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Player's Handbook

by Phillip McGregor



AN EABA SUPPLEMENT

ROAD TO ARMAGEDDON v1.0

PLAYER'S MANUAL

© 1997-2002 by Phil McGregor

ISBN 0-9581950-0-5

PGD #101

Published by: PGD
1 Park Street
Harbord
NSW Australia 2096
aspqrz@pacific.net.au

Cover Art: Jeff Hebert
Interior Art: The Internet *
PD Clip Art (various)
Jeff Hebert (pg. #5.1)

Playtesting: The gang at the NSW
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Dedication:

This game supplement is dedicated to the memory of my father, Bevan George McGregor (1913-1999) who never really understood what it was I did on my weekends and in much of my spare time (a lot of it sitting before a computer screen, which he didn't really understand, either) for the last 30 years or so, but was always supportive of whatever it was I did. A great father and a really nice guy. I miss you a lot.

WHERE DO I FIND IT?

INTRODUCTION

JAPAN AND RUSSIA	1.2
AN ALLIANCE IS FORMED	1.2
THE MIDDLE EAST AND ISLAM	1.2
THE SPREAD OF ISLAMIST FUNDAMENTALISM	1.2
THE "WESTERN ALLIANCE"	1.3
THE END OF THE BEGINNING	1.3
THE PROBLEM SPREADS	1.3
THE WAR BEGINS	1.3
SAUDI COUP	1.3
REVENGE IS A DISH BEST SERVED COLD	1.3
GOING NUCLEAR	1.3
THE WAR SPREADS	1.4
CHAOS THEORY	1.4
MUTUALLY ASSURED DESTRUCTION	1.4

ADVENTURERS

STARTING CHARACTERS	2.2
Atomic Era & Junior High Background	2.2
HIGH SCHOOL	2.3
Senior High Background	2.3
POST HIGH SCHOOL CAREERS	2.3
CAREER PACKAGES	2.4
TRADE & TECHNICAL PACKAGE	2.5
Trade School Package Tables	2.5
UNDERGRADUATE DEGREE PACKAGE	2.6
Undergrad Degree Package Tables	2.6
POSTGRADUATE DEGREE PACKAGE	2.6
Postgrad Degree Package Tables	2.6
SERVICE ACADEMY PACKAGE	2.7
Service Academy Package Tables	2.7
PROFESSIONAL CAREER PACKAGE	2.8
Professional Package Tables	2.8
ORGANISED CRIME CAREER PACKAGE	2.8
Organised Crime Package Tables	2.8
PARAMILITARY CAREER PACKAGE	2.9
Paramilitary Package Tables	2.9
ARMY CAREER PACKAGE	2.10
Army Package Tables	2.10
NAVY & COASTGUARD CAREER PACKAGE ...	2.11
Navy Package Tables	2.11
MARINES CAREER PACKAGE	2.12
Marines Package Tables	2.12
AIR FORCE CAREER PACKAGE	2.13
Air Force Package Tables	2.13
INTELLIGENCE CAREER PACKAGE	2.14
Intelligence Package Tables	2.14
GENERAL-UNSKILLED CAREER PACKAGE	2.15
General-Unskilled Package Tables	2.15

ADVENTURERS

THE DRAFT	2.15
The Draft Table	2.15
RANK TABLES	2.16
ARMAGEDDON SKILLS TREE	2.17
SKILL LIST	2.19
ACADEMIC (BASIC SKILLS)	2.19
OTHER SKILLS	2.19
TRAITS	2.19
Age	2.19
Status	2.19
Military Rank	2.20
CASH & GOODS	2.20

MONEY AND EQUIPMENT

WHAT DOES AVAILABILITY MEAN?	6.2
Pre-Transfer Availability	6.2
PRE-TRANSFER MONEY	6.2
MILITARY SCRIP	6.2
Allied & NATO Scrip	6.2
Russian Scrip	6.3
CIVILIAN CURRENCIES	6.3
NATO and the US	6.3
The Russians	6.3
Francs & Krona	6.3
BARTER	6.3
Dry Rations	6.3
Ammunition	6.3
Computer Chips	6.4
Precious Metals	6.4
ARTIFICIAL LIGHTING	6.5
Electric Lights	6.5
Fuel Lanterns	6.6
Other Light Sources	6.6
CAMPING EQUIPMENT	6.7
Bedding	6.7
Tentage	6.7
Accessories	6.7
Orienteering	6.8
COMPUTERS & CALCULATORS	6.9
DIVING EQUIPMENT	6.9
FOOD	6.10
FUEL	6.11
GENERATORS	6.12
Petrol Generators	6.12
Other Power Supplies	6.12
HAND TOOLS	6.13
HEATERS & COOLERS	6.14
MEDICINES	6.14
MEDICAL EQUIPMENT	6.14
PHOTOGRAPHIC & VIDEO	6.15
POWER STORAGE	6.16
PRECISION INSTRUMENTS	6.17
PRINTING & WRITING	6.17
RADIO SETS	6.17
TIMEKEEPING	6.18
TELEGRAPHS & TELEPHONES	6.18
UNIFORMS	6.19
VISIBLE LIGHT COMMUNICATIONS	6.19
VISION AIDS	6.20
RIDING GEAR	6.20

WEAPONS

ARTILLERY & INDIRECT FIRE	7.2
ADVANCED TOPIC: ARTILLERY BARRAGES	7.3
ADVANCED TOPIC: HARD COVER	7.4
ADVANCED TOPIC: ARTILLERY NEAR MISSES ...	7.4
ADDITIONAL RULES: AUTOFIRE	7.5
ADVANCED TOPIC: FOG OF WAR	7.7
NEW DATA BLOCK INFORMATION	7.7
HANDGUNS	7.8
SUBMACHINEGUNS	7.12
RIFLES	7.15
SHOTGUNS	7.21
MACHINEGUNS	7.23
GRENADE LAUNCHERS	7.25
ROCKET LAUNCHERS	7.26
LIGHT MORTARS	7.27
RECOILLESS RIFLES	7.28
AUTOCANNON	7.28
TANK/ANTI-TANK GUNS	7.29
MELEE WEAPONS	7.29
GRENADES	7.29
DEMOLITIONS & MINES	7.29
SMALLARMS AMMUNITION	7.30

VEHICLES

ADVANCED TOPIC: ALT. HIT LOCATION	8.2
ADVANCED TOPIC: FUEL CONSUMPTION	8.2
VEHICLE DATA BLOCK ADDITIONS	8.3
Bicycle, Moped, Motorcycles	8.4-5
All Terrain (4WD) Vehicle	8.5
Jeeps, Pickups & 4WD Vehicles	8.6-7
Heavy Pickup	8.7
Off Road Trucks	8.7-9
LARC	8.9
Shorland Armoured Car	8.9
"Pink Panther" Patrol Vehicle	8.10
Special Operations Vehicle	8.10
BA-64 Light Armoured Car	8.11
BRDM-2bis Scout Car	8.11
Wheeled APCs	8.11-13
RAM V-1/2bis Scout Vehicle	8.13
RAM V-3bis Wheeled APC	8.14
Commando V-150 & ASV-150	8.14
BMD-2bis Light APC	8.15
LAV-25	8.15
BTR-90 Infantry Fighting Vehicle	8.15
Tracked APCs & IFVs	8.16-19
Stingray 2 Light Tank	8.19
Sprut SD Light Tank	8.20
TH-301 Light Tank	8.20
RIDING & PACK ANIMALS	8.21
Riding Horse	8.21
Cavalry Horse	8.21
Pack Horse	8.22
Pack Mule	8.22

TABLE OF CONTENTS	FRONT OF BOOK
INDEX	REAR OF BOOK
REVISED CHARACTER SHEET	REAR OF BOOK
EABA OPEN SYSTEM LICENSE	REAR OF BOOK

▼ Designer's Comments

Road to Armageddon has been "in the works" for a long time – since the 1980's, in fact – and, in that period, have undergone three major rule system changes. The most recent was approaching completion a few months ago when Greg Porter of BTRC finally released EABA on an unsuspecting world © ...

I had been involved in the early stages of developing EABA (look at the title page, that's me under "Other Useful Comments", for what it's worth), but had completely forgotten about it in the meantime – but when Greg kindly sent me a copy of the completed rules, I was very much impressed. Much more so than I had been originally.

I'd always been planning to do a CORPS version of *Road to Armageddon* in my copious free time, after I'd completed the latest rules revision and rewrite ... but, on reading through EABA, and the *Open Supplement License* for it, I thought "Damn, why bother fiddling around with systems – use EABA and save your time for the important things, like background!"

So, here it is ... the first fruits of that decision, the *Road to Armageddon Player's Handbook*, which is also, unless someone trumps me, the first non-BTRC supplement for EABA!

So, what is **Road** all about?

Well, it is based on one of the most enduring tropes of SF – the "what if I was marooned in time or a parallel dimension" theme. A trope that has proved particularly popular in the last several decades.

The background assumes that several groups of basically 20th and early 21st century characters are dumped into the far future – the world of the 27th millennium. A world facing a dire threat from the *ultimate evil*tm – one which the characters will take a part, and a significant one – in vanquishing.

Cliché'd? Hackneyed? Possibly. Though I hope not.

