASIC LOAD (INDIVIDUAL) #1 Wt. 19.88kg

1 Stoner M22 Rifle, 30rd mag, Selective fire, E=15, 12 mags, Short burst=4rds, Medium burst=8rds, Long burst=12rds.

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1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.

**********-**********-**********---

M72A2 LAW, Single-shot, E=405, Dpw=533. (2)

* - * ---

M26A1 Fragmentation Grenade (5)

* - * - * - * - * ---

M34 White Phosphorus Grenade (3)

* - * - * ---

* = Single shot or short burst

- = Reload

--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #2 Wt. 23.608kg

1 M203 Grenade launcher w/M16A1 Rifle, 30rd mag, Selective fire, E=15, 12 mags & 36rds 40mm, Short burst=4rds, Medium burst=8rds, Long burst=12rds.

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40mm M381 High Explosive (20rds)

* - * - * - * - * - * - * - * - * - * - * - * - * - * - * -

* - * - * - * - * ---

40mm M651 CS Gas (6rds)

* - * - * - * - * - * ---

40mm M583 White Parachute Flare (6rds)

* - * - * - * - * - * ---

40mm Stunbag (4rds)

* - * - * - * ---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.

**********-**********-**********---

M26A1 Fragmentation Grenade (2)

* - * ---

M34 White Phosphorus Grenade (2)

* - * ---

* = Single shot or short burst

- = Reload

--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #3 Wt. 19.756kg

1 M21 Rifle, 20rd mag, Semi-auto, E=17, 12 mags.

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1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.

********** ********** **********---

M26A1 Fragmentation Grenade (4)

* - * - * - * ---

M34 White Phosphorus Grenade (4)

* - * - * - * ---

* = Single shot

- = Reload

--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #4 Wt. 45.586kg (23.568kg)

1 M47 Dragon Missile launcher, Single-shot, E=1190, Dpw=3,120,
3 missiles.

* - * - * ---

1 M10 Submachinegun, 32rd mag, Selective-fire, E=9, 6 mags,
Short burst=4rds, Medium burst=8rds, Long burst=12rds.

******** ******** ******** ******** ******** ********---

M26A1 Fragmentation Grenade (2)

* - * ---

M34 White Phosphorus Grenade (2)

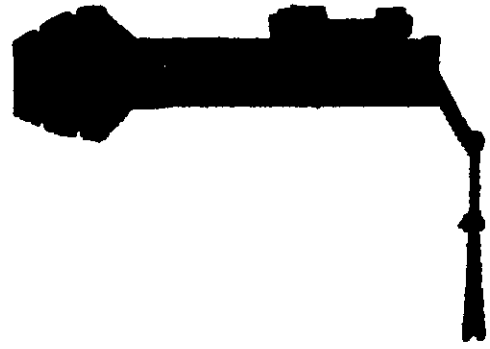
* - * ---

* = Single shot or Short burst

- = Reload

--- = Out of ammunition

Note; Wt. in brackets is with one load in primary weapon.



BASIC LOAD (INDIVIDUAL) #5 Wt. 19.492kg

1 Stoner Mk 23 Machinegun, 150rd belt, Full auto, E=14, 4 belts, Short burst=6rds, Medium burst=12rds, Long burst=18rds.

*********-*********-*******
*********-**********---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.

**********-**********-**********---

M26A1 Fragmentation Grenades (6)

* - * - * - * - * - * ---

M34 White Phosphorus Grenades (4)

* - * - * - * ---

* = Single shot or short burst

- = Reload

--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #6 Wt. 19.596kg

1 Atchisson Machine shotgun, 20rd drum, Selective fire, E=8, 4 drums, Short burst=4 rds, Medium burst=8rds, Long burst=12rds.

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****,****,****-****,****,****,****,****---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.