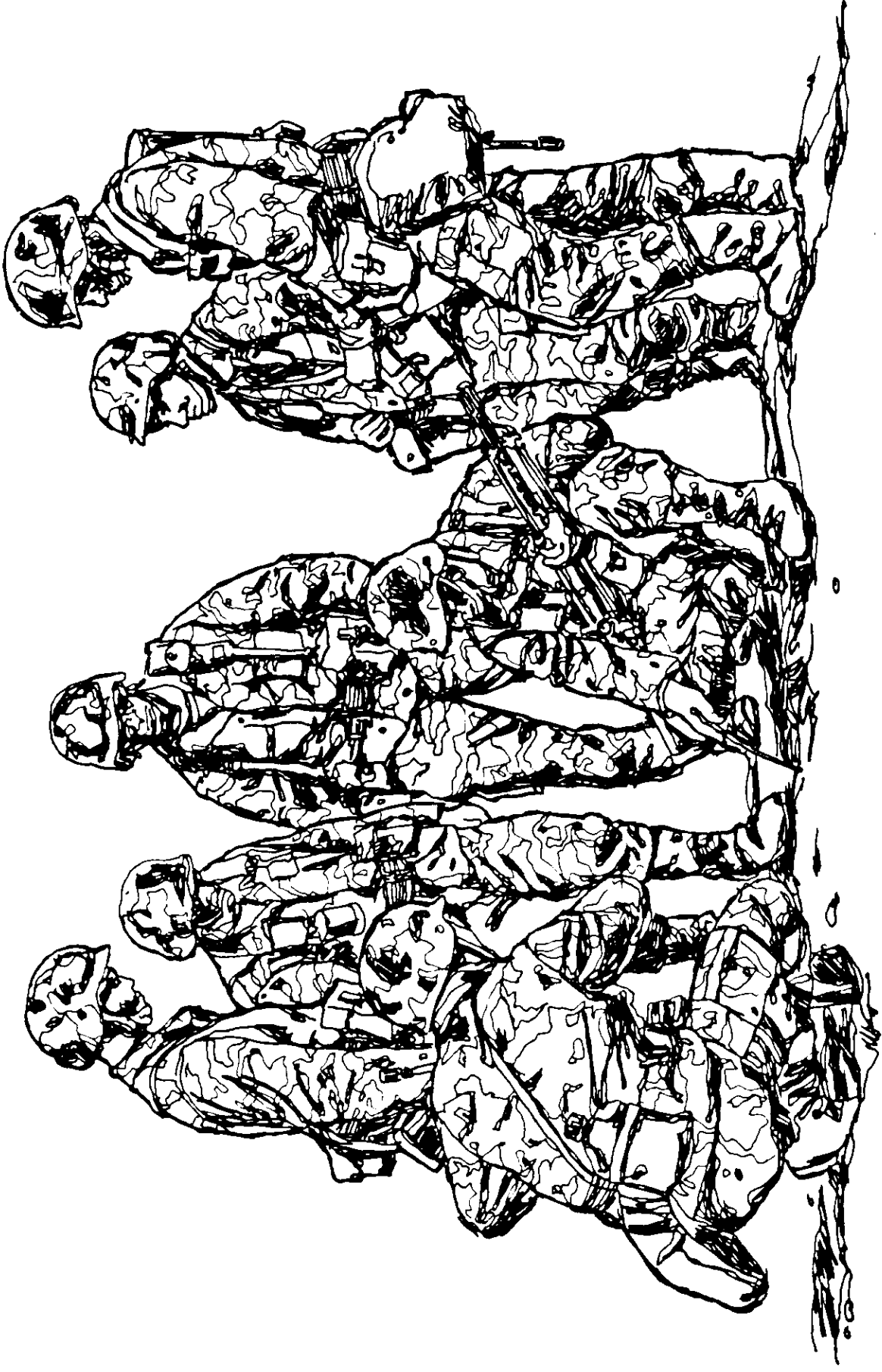
However, it is intended to be *fun* for the GM to run and for the PCs to be involved in (and to make me a little money on the side ©)

The *Player's Handbook* includes all the information needed (in conjunction with the EABA Core Rules, of course!) to create a character and equip it for the vagaries of the *Three Way War*, which will, of course, eventually dump them in the world of the 27th millennium.

Some snippets of information about that world are provided herein, but the *GM's Handbook* will contain the bulk of *that* information.

Just remember, **Surrender is NOT an option!**

– Phillip McGregor, September-October 2002



The collapse of the Russian Communist regime and its replacement with a theoretically democratic one in the last decade of the 20th century led to massive geopolitical economic instability throughout the world.

No longer constrained by the straitjacket of artificial, cold-war mandated, policies, governments everywhere sought to express their own policies, not merely those that be tolerated by the superpowers.

Everyone more or less expected the fallout of the terrorist attacks against the US on 11 SEP 01 to cause problems – a regional war in the Middle East, at the very least – but, just as the Balkan Wars of 1912 had not resulted in a continent spanning war, the US reaction remained a localized matter.

▼ **JAPAN AND RUSSIA** – The real trigger for war started after an extended period of governmental instability and economic malaise in the Far East. Japan's leaders sought to revitalize their ailing economy – by a rapid shift back to the rightist, militaristic, and expansionistic pattern of the pre-war WW2 era.

Drifting away from her ties with the US, Japan aligned herself with the struggling bureaucratic pseudo-democracy that was Russia, stabilising the shaky economy while also opening up an almost exclusive market for Japanese goods, and undercutting US and European market penetration in the Former Soviet Union.



Iraqi BMP-3 on Maneuver

ARMAGEDDON

*"The **Economic and Trade Recovery Act** will regain the jobs of thousands of American workers ... jobs that have been taken ... no, not **taken**, jobs that have been **stolen** by the devious and immoral actions of the Imperial Japanese government.*

*For **decades** we have **let** them do this to us ... believing that "fair play" would eventually enable us to achieve a fair trading relationship.*

*We have now realised that this is simply **never** going to happen. The Japanese do not now, and **never** have had, any intention of "playing fair."*

On that basis I am glad to announce that the Senate has approved the Bill and that the President has indicated he will approve it within the hour.

*Let the **Japanese** suffer the consequences of their actions."*

– President pro tem, US Senate

▼ **AN ALLIANCE IS FORMED** – Russo-Japanese ties became closer as they realised how much they had in common – the Russians smarted under what they saw as the arrogant behaviour of the US, claiming it was the "Last Superpower" while the Japanese were outraged by "racist" US policies that preventing free access to US markets.

This common feeling led to the signing of the *Russo-Japanese Military and Economic Co-operation Acts* in 2008 and the fatal *Economic and Trade Recovery Acts* of 2010, which started a devastating trade war between the Russo-Japanese Bloc and the US-NATO alliance.

▼ **THE MIDDLE EAST & ISLAM** – Meanwhile, a series of fundamentalist Islamic instigated assassinations and coups in Egypt, Iraq, Kuwait, and Jordan led to a reshaping of the power structures of the Middle East.

The Saudis and the smaller Gulf States, terrified that they would be overwhelmed, could not even turn to NATO or the US for help because their own people loathed what they saw as Christian "interference" in the ongoing Israeli-Palestinian conflict.

▼ **THE SPREAD OF ISLAMIST FUNDAMENTALISM** – The rhetoric of fundamentalism, with its emphasis on the "Great Satan" (the US) and a general anti-western slant, found wider currency than in the Middle East.

Pakistan, Indonesia, Malaysia, Libya, Tunisia and Morocco all elected (or acquired by means of coup or civil insurrection) fundamentalist regimes which entrenched their totalitarian power structures and enforced virulently anti-western measures.

These states banded together to form the Islamic Bloc, and used their economic, diplomatic and mili-

ARMAGEDDON

tary clout to disrupt western interests.

They also put great pressure on the “apostate” governments of the Gulf States and Saudi Arabia to conform to anti-western oil policies, with limited effect – except to outrage their citizens (by careful propaganda campaigns) at this “treason” and “trafficking with the Great Satan.”

*“We declare a **jihad** against the apostates!*

Allah will support us in this holy war to restore the Holy sites to the control of the faithful.

*I call on all muslims to join with us in opposing the corruptly westernized Saudi rulers – and to oppose the Great Satan **and** the Lesser Satan if they attempt to prevent the cleansing of the Holy Sites!”*

– Mullah Omar bin Omar

▼ **THE “WESTERN ALLIANCE”** – Faced with a sullen Russia, an ungrateful and increasingly right wing Japan, and a fundamentalist and fanatical Islamic Bloc, the US was rather at a loss.

As much as it disliked all of these developments, it had found as a result of 9/11 that their much vaunted conventional military power was quite useless in the face of them!

A strong but conciliatory diplomatic stance proved to be adequate, though it allowed the US to expand her network of allies amongst the previously non-aligned nations who were increasingly nervous over the situation.

The Alliance's greatest diplomatic coup was undoubtedly the extension of the Partnership for Peace program – allowing China and India to join as “associates.”

The peoples of the “Western Alliance” increasingly demanded (and got) a wide range of sanctions against the Russo-Japanese and Islamic Blocs – triggering a devastating trade war in 2008.

None of the politicians involved saw where these events were inevitably leading – along the “road to Sarajevo”, as similar events had before the first “great war” of 1914-1918. Or, if they did see, they ignored the problem.

▼ **THE END OF THE BEGINNING** – Faced by a complete Russo-Japanese boycott of all trade with the West, the Alliance toughened their own anti-Japanese boycotts.

The situation escalated rapidly, and by the end of 2010, the trade between the blocs had plummeted by more than 95%.

Their economies hurting badly, both sides funded revolutionary movements in the less strong allies of their opposition, and also pursued sabotage activi-

ties aimed at damaging key elements of the opposition's economy.

▼ **THE PROBLEM SPREADS** – Gradually, these activities escalated and spread from the peripheries of each bloc to the core members – and they changed in nature.

Targets changed from sabotage aimed at “hard” (military-industrial) targets to pure mass terrorism aimed at (civilian) “soft” targets.

Caught in the middle of this manoeuvring, the Islamic Bloc suffered as both sides tried coercive measures to influence their policies, or sabotage/terrorism intended to deny their assets to the “other side.”

The Islamists also took advantage of the situation to increase their own terrorist activities, aimed primarily at the Western Alliance, Israel and the “apostate” Saudis.

▼ **THE WAR BEGINS** – Iranian agitators, backed by Iraqi terrorist squads, undertook a campaign of terror against all of the states of the Arabian Peninsula, one that struck chords within suppressed local opposition forces.

The first state to fall was Qatar (2014), where a bloody coup wiped out most of the ruling family and invited in Iraqi and Iranian forces to help “defend the Islamic revolution against the American infidels.”

▼ **SAUDI COUP** – Token US forces stationed in the peninsula were dithering over how to respond to the Quatari situation when a pro-Iranian cabal seized power in a surprise palace coup.

The King was killed, but the Crown Prince escaped, and rallied most of the army to his side.

The rebels, claiming to be the “rightful government”, invited in Iranian and Iraqi forces. NATO and the US were unable to fly in enough troops quickly enough to prevent the loss of more than one third of the country (including the capital, Riyadh) to the invaders and the rebels.



US Bradley IFV in Saudi Arabia

▼ **REVENGE IS A DISH BEST SERVED COLD** – With the Western Alliance putting all its attention on the Saudi front, other Islamic Bloc states chose the moment to settle “old scores.”

Pakistan launched a surprise assault on India in the Punjab (2015), Egypt and Jordan (soon joined by an opportunistic Syria) struck at Israel (2016)

"It is with great sadness that Crown Prince Abdullah announced that his father, the King, died of wounds inflicted by extremist terrorists who staged an attack on the Palace in the early hours of this morning.

The Prince has assumed the Kingship and has called on all loyal members of the armed forces and the civil government to rally to him and oppose the Iranian sponsored coup that has killed so many people."

– Al Jazeera Satellite News

▼ **GOING NUCLEAR** – The first nukes were used by Pakistan against India (2015) when their assault turned into a rout, and the Indians replied in kind.

The US almost immediately launched "surgical" strikes at major Iranian and Iraqi logistic sites, fearing that some Pakistani built nukes had been transferred there.