**********-**********-**********---

M26A1 Fragmentation Grenade (4)

* - * - * - * ---

M34 White Phosphorus Grenade (4)

* - * - * - * ---

M9A1 BZ Gas Grenade (2)

* - * ---

* = Single shot

- = Reload

--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #7 Wt. 20.112kg

1 M10 Submachinegun, 32rd mag, Selective-fire, E=9, 6 mags,
Short burst=4rds, Medium burst=8rds, Long burst=12rds.
********_********_********_********_********_********---

1 M183 Demolition charge, (16 M112 C4 blocks)
* * * * * * * * * * * * * * * * ---

M2A1 Detonators, 8 second delay (4)
* * * * ---

M1 Timer (2)
* * ---

M26A1 Fragmentation Grenade (2)
* - * ---

M34 White Phosphorus Grenade (1)
* ---

* = Single shot or Short burst
- = Reload
--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #8 Wt. 19.826kg

1 MAG-58 Machinegun, 100rd belt, Full-auto, E=17, 3 belts,
Short burst=6rds, Medium burst=12rds, Long burst=18rds.
**********_**********_**********---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.
**********_**********_**********---

M26A1 Fragmentation Grenade (2)
* - * ---

M34 White Phosphorus Grenade (1)
* ---

* = Single shot or Short burst
- = Reload
--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #9 Wt. 20.564kg

1 UZI Submachinegun, 32rd mag, Selective-fire, E=9, 12 mags,
Short burst=4rds, Medium burst=8rds, Long burst=12rds.
*********_*********_*********_*********_*********_*********_
*********_*********_*********_*********_*********_*********---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.
*************_*************_*************---

M26A1 Fragmentation Grenade (4)
* - * - * - * ---

M34 White Phosphorus Grenade (2)
* - * ---

M72A2 LAW, Single-shot, E=405, Dpw=533 (2)
* - * ---

* = Single shot or Short burst
- = Reload
--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #10 Wt. 20.06kg

1 M10A Shotgun, 5rd mag, Semi-auto, E=8, 50 rds.
*****_*****_*****_*****_*****_*****_*****_*****_*****_*****_
*****_*****_*****_*****_*****_*****_*****_*****_*****_*****---

1 M27-3¼ Revolver, 6rd cylinder, Double action, E=10, 24rds.
******_******_******_******---

M26A1 Fragmentation Grenade (8)
* - * - * - * - * - * - * - * ---

M34 White Phosphorus Grenade (6)
* - * - * - * - * - * ---

M7A3 CS Gas Grenade (3)
* - * - * ---

M9A1 B2 Gas Grenade (3)
* - * - * ---

* = Single shot
- = Reload
--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #11 Wt. 19.948kg

1 Stoner M23 Carbine, 30rd mag, Selective-fire, E=14,
12 mags, Short burst=4rds, Medium burst=8rds, Long burst=12rds.
*******-*******-*******-*******-*******-*******-*******-
*******-*******-*******-*******-*******---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.
**********-**********-**********---

M26A1 Fragmentation Grenade (8)
* - * - * - * - * - * - * - * ---

M34 White Phosphorus Grenade (4)
* - * - * - * ---

Mk3A2 High Explosive Grenade (4)
* - * - * - * ---

M6 CN-DM Gas Grenade (2)
* - * ---

* = Single shot or Short burst
- = Reload
--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #12 Wt. 19.946kg

1 Stoner M207 Machinegun, 150rd belt, Full-auto, E=15 4 belts,
Short burst=6rds, Medium burst=12rds, Long burst=18rds.
**********-**********-**********-
**********-**********-**********---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.
**********-**********-**********---

M26A1 Fragmentation Grenade (4)
* - * - * - * ---

M34 White Phosphorus Grenade (4)
* - * - * - * ---

* = Single shot or Short burst
- = Reload
--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #13 Wt. 29.359kg

1 M9A1-7 Flamethrower, 5 four-second bursts or continuous fire, 1,200°C. burning temp., 120 second burn time (each shot).

* * * * * ---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.

**********_**********_**********---

M34 White Phosphorus Grenade (2)

* - * ---

AN-M14, TH3 Thermite Grenade (2)

* - * ---

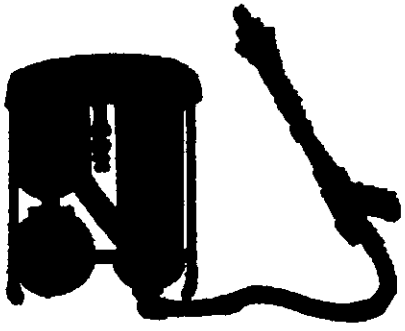
HAFLA-35L, Single-shot, 1,300°C. burning temp., 120 second burn time, 3 rds.