This was less than a complete success, and the Iraqis manage to launch several missiles of their own (2016) – one struck the city of Jaffa in Israel, causing massive civilian casualties, another destroyed an American Brigade unloading at the Saudi port of Jiddah, and a third hit the Turkish airbase at Incirlik.

▼ **THE WAR SPREADS** – The madness quickly spread – Israel nuked Egyptian armoured spearheads in the Negev (2016), as well as important logistical sites in and around Cairo and Alexandria.

Egypt replied with a massive CBW strike against Jerusalem, killing more than 70% of the populace and allowing the Jordanians to take the city.

The dying Israeli Defence Minister sent the urgent message "The Temple has Fallen", and the IDF launched a massive strike against Syrian, Egyptian, Iraqi and Iranian targets – as well as the Holy Cities of Mecca and Medina (seeding them with long-life isotopes to make them uninhabitable for millennia).

▼ **CHAOS THEORY** – In the growing confusion, North Korea invaded the South, with Japanese encouragement (2016) – and China, in accordance with her membership in the Western Alliance, launched a crushing counter-invasion.

Russia retaliated by attacking China under the

"FLASH. 0447 ZULU.

Critic Traffic.

NORAD Spacewatch alert. Nuclear flash signature – Mumbai, India (Bombay).

Estimated 30-40 kt range.

Probable delivery by Pakistani SRBM.

Spacewatch reports heavy activity at Indian strategic force bases."

ARMAGEDDON

terms of its treaty with North Korea – and used tactical nukes heavily against the Chinese Army, advancing rapidly into Manchuria.

Simultaneous strikes against Chinese ICBM silos caught the US "Star Wars" ABM shield short, and limited the Chinese nuclear response.

The Western Alliance delivered an ultimatum to the Russians to withdraw from China and cease all support for North Korea (2016).

The Russian reply was to launch the bulk of their much reduced strategic nuclear arsenal against a variety of military, economic, and transport concentrations throughout the Alliance.

▼ **MUTUALLY ASSURED DESTRUCTION** – While many of the Russian missiles were destroyed by the US "Star Wars" ABM systems, more than expected hit their targets (they had been retrofitted with improved Japanese electronics).

The US immediately launched their missiles, and inflicted equivalent damage against sites throughout Russia and Japan.

The wounds mutually inflicted were critical, but not immediately lethal, and neither side is in a mood to surrender (nor were the world's Muslims) – so the war entered a new phase of massive conventional conflict.



US Mobile Forces on the move

Modern equipment and munitions were quickly being exhausted and all sides found themselves "barrel scraping" to keep their forces manned and equipped.



ADVENTURERS

The adventurers of **Armageddon** all hail from the twentieth and twenty-first centuries – and from a very *specific* background that requires adventurer creation to be treated somewhat differently than in the **EABA** Core Rules.

The system provided in this chapter is considerably more prescriptive than that found in the basic rules – representing the past and future history of the campaign universe of **Armageddon** as much as it does the differences between a modern technical society and a pre-modern one – but the system still allows a player considerable scope for creating just the sort of adventurer they envision.

▼ **INTRODUCTION** – As with the basic rules, character creation for **Armageddon** consists of detailing the **Attributes**, **Skills** and **Traits** that will define them, just as in the basic rulebook.

However, there are considerable differences in the way in which this process works in the **Armageddon** background. For a start, a much greater use is made of **Skill Packages** (EABA, #2.6) which are further developed into **Career Packages**.

Likewise, character **Age** plays a much greater role in determining the base amount of Attribute and Skill points that is available to a character than in the standard rules – so much so that it is not treated as a “Trait” here, but as an integral part of the basic character generation system.

Characters are, except as noted herein, constructed (EABA, Chapter #2) using a point based system – with “**A**” points being for the purchase of **Attributes** and “**S**” points being for the purchase of **Skills** – and **Traits** may be purchased with either, depending on its specific description.

Unlike the Core Rules, **Armageddon** is less about being equitable in character creation and more about the luck – good and bad – that, in reality, makes up a “real” life.

These are tied into the **Career Package** system used in the game – making some career paths riskier, but more rewarding, while those that are “safe” will tend to offer fewer rewards.

Therefore, unlike the base rules, it **is** possible to have a character who is handsome **and** skilled **and** wealthy **and** lucky – but there are risks involved.

ARMAGEDDON

▼ **STARTING CHARACTERS** – All characters start the character creation process as 16 year olds who have just finished **Junior High School**.

At this point they have **80A** that they *must* spend on the six **Attributes** – Agility, Awareness, Fate, Health, Strength and Will – that will define the physical and mental attributes of their character. This is done as per the Core Rules (Chapter #2).

They also get the **Atomic Era Background Package** – representing, in part, the “cultural background” of their upbringing and early schooling.

ATOMIC ERA BACKGROUND (FREE)

Atomic Era Technology Use	+0d
Personal Computer Use	+0d
Atomic Era Culture	+0d
Conversational English *	+0d
Basic Literacy **	+0d

* Or appropriate local language.

** In the appropriate local language.

They also receive **15S** to spend on skills from the **Junior High School Background and Atomic Era Background Packages**.

JUNIOR HIGH BACKGROUND (5S MIN)

Basic Humanities	+0d
Basic Sciences	+0d
Basic Technical	+0d
Area Knowledge (Country/State)	+0d
Bicycle or Motorcycle or Car	+0d

Characters may spend the remaining 10S on upgrading the above skills (to a maximum of +1d) or on upgrading their **Atomic Era Background** skills. All upgrades to listed skills are to **Hobby** status.

The Skills available for characters at age 16 represent their development to that point – and include the “cultural background” that is possessed by **all** the inhabitants of the modern world (as modified by particular local differences).

The “base” skills are limited as per the **Skill Package** rule (EABA, Core Rules, #2.6) and, if upgraded, are **mostly** treated as **Hobby Skills** (EABA Core Rules, #2.10) – they represent an *extremely* limited subset of the wider skill(s) they represent.

The only difference is that they allow a +1S reduction in the cost of acquiring the initial +0d level of **any** “full” skill that falls within their purview.

Thus, for example, Basic Sciences would allow a character wishing to acquire **Physics** skill to pay only 4S for +0d level.

ARMAGEDDON

▼ The EABA Core Rules, in the opinion of this designer, are more appropriate to a pre-modern background – as a character is provided with the vast bulk of its Skill and Attribute points **at the age of sixteen**.

Or, putting it another way, at the ripe old age of 16, just having finished their School Certificate (or just starting Senior High), they could enter the game with 80S – and a 20 year old would have only +10S on top of that. Or 2.5S per year for the two years of Senior High and first two years of College (or Job).

This does not model the reality of the 20th and 21st centuries closely enough for the **Armageddon** background (or for most modern backgrounds) – so the changed character generation rules above (and below are provided).

▼ **HIGH SCHOOL** – Once a character has spent the 80A and 15S that represent their starting base, they progress to High School.

High School lasts for two years, and characters gain a *minimum* of **10S** per year, for a *minimum* total of **20S**. Up to **5S** may be converted on a 1:1 basis to up to **5A**.

Characters may earn extra Skill Points, to gain +1S is an **Average** task against **WIL**. Each extra +1S increases the difficulty level of the task – so a second point would require a **Challenging** task, and a third point would require a **Hard** task, and so on.

Characters may **alternatively** earn extra Attribute points, with +1A being an **Easy** task, and each extra +1A increasing the difficulty level of the task.

This is done on a **per year** basis – rolling separately for each of the two years of Senior High.

▼ Characters may **not** earn both extra **A** and extra **S** points. It is an *either/or* choice.

Characters must choose some skills from the **Senior High School Background Package**.

SENIOR HIGH BACKGROUND (2S MIN *)

One Academic (Humanities) Skill	+0d
One Academic (Sciences) Skill	+0d
One Academic or Personal Skill	+0d
One Fine Arts or Technical Skill	+0d
Once Social Skill	+0d

* Characters must choose at least two of these skills at +0d.

Note: When upgrading these skills, remember that the **Base Skills** from the **Junior High** background also count as +1S towards the upgrade, so +1d level in these areas would cost only **3S** to acquire.

Characters who acquire only the minimum **two** skills from the Senior High background are considered to be dropouts and are not eligible for any

College or Academy career. They also suffer a two level increase in the difficulty of getting into a Trade or Profession not requiring College.

The extra **13-18S** must be spent **only** on the **Senior High School Background** skills.

SENIOR HIGH SCHOOL BACKGROUND

Any level of skill* from – **Combat Skills** (*Brawling, Martial Arts, Wrestling*); **Outdoor Skills** (*Hunting, Survival, Tracking*); **Personal Skills** (*Acrobatics, Climbing, Focus, Running, Swimming, Weightlifting*); **Social Skills** (*Any*).

One at +1d from – **Combat** (*Firearms, Thrown Weapons*); **Fine Arts** (*Any*); **Security Related** (*Any*); **Technical** (*Agriculture, Construction, Mechanical*); and **Transport** (*Ground Vehicles – noncombat only*).

Any number at +0d from – **Combat** (*Firearms, Thrown Weapons*); **Fine Arts** (*Any*); **Technical** (*Agriculture, Construction, Mechanical*); and **Transport** (*Ground Vehicles – noncombat only*).

* As a general rule, Specialisations (EABA Core Rules, #2.6) may **only** be purchased under restricted circumstances – see text below.

Characters who have acquired at least +0d in all five of the listed skills have **graduated**, but increase the difficulty of getting into College by one level.

They may upgrade any of the skills from the Senior High Background and may also purchase any skills listed in the **High School Background**, with the difference that they may acquire **one** specialization from the first group of skills.

Characters who have acquired at least +1d in one of the skills listed *plus* +0d in all the others in **Senior High Background** have **matriculated** (passed their **SATs**) and may attempt to get into College at only one level of increased difficulty (or to a Trade or Profession not requiring College at standard difficulty).

Characters who have **matriculated** and who have *also* acquired a level of *specialization* in one of the **Senior High Background** skills they have at the +1d level enter College at standard difficulty level and reduce the difficulty level of getting into a Trade or Profession not requiring College by one level.

ALL characters may purchase **Hobby Skills** (EABA Core Rules, #2.10) at this stage of character development.

▼ Characters should probably **not** have more than one specifically "Hobby" skill unless they are a High School Dropout.

▼ **POST HIGH SCHOOL CAREERS** – Once a character has finished their High School years, either as a graduate or as a dropout, they start their post-high school career at age 18.

A variety of Career Packages are available for them to pursue – some with no entry pre-requisites, but most with some requirements and, probably, a

roll required for entry as well.

All Career Packages are based on a four year term of service and it is assumed that, for the first such package taken, the character will acquire skills at a *minimum* rate of **10S** per year (or **40S** for the whole 4 years).

Once the first career package has been completed, characters gain **4S** in the first year of each succeeding package, and **2S** in each of the following three years, for a total of **10S** per the whole 4 years.

▼ If a character's first career package is shorter than four years, they earn 10S in the first year of their next Career option (**Undergraduate Degrees** may be only three years).

Characters *may* **always** earn extra Skill Points, to gain +1S is an **Average** task against **WIL**. Each extra +1S increases the difficulty level of the task – so a second point would require a **Challenging** task, a third point would require a **Hard** task, and so on.

Characters may, *if allowed in the skill description*, earn extra Attribute points, with +1A being an **Easy** task, and each extra +1A increasing the difficulty level of the task.

This is done on a **per year** basis – rolling separately for each of the four years of a character's first and subsequent Career Packages.

▼ Characters may **not** earn both extra **A** and extra **S** points. It is an *either/or* choice.

▼ **CAREER PACKAGES** – These work similarly to the idea of **Skill Packages** (EABA Core Rules, #2.6), but instead of giving a character a specific set of skills at the +0d level, they require a character pursuing the career to spend a specific portion of their skill points on particular skills or skill areas.

In return, the character gains some special benefits appropriate to the career (things that would normally be **Traits** in the **EABA** Core Rules).

Entry – Most Career Packages have a required Ability Level (or some other factor) that must be possessed for a character to gain easy acceptance. The specific characteristics are listed here.

Not having the required minimums does **not** mean that a character has no hope of gaining entry – it just means that a *penalty* applies to the Admission roll.

Each point less than the minimum required adds +1 Difficulty Level (+2 to the Difficulty number).

Admission – This is *not* automatic. A character needs to make an Attribute roll using the listed attribute against the listed number.

Penalties may apply the difficulty if the character has not met the Entry minima – and bonus(es) may apply if they meet the criteria listed here.

Completion – Just as acceptance into a career is not automatic, neither is completing a full four year term. If a character fails this roll, then they serve only

ARMAGEDDON

½d (1-3) years and gain reduced benefits.

Primary Skills – This indicates the proportion of skill points that a character **must** spend in the specified areas (and what those areas are).

Secondary Skills – This indicates any restrictions that are applicable to the expenditure of the remaining skill points.

Graduation – Any specific benefits gained from graduating the course.

Special Benefits – These may be gained even if the character does not complete the whole four years of a career package.

However, this is not certain – a WIL roll is required, at **Average (7)** difficulty if 3 years are served, increasing by one level for each year less than three. If a benefit has a WIL (or other) roll already specified, difficulty is increased by one level for each year less than four served.

▼ **Modifiers** – Any roll may be modified by spending **1S** for each level of difficulty it is to be modified by. This is normally done **after** the roll is made – and so only applies on a *failure*.

ARMAGEDDON

▼ **TRADE AND TECHNICAL PACKAGES** – Starts off in **Trade School** and progresses to a **Trade & Technical Career** thereafter. It represents skills that are practical rather than theoretical – assembling, repairing or constructing from blueprints drawn by someone else (or to someone else's specifications).

After graduating from High School characters may attempt to enter **Trade School** – and the next four years represent both schooling *and* being “on the job.”

TRADE SCHOOL CAREER PACKAGE

Entry

AGL 7+, AWR 7+

Admission (AGL or AWR)

Average (7), -1 Difficulty if AGL 9+

Completion (AGL or AWR)

Challenging (9), -1 Difficulty if AWR 9+

Primary Skills

60%

Normally two or three skills from **Fine Arts** or **Technical** (any level), with at least one Specialisation.

Secondary Skills

The remaining 40% of Skill Points may be spent on appropriate skills, including Hobby Skills.

Graduation

Trade Certificate

Special Benefits

Tools of Trade, **A(+½d)** on WIL (9), -1 Difficulty to enter **Military** or **Organised Crime** Careers

Players should be able to create any sort of technically-oriented character using the above training template – but if their concept doesn't fit in with the above then, in consultation with the GM, it can be modified as needed.

On completing their basic training at Trade School, characters may pursue **any** career they can qualify for, but they have a better chance of getting into **any Military** or **Organised Crime** career – and automatically qualify for (but don't automatically gain entry into) the **Trade Career**.



▼ Techs are especially in demand in modern military forces of any sort – which mostly consist of support personnel providing logistic and other services needed to keep the relatively few combat soldiers in the field.

Technical personnel are also in demand for (or likely to become involved in) criminal activities – as, more and more, modern crime involves increasingly technical elements.

And, of course, civilian life requires huge numbers of technical personnel to keep the wheels turning.

TRADE CAREER PACKAGE

Entry

Trade Certificate

Admission (AGL or AWR)

Average (7), -1 Difficulty if AGL 9+

Completion (AGL or AWR)

Average (7), -1 Difficulty if AWR 9+

Primary Skills

40%

Normally two or three skills from **Fine Arts** or **Technical** (any level), with at least one Specialisation.

Secondary Skills

The remaining 60% of Skill Points may be spent on appropriate skills, including Hobby Skills.

Special Benefits

Appropriate Workshop Equipment (on AWR (11), **A(+½d)** on WIL (11), Laptop Computer or PDA (on AWR (11), Vehicle Operator's License (with appropriate skill), -1 Difficulty to enter **Military** or **Organised Crime** Careers.

▼ **Tools of Trade** assumes a portable (usually handheld or man portable) set of tools in the appropriate container. For some trades this may be a larger chest of tools that needs to be transported by vehicle. **Workshop Equipment** is either mounted in a fixed location or in/on a vehicle or trailer. Both types of benefit should be appropriate to the trade skill(s) chosen and are worth 10% of the normal cash/credits that the character would start with.

A(+½d) points may be spent immediately **or** taken saved to be taken (with normal experience) later.

▼ **Skill Points** are gained at the rate of **10S** per year for the duration of the course – or **40S** for the four years of Trade School.

▼ **UNDERGRADUATE DEGREE PACKAGE** – This career covers any academic course – mostly Humanities, Sciences, and Engineering.

Medical and, in some countries, Law degrees may only be available as a **Postgraduate** degree.

Most degrees take a minimum of three years – but some take four years, the GM determines which.

UNDERGRADUATE DEGREE PACKAGE

Entry

AWR 8+, WIL 7+

Admission (AWR)

Challenging (9), -1 Difficulty each for AWR 9+ and WIL 8+

Completion (WIL)

Challenging (9), -1 Difficulty each for AWR 9+ and WIL 8+

Primary Skills

60%

Any **Academic** skill from **Humanities, Engineering, Medical and Sciences; Fine Arts (Artist, Musician, Theater)**.

Secondary Skills

The remaining 40% of Skill Points may be spent on appropriate skills, including Hobby Skills.

Graduation

Bachelor's Degree

Special Benefits

Professional Equipment (as applicable), **A(+½d)** on WIL (11), -1 Difficulty to enter **Military**.

Players should be able to create any sort of Degree course using the above template – but if their character concept doesn't fit in with the above then, in consultation with the GM, it can be modified as needed.

On completing an Undergraduate Degree a character may pursue **any** career they can qualify for – but they have a better chance of entry to the **Military** or to a **Postgraduate Degree**.

▼ **POSTGRADUATE DEGREE PACKAGE** – This is an advanced degree course following on from the **Undergraduate Degree** career.

In some cases it may be a Doctoral level course involving significant new research while in others (Medicine and, in some countries, Law) it may simply be another Undergraduate Degree equivalent.

Doctoral degrees can take as short a period of time as 2-3 years, but mostly take (for the purposes of



ARMAGEDDON

the game) four years – as do Medical or Legal Degrees.

Of course, the *practical* component of Medical and Legal Degrees (the “on the job training”, so to speak) will take longer, but is subsumed into the character's next chosen career package.

POSTGRADUATE DEGREE PACKAGE

Entry

AWR 8+, WIL 8+, Bachelor's Degree

Admission (AWR)

Hard (11), -1 Difficulty for AWR 10+ and WIL 9+

Completion (WIL)

Hard (11), -1 Difficulty for AWR 10+ and WIL 9+

Primary Skills

40%

These are limited to previously acquired Academic skills, related skills, or a second Specialisation for a Doctorate. Medicine and Law take skills from appropriate extra areas that may be unconnected with the character's initial Degree.

Secondary Skills

The remaining 60% of Skill Points may be spent on appropriate skills, including Hobby Skills.

Graduation

Doctoral Degree

Special Benefits

Professional Equipment (as applicable), **A(+½d)** on WIL (13).

As with Undergraduate Degrees, Doctoral Degrees of pretty much any sort may be created using the above template – and if not, then the Player should consult the GM.

▼ **Professional Equipment** assumes a portable (usually handheld or man portable) set of “tools” in an appropriate container **or** a Laptop Computer **as well as a Professional Library** (which will not be man portable). Such benefits are worth 10% of the normal cash/credits that the character would start with.

A(+½d) points may be spent immediately **or** saved to be taken (with normal experience) later.

▼ **Skill Points** are gained at the rate of **10S** per year for the duration of the course – **or 30S** for most Undergraduate Degrees (which means that the first year of the character's next Career Package gains them **10S** before reverting to normal).

ARMAGEDDON

▼ **SERVICE ACADEMY PACKAGE** – A career that covers Army, Navy, Air Force, Marines, Coast Guard and Merchant Marine academies.

All except Merchant Mariners must take a **Basic Military Skill Package** on top of their Academy Package.

BASIC MILITARY ACADEMY TRAINING PACKAGE (7S)

Specific Rifle or SMG or Pistol	+0d
Specific Heavy Weapon	+0d
Polearm (Rifle with Bayonet)	+0d
Fire & Move	+0d
Fight Dirty (Brawling)	+0d
Running	+0d
Survival	+0d

Merchant Mariners take a **Basic Seamanship Skill Package**.

BASIC SEAMANSHIP SKILL PACKAGE (5S)

Celestial Navigation	+0d
Sailing Boats (Transport)	+0d
Freighter (Transport)	+0d
Ship Operations	+0d
Swimming	+0d

Once these have been purchased, the remainder of the character's skill points are spent according to the **Service Academy Package** guidelines.

▼ **Remember** – Academies turn out **Officers**, so the skills chosen should be in line with this. If you want a combat monster, then perhaps a straight **Armed Forces Career** is better as an option.

Officers are either specialists (Artillerymen, Engineers, Intelligence or the like) or are **commanders** – and this is where their skills should be placed.

They **can** fight, but that is only their secondary purpose.