* - * - * ---

* = Single shot

- = Reload

--- = Out of ammunition



BASIC LOAD (INDIVIDUAL) #14 Wt. 24.562kg

1 M60 Machinegun, 100rd belt, Full-auto, E=17, 3 belts, Short burst=6rds, Medium burst=12rds, Long burst=18rds.

**********_**********_**********---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.

**********_**********_**********---

M26A1 Fragmentation Grenade (2)

* - * ---

M34 White Phosphorus Grenade (2)

* - * ---

AN-M8, HC Smoke Grenade (2)

* - * ---

* = Single shot or Short burst

- = Reload

--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #15 Wt. 33.777kg (20.277kg)

1 M202A1 Flame weapon, 4rd clip, Semi-auto, 1,000 burning temp., 40 second burning time, 3 clips.

* * * * - * * * * - * * * * ---

1 M10 Submachinegun, 32rd clip, Selective-fire, E=9, 6 mags, Short burst=4rds, Medium burst=8rds, Long burst=12rds.

********_********_********_********_********_********---

M26A1 Fragmentation Grenade (4)

* - * - * - * ---

* = Single shot or Short burst

- = Reload

--- = Out of ammunition

Note; Wt. in brackets is with one load in primary weapon.

BASIC LOAD (INDIVIDUAL) #16 Wt. 43.564kg (23.264kg)

1 FIM-92A Stinger Missile launcher, Single-shot, Dpw= 2,900, 3 missiles.

* - * - * ---

1 M10 Submachinegun, 32rd mag, Selective-fire, E=9, 6 mags, Short burst=4rds, Medium burst=8rds, Long burst=12rds.

********_********_********_********_********_********---

M26A1 Fragmentation Grenade (4)

* - * - * - * ---

M34 White Phosphorus Grenade (2)

* - * ---

* = Single shot or Short burst

- = Reload

--- = Out of ammunition

Note; Wt. in brackets is with one load in primary weapon.

BASIC LOAD (INDIVIDUAL) #17 Wt. 20.024kg

1 M10 Submachinegun, 32rd mag, Selective-fire, E=9, 12 mags,
Short burst=4rds, Medium burst=8rds, Long burst=12rds.
********_********_********_********_********_********-
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1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.
**********_**********_**********---

M26A1 Fragmentation Grenade (4)
* - * - * - * ---

M34 White Phosphorus Grenade (4)
* - * - * - * ---

M7A3 CS Gas Grenade (2)
* - * ---

ARMBRUST 300, Single-shot, E=441, Dpw=533, (1)
* ---

* = Single shot or Short burst
- = Reload
--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #18 Wt. 19.672kg

1 M10 Submachinegun, 32rd mag, Selective-fire, E=9, 6 mags,
Short burst=4rds, Medium burst=8rds, Long burst=12rds.
********_********_********_********_********_********---

1 HK69A1 Grenade launcher, Single-shot, 20rds 40mm.
40mm M381 High Explosive (12rds)
* - * - * - * - * - * - * - * - * - * - * - * ---
40mm M651 CS Gas (3rds)
* - * - * ---
40mm M583 White Parachute Flare (3rds)
* - * - * ---
40mm Stunbag (2rds)
* - * ---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.
**********_**********_**********---

M26A1 Fragmentation Grenade (4)
* - * - * - * ---

M7A3 CS Gas Grenade (2)
* - * ---

AN-M14, TH3 Thermite Grenade (2)
* - * ---

* = Single shot or Short burst
- = Reload
--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #19 Wt. 19.366kg

1 M10 Submachinegun, 32rd mag, Selective-fire, E=9, 12 mags,
Short burst=4rds. Medium burst=8rds, Long burst=12rds.
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********_********_********_********_********_********___

1 HP-35 Pistol w/Silencer, 13rd mag, Semi-auto, E=9, 3 mags.
**********_**********_**********___

M26A1 Fragmentation Grenade (4)
* - * - * - * ---

M6 CN-DM Gas Grenade (2)
* - * ---

M9A1 BZ Gas Grenade (2)
* - * ---

M34 White Phosphorus Grenade (2)
* - * ---

HAFLA-35L, Single-shot, 1,300 burning temp., 120 second
burning time, 3rds.
* - * - * ---

* = Single shot or Short burst
- = Reload
--- = Out of ammunition

BASIC LOAD (INDIVIDUAL) #20 Wt. 30.064kg

1 Mk2 Laser w/Fusion pack, 1 second bursts or continuous fire,
E=120 per second, Unlimited fire.

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.
**********_**********_**********___

M26A1 Fragmentation Grenade (4)
* - * - * - * ---

* = Single shot
- = Reload
--- = Out of ammunition

BASIC LOAD (MEDICAL) ASSISTANTS ISSUE Wt. 23.904kg

1 Stoner M22 Rifle, 30rd mag, Selective-fire, E=15, 4 mags,
Short burst=4rds, Medium burst=8rds, Long burst=12rds.
*******_*******_*******_*******---

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.
************_************_************---

M26A1 Fragmentation Grenade (4)
* - * - * - * ---

M34 White Phosphorus Grenade (2)
* - * ---

1 Drug kit, contains 20 doses of any given drug, 6 MedKit
reloads or 1 large MedKit reload
* - * - * - * - * - * ---

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_____ *---

* = Single shot or Short burst
- = Reload
--- = Out of ammunition

BASIC LOAD (MEDICAL) MEDICS OR DOCTORS ISSUE Wt. 19.311kg

1 HP-35 Pistol, 13rd mag, Semi-auto, E=9, 3 mags.
************_************_************---

AN-M8, HC Smoke Grenade (2)
* - * ---

1 Surgical kit

1 Large MedKit, containing 48 doses of each of the following;
Antitoxin **---
Antibiotic **---
Coagulant **---
Pain-reliever **---
Sleep-inducer **---
Stimulant **---

Universal Antidote, 1 flask, 20 doses.
* - * - * - * - * - * - * - * - * - * - * - * - * - * - * -
* - * - * - * - * ---

* = Single shot
- = Reload
--- = Out of ammunition

Using your GA-2 Basic Load sheets:

1. We recommend that you copy any of these sheets as necessary to hand out to your players.
2. Cut the personnel load copies, or the originals, in half along the heavy black lines.
3. Mark off asterisks ("*") to denote the use or expenditure of items of equipment and ammo/grenades, etc.

BASIC LOAD (VEHICULAR) STANDARD ISSUE)

1 pr. AN/TVS-5 Binoculars
1 Laser Rangefinder
1 AutoNav navigation system
1 AN/PRC-70
1 Radio Direction Finder
1 Large MedKit
1 Ax
1 Sledgehammer
1 Mountain Kit containing;
2-33m coils 11mm nylon rope (breaking strength 1,700kg)
1 Folding grappling hook
20 Pitons *
30 Snaplinks *
* * * * * *
6 M688 40mm Rocket shells (to launch grappling hook from M79)
* * * * * *---
1 set Climbing spikes (for ice)

1 Trade pack containing;
50 Gold Double Eagles
****
50 Silver Dollars
****
6 one-liter bottles of Whiskey * * * * * *
6 Sewing kits * * * * * *
6 Comb and brush sets * * * * * *
6 250g packs Tobacco * * * * * *
Various toilet articles

1 Machete
20m Tow chain (breaking strength 5.25 metric tons)
3 Fire extinguishers
Tool kit
1 Shovel
1 Tripod (M122 or .50 Cal.)
2 Ration packs
1 225 gram Hammer
4 Mirrors * * * *
6 Hunting knives * * * * * *
6 packs Candy * * * * * *
6 Fishing kits * * * * * *

1 M21 Rifle, 20rd mag, Semi-Auto, E=17, 12 mags.
**********_**********_**********
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**********_**********_**********_*****
**********---

ARMBRUST 300, Single-shot, E=441, Dpw=533 (4)
* * * * ---
1 case M34 White Phosphorus Grenades (16)
* * * * * * * * * * * * * * * * ---
1 case M26A1 Fragmentation Grenades (30)
* *---
1 case M7A3 CS Gas Grenades (16)
* * * * * * * * * * * * * * * * ---
1 M183 Demolition charge (16 M112 C4 blocks)
* * * * * * * * * * * * * * * * ---
1 roll Primercord (152m)
10 M2A1 Detonators (8 second delay)
* * * * * * * * * * ---
2 M1 Timers
* * ---
2 M18A1 Claymore mines
* * ---
1 case 9x19mm Ball (2880 rds)
1 case 7.62x51mm Ball (920 rds)
1 case 5.56x45mm Ball (1640 rds)
1 case 12 gauge magnum 00 buckshot (500 rds)

ROLL OUT!