SERVICE ACADEMY PACKAGE

Entry

AWR 8+, AGL 7+, HLT 7+, WIL 7+

Admission (AWR)

Challenging (9), -1 Difficulty each for AWR 10+, AGL 9+, HLT 9+ and WIL 9+

Completion (AGL or AWR)

Challenging (9), -1 Difficulty each for AWR 10+, AGL 9+, HLT 9+ and WIL 9+

Primary Skills (Military)

60%

Any **Combat** skill, any **Personal** skill to +0d (one **Personal** skill to +1d), any **Social** skill. One **Academic** or one **Technical** skill to +1d or greater. Any **Academic** or **Technical** skill to +0d. One **Transport** skill (appropriate to Branch) to +1d or greater. Any related **Transport** skill to +0d.

Primary Skills (Civilian)

60%

Any **Marine Tech** skill. Any **Personal** skill to +0d (one **Personal** skill to +1d), any **Social** skill. One **Academic** or one **Technical** skill to +1d or greater. Any **Academic** or **Technical** skill to +0d. One **Transport** skill (appropriate to Branch) to +1d or greater. Any related **Transport** skill to +0d.

Secondary Skills

The remaining 40% of Skill Points may be spent on appropriate skills, including Hobby Skills.

Graduation

Bachelor's Degree, Commission as CR1

Special Benefits

Professional Equipment (as applicable), **A(+½d)** on WIL (11), Sidearm (Military only).

Players should be able to create any sort of officer likely to be found in the military – or at least create the **foundations** on which to build such an officer when they pursue an **Armed Forces Career** following on from their Academy training.

If the system does not seem to allow the player to create the sort of character they desire, then they should consult with the Game Master who can modify the above guidelines as needed (if the request seems reasonable).

▼ **Professional Equipment** includes hand-held and man-portable equipment related to the character's professional training *other than their directly military/combat related training*.

The **A(+½d)** points may be spent immediately or saved for use with normal experience.

▼ **Skill Points** are gained at the rate of **10S** per year, or **40S** per the whole four years of the Academy.

▼ **PROFESSIONAL CAREER PACKAGE** – This is a continuation of the **Undergraduate Degree** or **Postgraduate Degree Package** into the workforce in the specific degree area (most commonly) possessed. So, for example, a character with a Medical Degree will likely become a Doctor while those with a Degree in Computer Engineering will likely end up in Computers.

PROFESSIONAL CAREER PACKAGE

Entry

Undergraduate or Postgraduate Degree

Admission (AWR)

Challenging (9), -1 Difficulty each for AWR 7+ and WIL 7+

Completion (WIL)

Challenging (9), -1 Difficulty each for AWR 7+ and WIL 7+

Primary Skills 40%

Any Degree area skills

Secondary Skills

The remaining 60% of Skill Points may be spent on appropriate skills, including Hobby Skills.

Special Benefits

Professional Equipment (as applicable), **A(+½d)** on WIL (11), -1 Difficulty to enter **Military**.

As with Undergraduate and Postgraduate Degrees, Professional careers of pretty much any sort may be created using the above template – and if not, then the Player should consult the GM.

▼ **Professional Equipment** assumes a portable set of “tools” in an appropriate container **or** a Laptop Computer **as well as** a **Professional Library** (not be man portable) worth 10% of the cash/credits the character would start with.

A(+½d) points may be spent immediately **or** saved to be taken (with normal experience) later.

Professionals of all sorts are in great demand in the Military – or, if you prefer, this could represent an ROTC or Reserve requirement.

▼ **Skill Points** are gained at the rate of **4S** in the first year of the career and **2S** per year for each of the next three years, or a total of **10S** for the four years.



ARMAGEDDON

▼ **ORGANISED CRIME CAREER PACKAGE** – Any society inevitably develops a somewhat organised criminal subculture; and elements of this subculture inevitably try to organize themselves to be more efficient in pursuit of *their* objectives just as the wider society does.

ORGANISED CRIME CAREER PACKAGE

Entry

FAT 7+

Admission (Auto if FAT 7+; FAT)

Average (7), -1 Difficulty for WIL 7+

Completion (WIL)

Challenging (9), -1 Difficulty each for AWR 7+ and WIL 7+

Primary Skills 60%*

Any **Security Related Skills**. Any **Social Skills**. Any **Ground Vehicle Skills**. One skill at greater than +1d from **Brawling** or **Marital Arts** or **Wrestling** – two at a maximum of +1d, any number at +0d. One **Firearms** or **Melee Weapon** or **Thrown Weapon** skill at greater than +1d, two at a maximum of +1d, any number at +0d.

Secondary Skills 40%*

The remaining 40% of Skill Points may be spent on appropriate skills, including Hobby Skills.

Special Benefits

Tools of the Trade (even if illegal), **Illegal Weapon** (must be purchased, but automatically available).

Any character may choose to attempt entry into this career – but it is **automatic** only for those who have failed entry into all other careers (but even they have to meet the minimum Entry Requirements – if they do not, they must roll for Acceptance like everyone else).

▼ Unless the character playing the criminal desires, and actively chooses it, they do **not** automatically have “enemies.” In a sense, you are a **successful** criminal unless you choose not to be.

* If the character is serving a second four year term in this career, then they **must** spend only 40% in **Primary Skills** (they may, of course, spend more if they wish) and the rest in **Secondary Skills**.

▼ **Criminal Record** – If a character fails their **Completion** roll for this career, the GM may require them to make a FAT (7) roll or be “wanted” by the authorities.

▼ **Skill Points** are gained at the rate of **10S** per year (**40S** in four years) for the first term, then at the rate of **4S** in the first year of the second term and **2S** per year for each of the next three, or a total of **10S** for the four years of each succeeding term.

ARMAGEDDON

▼ **PARAMILITARY CAREER PACKAGE** – This career covers Police (Local, State, and Federal, if the differences apply to the local culture), Private Detectives, Internal Security troops and similar careers where the investigation of crimes and maintenance of civil order are the main aims.

All Paramilitary personnel must take the following **Paramilitary Training Package** and, with their remaining Skill Points, use the **Paramilitary Career Package**.

PARAMILITARY TRAINING PACKAGE (6S)

Specific Pistol	+0d
Martial Arts (Punch)	+0d
Melee Weapon (Riot Stick)	+0d
Wrestling (Pin)	+0d
Law (Criminal Code)	+0d
Running	+0d

Players should be able to create any sort of Paramilitary career using the above template – but if their character concept doesn't fit in with the above then, in consultation with the GM, it can be modified as needed.

PARAMILITARY CAREER PACKAGE

Entry

AGL 7+, HLT 7+, WIL 7+

Admission (AWR)

Average (7), -1 Difficulty for WIL 7+, -1 Difficulty if AGL and HLT 7+

Completion (WIL)

Challenging (9), -1 Difficulty for WIL 9+, -1 Difficulty if AGL or HLT 9+

Primary Skills 60%

Any **Security Related** Skills. Any **Social** Skills. Any **Ground Vehicle** Skills. One **Aircraft, Beastcraft** or **Watercraft** skill. One skill at greater than +1d from **Brawling** or **Martial Arts** or **Wrestling** – two at a maximum of +1d, any number at +0d. One **Firearms** or **Melee Weapon** or **Thrown Weapon** skill at greater than +1d, two at a maximum of +1d, any number at +0d. Any **Criminology** or **Law** skill at up to +1d, one at greater than +1d.

Secondary Skills

The remaining 40% of Skill Points (60% if in a second or greater term) may be spent on appropriate skills, including Hobby Skills.

Special Benefits

Legal Enforcement Powers, Otherwise Illegal Weapon, **A(½d)** points. -1 Difficulty to enter **Military** careers



▼ **Legal Enforcement Powers** vary widely in what is covered according to the exact nature of the Paramilitary background – a Private Detective, for example, will have some powers that an ordinary citizen does not simply by virtue of being licensed by the state, but will not have the same powers as even some podunk sheriff does. Likewise, State, City or County offices rarely have the same clout – and certainly do not have the powers of Federal enforcement officers.

The **A(+½d)** points may be spent immediately or taken and saved for use with normal experience.

The **Illegal Weapon** is automatically available but must **still** be paid for – it may be legally available as part of the character's authority, or may be just as illegal for them to have as it would be for John Q. Citizen ... but Paramilitary personnel have an edge in acquiring such things.

▼ **Skill Points** are gained at the rate of **10S** per year, or **40S** per the whole four years **if** this is a character's first post-High School career. Otherwise they gain **4S** for the first year and **2S** for each of the three remaining years, or a total of **10S** per term.

For the first term, a minimum of 60% of all Skill Points acquired *must* be spent on **Primary Skills** – but for the second and subsequent terms, only 40% need be so spent.

▼ **ARMY CAREER PACKAGE** – Armies are composed of much more than just combat soldiers – though all soldiers receive basic combat training. Most troops encountered will be specialists involved in providing the logistical and other support that keeps the combat soldiers in the field.

All Army personnel must take the following **Army Basic Training Package** and, with their remaining Skill Points, use the **Army Career Package**.

ARMY BASIC TRAINING PACKAGE (7S)

Specific Rifle or SMG or Pistol	+0d
Specific Heavy Weapon	+0d
Polearm (Rifle with Bayonet)	+0d
Fire & Move	+0d
Fight Dirty (Brawling)	+0d
Running	+0d
Survival	+0d

Using the **Army Career Package** sensibly **should** allow a character to replicate any sort of Army type career that they might wish to. If not, then consult with the GM who should allow the character access to them if there is sufficient justification.

ARMY CAREER PACKAGE

Entry

AGL 6+, STR 6+, HLT 6+

Admission (AWR or HLT)

Average (7), -1 Difficulty for AGL 8+, an extra -1 Difficulty if STR or HLT 8+

Completion (WIL or HLT)

Average (7), -1 Difficulty for AWR 8+, -1 Difficulty if AGL or HLT or STR 8+

Primary Skills

60%

Any **Combat Skill**. Any **Outdoor Skill**. Any **Personal Skill**. Any **Area** or **Cultural Knowledge**. **Leadership (Military)**. Any **one** Army related **Transport** skill at greater than +1d, another at up to +1d. Any one Skill from **Armourer**, **Communications**, **Computer**, **Electronics**, **Mechanical** or **Power Tech** that is Army related at up to +1d, one more at +0d. One **Language (Foreign)** at +1d or greater, one more at up to +1d. **EMT (First Aid)**.

Secondary Skills

40%

The remaining 40% of Skill Points (60% if this is the second or greater term) may be spent on appropriate skills, including Hobby Skills.

Special Benefits

Military Rank (OR1 or CR1, free), Otherwise Illegal Weapon (must be purchased, but automatically available). **A(+½d)** points. Uniforms and Equipment.