WITH THIS NEW BASIC LOADS PACKAGE FOR THE MORROW PROJECT

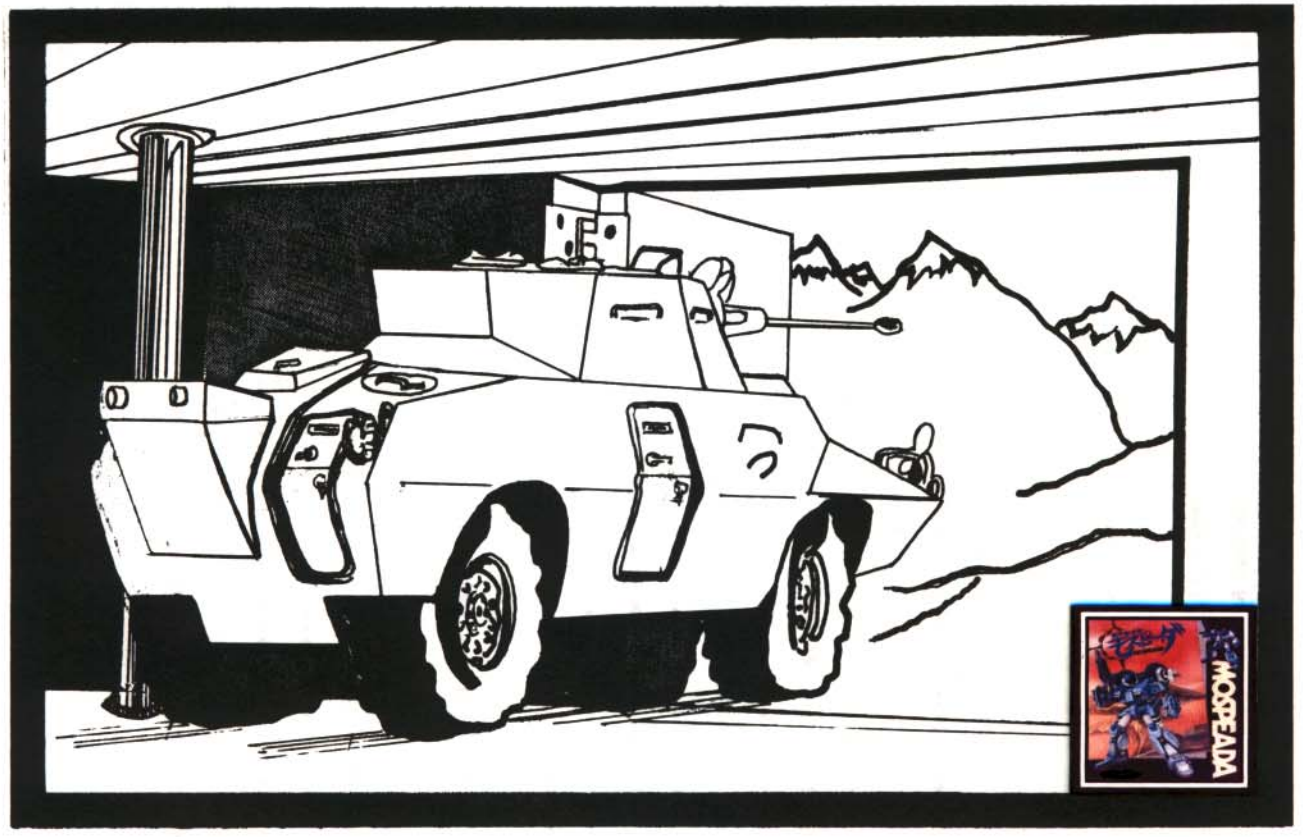
This package contains both Personal and Vehicular basic loads including:

- Vehicles:

MARS	V-150 TOW	XR-311
Science	V-150 81mm	Commando Ranger
SK-5	V-150 20mm	Air Scout
V-150 APC	Commando Scout	HAAM

- New Vehicles:

V-150 ARV	Fast Attack Vehicle	ACV "Flying Dutchman"



Also Includes: All 22 personal loads, computer generated Structure/Blood Point tables to aid in character generation, character sheets and:

- A NEW HAND-TO-HAND COMBAT SYSTEM FOR THE MORROW PROJECT!