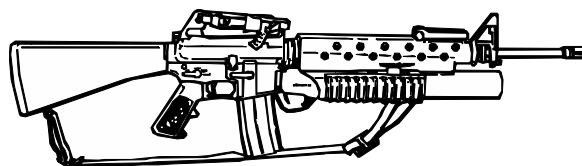
ARMAGEDDON

▼ **Military Rank** is acquired **for free** at OR1 (the most junior non-officer rank) for all normal enlistees or at CR1 (the most junior commissioned officer rank for those characters entering from a **Service Academy** career.

The **Illegal Weapon** is automatically available but must **still** be paid for – but military personnel have an edge in acquiring such things.

The **A(+½d)** points may be spent immediately or taken and saved for use with normal experience.

Uniforms and Equipment includes all normal uniforms and all personal issue equipment (i.e. not weapons or technical equipment issued as part of the character's specific "job.")



Technicians and Professional personnel who have taken an Army career as their **second** post-High School career may spend Skill Points on any of the Primary Skills from their previous career as if they were **still** Primary Skills.

Technicians gain an automatic free promotion to OR2 and Professionals gain entry as CR1. Both **must** purchase the **Army Basic Training Package** in their first term in the Army.

▼ **Promotion** – Characters **may** purchase military rank as per the standard EABA rules – or they may attempt to gain promotion for "free".

A private soldier may make one promotion roll per term at **Challenging (9)** and a second at **Hard (11)** both vs. **WILL** (optionally against **AWARENESS** if the character is a **Tech**). If successful, they gain a promotion of **+1OR**.

If they are successful in the first roll they may attempt to gain a **commission** (to **CR1**), increasing the difficulty of the second roll to **Formidable (13)**.

A commissioned officer may attempt a single promotion per term, but may make two rolls to do so. The first roll is **Challenging (9)** and the second is **Formidable (13)**, against either **WILL** or **AWARENESS**.

Characters **may** spend experience to improve the odds – each **1S** spent reduces the difficulty of the roll by one level.

▼ **Skill Points** are gained at the rate of **10S** per year, or **40S** per the whole four years **if** this is a character's first post-High School career. Otherwise they gain **4S** for the first year and **2S** for each of the three remaining years, or a total of **10S** per term.

For the first term, a minimum of 60% of all Skill Points **must** be spent on **Primary Skills** – for second and subsequent terms, only 40% need be so spent.

ARMAGEDDON

▼ **NAVY & COASTGUARD CAREER PACKAGE** – A modern Navy, like a modern Army, is mostly support personnel – but all sailors still get basic combat training. Moving ships from place to place in peacetime is as difficult and *almost* as dangerous as it is during wartime.

All Navy personnel must take the following **Navy Basic Training Package** and with their remaining Skill Points, use the **Navy Career Package**.

NAVY BASIC TRAINING PACKAGE (7S)

Specific Rifle or SMG or Pistol	+0d
Specific Heavy Weapon	+0d
Polearm (Rifle with Bayonet)	+0d
Fire & Move	+0d
Fight Dirty (Brawling)	+0d
Ship Operations	+0d
Swimming	+0d

Using the **Navy Career Package** sensibly **should** allow a character to replicate any sort of Navy type career that they might wish to. If not, then consult with the GM who should allow the character access to them if there is sufficient justification.

NAVY CAREER PACKAGE

Entry

AGL 6+, STR 6+, HLT 6+, AWR 6+

Admission (AWR)

Challenging (9), -1 Difficulty for AWR 8+, an extra -1 Difficulty if AGL or STR or HLT 8+

Completion (WIL)

Average (7), -1 Difficulty for AWR 10+, -1 Difficulty if AGL or STR or HLT 10+

Primary Skills

60%

Any **Combat Skill**. Any **Outdoor Skill**. Any **Personal Skill**. Any **Area** or **Cultural Knowledge**. **Leadership (Military)**. Any **one** Navy related **Transport** skill at greater than +1d, another at up to +1d. Any one Skill from **Armourer**, **Communications**, **Computer**, **Electronics**, **Marine**, **Mechanical** or **Power Tech** that is Navy related at up to +1d, one at +0d. One **Language (Foreign)** at +1d or greater, one at up to +1d. **EMT (First Aid)**.

Secondary Skills

The remaining 40% of Skill Points (60% if this is the second or greater term) may be spent on appropriate skills, including Hobby Skills.

Special Benefits

Military Rank (OR1 or CR1, free). Otherwise **Illegal Weapon** (automatically available). **A(+½d)** points. **Uniforms and Equipment**.

▼ **Military Rank** is acquired **for free** at OR1 (the most junior non-officer rank) for all normal enlistees or at CR1 (the most junior commissioned officer rank for those characters entering from a **Service Academy** career.

The **Illegal Weapon** is automatically available but must **still** be paid for – but military personnel have an edge in acquiring such things.

The **A(+½d)** points may be spent immediately **or** taken and saved for use with normal experience.

Uniforms and Equipment includes all normal uniforms and all personal issue equipment (i.e. not weapons or technical equipment issued as part of the character's specific "job.")

Technicians and Professional personnel who have taken a Navy career as their **second** post-High School career may spend Skill Points on any of the Primary Skills from their previous career as if they were **still** Primary Skills.

Technicians gain an automatic free promotion to OR2 and Professionals gain entry as CR1. Both **must** purchase the **Navy Basic Training Package** in their first term in the Navy.



▼ **Promotion** – Characters **may** purchase military rank as per the standard EABA rules – or they may attempt to gain promotion for "free".

An enlisted sailor may make one promotion roll per term at **Challenging (9)** and a second at **Hard (11)** both vs. **WILL** (optionally against **AWARENESS** if the character is a **Tech**). If successful, they gain a promotion of **+1OR**.

If they are successful in the first roll they may attempt to gain a **commission** (to **CR1**), increasing the difficulty of the second roll to **Formidable (13)**.

A commissioned officer may attempt a single promotion per term, but may make two rolls to do so. The first roll is **Challenging (9)** and the second is **Formidable (13)**, against **either WILL or AWARENESS**.

Characters **may** spend experience to improve the odds – each **1S** spent reduces the difficulty of the roll by one level.

▼ **Skill Points** are gained at the rate of **10S** per year, or **40S** per the whole four years **if** this is a character's first post-High School career. Otherwise they gain **4S** for the first year and **2S** for each of the three remaining years, or a total of **10S** per term.

For the first term, a minimum of 60% of all Skill Points **must** be spent on **Primary Skills** – for second and subsequent terms, only 40% need be so spent.

▼ **MARINES CAREER PACKAGE** – Some Navies have their own ground forces – mostly only small numbers parceled out in small groups aboard ships, but a few have very large numbers that specialize in amphibious assaults and which are organized in Brigade or Divisional level units.

All Marines must take the following **Marine Basic Training Package** and with their remaining Skill Points, use the **Marine Career Package**.

MARINE BASIC TRAINING PACKAGE (7S)

Specific Rifle or SMG or Pistol	+0d
Specific Heavy Weapon	+0d
Polearm (Rifle with Bayonet)	+0d
Fight Dirty (Brawling)	+0d
Running	+0d
Swimming	+0d
Survival	+0d

Using the **Marines Career Package** sensibly **should** allow a character to replicate any sort of Marines career that they might wish to. If not, then consult with the GM who should allow the character access to them if there is sufficient justification.

MARINES CAREER PACKAGE

Entry

AGL 7+, STR 7+, HLT 7+

Admission (AWR or HLT)

Challenging (9), -1 Difficulty for AWR 7+, an extra -1 Difficulty if AGL or STR or HLT 9+

Completion (WIL or HLT)

Average (7), -1 Difficulty for AWR 9+, -1 Difficulty if any two of AGL or HLT or STR 9+

Primary Skills 60%

Any **Combat Skill**. Any **Outdoor Skill**. Any **Personal Skill**. Any **Area** or **Cultural Knowledge**. **Leadership (Military)**. Any **one Army/Navy related Transport skill** at greater than +1d, another at up to +1d. Any one Skill from **Armourer, Communications, Computer, Electronics, Marine, Mechanical** or **Power Tech** that is Army/Navy related at up to +1d, one at +0d. One **Language (Foreign)** at +1d or greater, one at up to +1d. **EMT (First Aid)**.

Secondary Skills 40%

The remaining 40% of Skill Points (60% if this is the second or greater term) may be spent on appropriate skills, including Hobby Skills.

Special Benefits

Military Rank (OR1 or CR1, free), Otherwise Illegal Weapon (automatically available). **A(+½d)** points. Uniforms and Equipment.

ARMAGEDDON

▼ **Military Rank** is acquired **for free** at OR1 (the most junior non-officer rank) for all normal enlistees or at CR1 (the most junior commissioned rank for those entering from a **Service Academy**).

The **Illegal Weapon** is automatically available but must **still** be paid for – military personnel have an edge in acquiring such things.

The **A(+½d)** points may be spent immediately or taken and saved for use with normal experience.

Uniforms and Equipment includes all normal uniforms and all personal issue equipment (i.e. not "issue" weapons or technical equipment)

Technicians and Professional personnel who have taken a Marine career as their **second** post-High School career may spend Skill Points on any of the Primary Skills from their previous career as if they were **still** Primary Skills.

Technicians gain an automatic free promotion to OR2 and Professionals gain entry as CR1. Both **must** purchase the **Marines Basic Training Package** in their first term in the Marines.



▼ **Promotion** – Characters **may** purchase military rank as per the standard EABA rules – or they may attempt to gain promotion for "free".

An enlisted sailor may make one promotion roll per term at **Challenging (9)** and a second at **Hard (11)** both vs. **WILL** (optionally against **AWARENESS** if the character is a **Tech**). If successful, they gain a promotion of **+1OR**.

If they are successful in the first roll they may attempt to gain a **commission** (to **CR1**), increasing the difficulty of the second roll to **Formidable (13)**.

A commissioned officer may attempt a single promotion per term, but may make two rolls to do so. The first roll is **Challenging (9)** and the second is **Formidable (13)**, against either **WILL** or **AWARENESS**.

Characters **may** spend experience to improve the odds – each **1S** spent reduces the difficulty of the roll by one level.

▼ **Skill Points** are gained at the rate of **10S** per year, or **40S** per the whole four years **if** this is a character's first post-High School career. Otherwise they gain **4S** for the first year and **2S** for each of the three remaining years, or a total of **10S** per term.

For the first term, a minimum of 60% of all Skill Points **must** be spent on **Primary Skills** – for second and subsequent terms, only 40% need be so spent.

ARMAGEDDON

▼ **AIR FORCE CAREER PACKAGE** – A modern Air Force, vastly more so than any other branch of military service, is mostly support personnel – but all pilots and airmen still get basic combat training.

All Air Force personnel must take the following **Air Force Basic Training Package** and with their remaining Skill Points, use the **Air Force Career Package**.

AIR FORCE BASIC TRAINING PACKAGE (7S)

Specific Rifle or SMG or Pistol	+0d
Specific Heavy Weapon	+0d
Polearm (Rifle with Bayonet)	+0d
Fire & Move	+0d
Fight Dirty (Brawling)	+0d
Running	+0d
Survival	+0d

Using the **Air Force Career Package** sensibly **should** allow a character to replicate any sort of Air Force type career that they might wish to. If not, then consult with the GM who should allow the character access to them if there is sufficient justification.

AIR FORCE CAREER PACKAGE

Entry

AGL 6+, STR 6+, HLT 6+, AWR 7+

Admission (AWR)

Challenging (9), -1 Difficulty for AWR 9+, an extra -1 Difficulty if AGL or STR or HLT 8+

Completion (WIL)

Average (7), -1 Difficulty for AWR 11+, -1 Difficulty if AGL or STR or HLT 10+

Primary Skills 60%

Any **Combat Skill**. Any **Outdoor Skill**. Any **Personal Skill**. Any **Area** or **Cultural Knowledge**. **Leadership (Military)**. Any **one** Air Force related **Transport skill** at greater than +1d, another at up to +1d. Any **one Skill** from **Aerospace, Armourer, Communications, Computer, Electronics, Mechanical** or **Power Tech** that is Air Force related at up to +1d, one at +0d. One **Language (Foreign)** at +1d or greater, one at up to +1d. **EMT (First Aid)**.

Secondary Skills

The remaining 40% of Skill Points (60% if this is the second or greater term) may be spent on appropriate skills, including Hobby Skills.

Special Benefits

Military Rank (OR1 or CR1, free), Otherwise **Illegal Weapon** (automatically available). **A(+½d)** points. **Uniforms and Equipment**.

▼ **Military Rank** is acquired **for free** at OR1 (the most junior non-officer rank) for all normal enlistees or at CR1 (the most junior commissioned officer rank for those characters entering from a **Service Academy** career.

The **Illegal Weapon** is automatically available but must **still** be paid for – but military personnel have an edge in acquiring such things.

The **A(+½d)** points may be spent immediately **or** taken and saved for use with normal experience.

Uniforms and Equipment includes all normal uniforms and all personal issue equipment (i.e. not weapons or technical equipment issued as part of the character's specific "job.")



Technicians and Professional personnel who have taken an Air Force career as their **second** post-High School career may spend Skill Points on any of the Primary Skills from their previous career as if they were **still** Primary Skills.

Technicians gain an automatic free promotion to OR2 and Professionals gain entry as CR1. Both **must** purchase the **Air Force Basic Training Package** in their first term in the Air Force.

▼ **Promotion** – Characters **may** purchase military rank as per the standard EABA rules – or they may attempt to gain promotion for "free".

An enlisted sailor may make one promotion roll per term at **Challenging (9)** and a second at **Hard (11)** both vs. **WILL** (optionally against **AWARENESS** if the character is a **Tech**). If successful, they gain a promotion of **+1OR**.

If they are successful in the first roll they may attempt to gain a **commission** (to **CR1**), increasing the difficulty of the second roll to **Formidable (13)**.

A commissioned officer may attempt a single promotion per term, but may make two rolls to do so. The first roll is **Challenging (9)** and the second is **Formidable (13)**, against **either WILL or AWARENESS**.

Characters **may** spend experience to improve the odds – each **1S** spent reduces the difficulty of the roll by one level.

▼ **Skill Points** are gained at the rate of **10S** per year, or **40S** per the whole four years **if** this is a character's first post-High School career. Otherwise they gain **4S** for the first year and **2S** for each of the three remaining years, or a total of **10S** per term.

For the first term, a minimum of 60% of all Skill Points **must** be spent on **Primary Skills** – for second and subsequent terms, only 40% need be so spent.

▼ **INTELLIGENCE CAREER PACKAGE** – All nations have organizations whose purpose it is to protect the state from subversion or to undertake subversion attempts against *other* nations.

Most “operatives” are little more than data analysts or technicians who enable such data to be collected – however, some are field agents such as John Clark or James Bond. This career is for *those* characters.

FIELD OPERATIVE BASIC TRAINING PACKAGE (7S)

Specific Pistol	+0d
Knife	+0d
Fight Dirty (Brawling)	+0d
Intelligence Gathering	+0d
Cultural Knowledge (Foreign)	+0d
Language (Foreign)	+0d
Fast Talk	+0d

Using the **Intelligence Career Package** sensibly **should** allow a character to replicate any sort of “agent” career. If not, then consult with the GM who should allow the character access to them if there is sufficient justification.

INTELLIGENCE CAREER PACKAGE

Entry

AGL 7+, STR 7+, HLT 7+, AWR 7+

Admission (AWR or HLT)

Challenging (9), -1 Difficulty for AWR 9+, an extra -1 Difficulty if AGL or STR or HLT 9+

Completion (WIL or HLT)

Average (7), -1 Difficulty for AWR 9+, -1 Difficulty if any two of AGL or HLT or STR 9+

Primary Skills 60%

Any **Combat Skill** **except Artillery** and **Heavy Weapons**. Any one **Academic (Engineering)** skill at up to +1d. Any one **Academic (Humanities)** skill at +1d or greater, another at up to +1d. Any **Outdoor Skill**. Any **Personal Skill**. Any **Area** or **Cultural Knowledge**. **Leadership (Military or Civilian)**. Any **one Transport** skill at greater than +1d, another at up to +1d. Any one **Technical Skill** at up to +1d, one more at +0d. One **Language (Foreign)** at +1d or greater, one more at up to +1d. **EMT (First Aid)**.

Secondary Skills 40%

The remaining 40% of Skill Points (60% if this is the second or greater term) may be spent on appropriate skills, including Hobby Skills.

Special Benefits

Military Rank (CR1, free), Otherwise Illegal Weapon (automatically available). **A(+½d)** points.

ARMAGEDDON

▼ **Military Rank** (or the equivalent thereof) is acquired **for free** at CR1 (the most junior commissioned officer rank for all Agents).

The **Illegal Weapon** is automatically available but must **still** be paid for – but military personnel have an edge in acquiring such things.

The **A(+½d)** points may be spent immediately **or** taken and saved for use with normal experience.



▼ **Promotion** – Characters **may** purchase military rank (or equivalent thereof) as per the standard EABA rules – or they may attempt to gain promotion for “free”.

An Agent may attempt a single promotion per term, but may make two rolls to do so. The first roll is **Challenging (9)** and the second is **Formidable (13)**, against *either WILL or AWARENESS*.

Characters **may** spend experience to improve the odds – each **1S** spent reduces the difficulty of the roll by one level.

▼ **Skill Points** are gained at the rate of **10S** per year, or **40S** per the whole four years **if** this is a character’s first post-High School career. Otherwise they gain **4S** for the first year and **2S** for each of the three remaining years, or a total of **10S** per term.

For the first term, a minimum of 60% of all Skill Points **must** be spent on **Primary Skills** – for second and subsequent terms, only 40% need be so spent.

ARMAGEDDON

▼ **GENERAL-UNSKILLED CAREER PACKAGE** – This “career” represents a lack of specific success in being accepted into **any** other career.

GENERAL-UNSKILLED CAREER PACKAGE

Entry

Automatic.

Admission

Automatic.

Completion (Any)

Challenging (9) against any characteristic

Primary Skills 60%

Any one **Firearm** or **Melee Weapon** or **Thrown Weapon Skill**. **Brawling**. Any **Outdoor Skill**. Any **Personal Skill**. Any **Area Knowledge** or **Streetwise Skill**. Any two **Ground Vehicle** and/or any one **Watercraft** or any one **Beastcraft Skill**

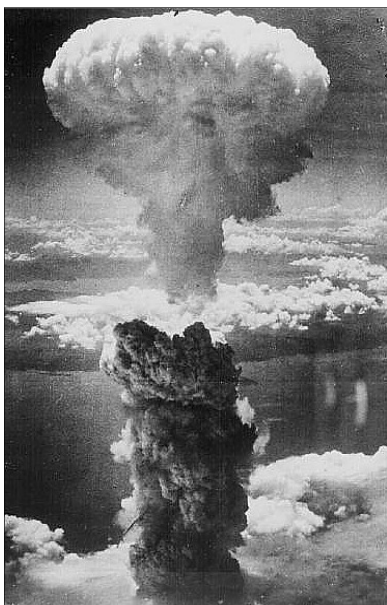
Secondary Skills 40%

The remaining 40% of Skill Points (60% if this is the second or greater term) may be spent on appropriate skills, including Hobby Skills.

Special Benefits

A(½d) points. One Firearm or Melee Weapon legal for civilians to own.

If the above template does not allow a player to create a character following a specific unskilled pursuit (one not covered by one of the other career areas), then consult with the GM to determine what modifications are needed.



▼ **THE DRAFT** – When a character fails to complete any career they have started, or at age 30 in any case, they **may** be subject to being **drafted** into the military for service in the war.

If the career they did not complete was one of the Military careers (Army, Navy and Coastguard, Marines, Air Force and Intelligence), then they gain **12S** or a *minimum* of **6S** and *up to* **6A** and immediately enter the game. This represents the war starting before the completion of their standard four year term.

If the character had not completed any other career, they roll on the **Draft Table**.

THE DRAFT (ROLL 1D)

1	Army
2	Army
3	Army
4	Army (1-4), Marines (5-6)
5	Navy or Coast Guard
6	Air Force

Once drafted, the character gets **12S** (or a *minimum* of **6S** and *up to* **6A**) which they must spend on the appropriate **Basic Training** package – and, with any left over, on the appropriate Career package.

▼ If the character has not completed their very first post-High School career ... and have not, therefore, gained the maximum **40S** they would have if they had done so, then they gain the difference between the **40S** and what they actually gained **plus** the extra **12S** (or **6A/6S**) they would for being drafted.

If the character has reached the age of 30, then they are assumed to have been drafted (roll on the table above) and gain the **12A** (or **6A/6S**).

▼ **MILITARY RANK** – The tables on the following page give military ranks for some selected military forces that may be involved in The War.

The tables are *not* meant to be either exhaustive or comprehensive – just to give an idea of the relative rank levels involved.

US ARMY/AIR FORCE	BRITISH ARMY	GERMAN ARMY	FRENCH ARMY	ISRAELI ARMY
OR1 Private/Airman	Private	Soldat	Soldat 2ème Classe	Turai
OR2 Pvt 1st Class (Pfc)	—	Gefreiter	Soldat 1ère Classe	Turai Rishon
OR3 Corporal	Lance Corporal	Unteroffizier	Brigadier ou Caporal	Rav Turai
OR4 Sergeant	Corporal	Unterfeldwebel	Maréchal du Logis ou Sergent	Samal
OR5 Staff Sergeant	Sergeant	Feldwebel	Maréchal du Logis-chef	Samal Rishon
OR6 Platoon Sergeant	Staff Sergeant	Oberfeldwebel	Adjutant	—
OR7 Master Sergeant	Company Sgt Major	Stabsfeldwebel	Adjutant-chef	Rav Samal
OR8 Sergeant Major	Regimental Sgt Major	Hauptfeldwebel	Major	Rav Samal Rishon

CR1 2nd Lieutenant	2nd Lieutenant	Leutnant	Sous-lieutenant	Segen Mishne
CR2 1st Lieutenant	Lieutenant	Oberleutnant	Lieutenant	Segen
CR3 Captain	Captain	Hauptmann	Capitaine	Seren
CR4 Major	Major	Major	Chef de Bataillon	Rav Seren
CR5 Lt Colonel	Lieutenant Colonel	Oberstleutnant	Lieutenant Colonel	Sgan Aluf
CR6 Colonel	Colonel	Oberst	Colonel	Aluf Mishne
CR7 Brigadier General	Brigadier	Generalmajor	Général de Brigade	Tat Aluf

US NAVY	RUSSIAN ARMY	JAPANESE ARMY	ROYAL NAVY	ROYAL AIR FORCE
OR1 Seaman Apprentice	Ryadovoi	Ittohei	Ordinary Seaman	Aircraftman
OR2 (Able) Seaman	Yefreitor	Heicho	Able-bodied Seaman	Leading Aircraftman
OR3 Petty Officer 3rd Class	Mladshiy Serzhant	Gocho	Leading Seaman	Corporal
OR4 Petty Officer 2nd Class	Serzhant	Gunso	Petty Officer	Sergeant
OR5 Petty Officer 1st Class	Starshiy Serzhant	Socho	—	—
OR6 Chief Petty Officer	Starshina	—	Chief Petty Officer	Flight Sergeant
OR7 Senior Chief Petty Officer	Praporshchik	—	—	—
OR8 Master Chief PO	Starshiy Praporshchik	Jun-i	Fleet Chief Petty Officer	Warrant Officer

CR1 Ensign	(Mladshiy) Leytenant	Sho-i	Sub Lieutenant	Pilot Officer
CR2 Lieutenant, Junior Grade	Starshiy Leytenant	Chu-i	—	Flying Officer
CR3 Lieutenant	Kapitan	Tai-i	Lieutenant	Flight Lieutenant
CR4 Lieutenant Commander	Mayor	Shosa	Lieutenant Commander	Squadron Leader
CR5 Commander	Podpolkovnik	Chusa	Commander	Wing Commander
CR6 Captain	Polkovnik	Taisa	Captain	Group Captain
CR7 Rear Admiral	General Mayor	Shosho	Commodore	Air Commodore

STATE POLICE (1)	METROPOLITAN POLICE (2)	POLICE NATIONALE (3)	RCMP (4)
OR1 Patrolman	Constable	Gardien de la Paix (Stagiare)	Constable
OR2 Corporal	—	Gardien de la Paix	Corporal
OR3 Sergeant	Sergeant	Brigadier	Sergeant
OR4 —	—	Brigadier Major	Staff Sergeant
OR5 —	—	—	Sergeant Major

CR1 Lieutenant	Inspector	Lieutenant de Police	Inspector
CR2 Captain	Chief Inspector	Capitaine de Police	Superintendent
CR3 —	Superintendent	Commandant de Police	Chief Superintendent
CR4 —	Commander	Commissaire de Police	Assistant Commissioner
CR5 —	Deputy Assistant Commissioner	Commissaire Principal	Deputy Commissioner

(1) Generic US State Police. (2) "Scotland Yard". (3) French National Police. (4) Royal Canadian Mounted Police.

ARMAGEDDON



Armageddon Skill Tree

Key

SKILL AREA

Primary Skill (Attribute)

Specialisation

ACADEMIC (BASIC) SKILLS *

Atomic Era Technology Use (AWR)

Basic Humanities (AWR)

Basic Literacy (AWR)

Basic Sciences (AWR)

Basic Technical (AGL)

Conversational Language (AWR)

Personal Computer Use (AWR)

* All these count as *Hobby Skills* for game purposes. You cannot earn a living with them and they cannot be bought to greater than +1d.

ACADEMIC (ENGINEERING) SKILLS

Aerospace Engineering (AWR)

Design (Military or Civilian), Maintenance (Prop or Jet)

Agronomy (AWR)

Field Crops, Orchard Crops, Stock raising

Architecture (AWR or AGL)

Design (Commercial, Domestic, Industrial, Military), Surveying

Armaments (AWR or AGL)

Design (Smallarms, Direct Fire Artillery, Indirect Fire Artillery, Unguided Rockets, Guided Missiles), Maintenance

Civil Engineering (AWR)

Terrain Restructuring (Dams, Flood Mitigation, Irrigation works), Transport Systems (Airport, Bridge, Canal, Rail, Road)

Computer Science (AWR)

By Programming Language, Internet, Personal Computers, Mainframes, Networking

Electrical Engineering (AWR)

Design (Consumer, Industrial, Military), Maintenance

Marine Engineering (AWR)

Power (Commercial, Military, Pleasure), Sail (Commercial, Pleasure)

Mechanical Engineering (AWR or AGL)

Design (Consumer, Industrial, Military)

Power Engineering (AWR)

Geothermal, Hydro-Electric, Internal Combustion or Diesel, Nuclear, Solar, Steam, Tidal

ACADEMIC (HUMANITIES) SKILLS

Administration (AWR)

Business, Political, Red Tape

Anthropology (AWR)

By Continent or Ethnic Group

Archaeology (AWR)

By Continent, Region, or Era

Communications (AWR)

Advertising, Journalism, Public Relations

Criminology (AWR)

Abnormal Psychology, Forensics, Interrogation, Criminal Profiling

Economics (AWR)

Accounting, Auditor, Entrepreneur, MBA, Statistician

Geography (AWR)

Cartography (AWR or AGL), Demographics, Physical Geography, Political Geography

History (AWR)

By Continent, Region or Era, By Topic

Languages (AWR)

By Dialect, By Language, Linguistics, Literacy by Alphabet

Literature (AWR)

By Language, Period and Genre

Law (AWR)

By Country or Region, Civil, Criminal, International, Military

Philosophy (AWR)

By Culture, Region, School and Time Period

Psychology (AWR)

Abnormal, Child, Industrial, Interrogation, Psychological Warfare

Religion (AWR)

Comparative Religion, Scriptural Studies

ACADEMIC (MEDICAL) SKILLS

EMT (AGL)

CPR, First Aid, General Nursing, Public Health, Nursing Practitioner

Medicine (AWR)

General Practice, Forensics, Pathology, Physician (Specialisations), Public Health, Research, Surgery (General), Surgery (Specialisations)

Veterinary Medicine (AWR)

General Practice, Domestic Animals, Exotic Animals, Farm Animals, Research, Surgery

ACADEMIC (SCIENCES) SKILLS

Astronomy (AWR)

Astrogation, Astrophysics, Optical, Navigation, Radio

Biology (AWR)

Biochemistry, Botany, Zoology

Chemistry (AWR)

Biochemistry, Industrial Chemistry, Radiochemistry

Geology (AWR)

Geophysics, Mining, Seismology, Volcanology

Mathematics (AWR)

Applied, Cryptography, Pure, Statistics

Meteorology (AWR)

Climatology, Forecasting

Palaeontology (AWR)

By Geological Period

Physics (AWR)

Astrophysics, Geophysics, Nuclear Physics, Quantum Physics

COMBAT SKILLS

Artillery (AGL)

Battlefield Missile, Direct Fire Cannon, Indirect Fire Cannon, Unguided Missile

Brawling (AGL)

Dirty Fighting, Grab, Improvised Weapon, Kick, Punch

Combat Techniques (AGL)

Ambidexterity, Aircav, Airborne Assault, Amphibious Assault, Fire & Move, Night Combat

Combat Techniques (AWR)

Combat Engineering, Demolitions, Forward Observer, Intelligence Gathering, Map Reading

Firearms (AGL)

Assault Rifle, Civilian Rifle, Pistol, Shotgun, Sniper Rifle, Submachine Gun

Heavy Weapons (AGL)

Anti-Tank Missile, Autocannon, Grenade Launcher, Machinegun, Mortar, Recoilless Rifle, Tactical Rocket Launcher

Martial Arts (AGL)

Punch, Kick, Grab, Sweep, Throw (by type)

Melee Weapons (AGL)

Fencing, Knife, Martial Arts Weapons, Polearm, Shield, Staff, Sword

Military Science (AWR)

Operational Planning, Strategy, Tactics (Air, Land, Sea, Special Forces)

Missile Weapons (AGL)

Crossbow, Modern Composite Longbow, Self Bow

Thrown Weapons (AGL)

Grenade, Throwing Knife, Throwing Star

Wrestling (AGL)

Grab, Hold, Pin, Sweep, Throw by type

FINE ARTS

Artist (AGL)

Ceramics, Painting, Sculpting, Tapestry

Cooking (AWR)

Cordon Bleu, Regional Cuisine, Short Order

Musician (AGL)

Conduct, Compose, Play Instrument, Sing

Photography (AGL)

Fashion, Photo-manipulation, Photo Interpretation

Tailor (AGL)

Designer, Seamstress, Tailor

Theater (AGL + AWR + WIL)

Acting (WIL), Cinematographer (AGL), Oratory (WIL), Directing (AWR or WIL), Special Effects (AWR)

OUTDOOR SKILLS

Hunting (AGL)

Stalking, Trapping (all by Climate/Terrain Type)

Survival (AWR)

Find Food, Find Shelter, Find Water (all by Climate/Terrain Type)

Tracking (AWR)

By Region and Prey type

PERSONAL SKILLS

Acrobatics (AGL)

Climbing (AGL)

Focus (WIL)

Endurance, Stamina

Running (HLT)

Swimming (HLT)

Weightlifting (HLT)

SECURITY RELATED SKILLS

Confidence Tricks (AGL + WIL)

Check Kiting, Fast Talk, Fraud, Shell Game (AGL)

Computer Crime (AWR)

Alarm Systems, Documents (Electronic), Hacking

Forgery (AGL)

Artworks, Documents (Physical), Money

Miscellaneous (AGL + AWR)

Conceal (AGL or AWR), Find Legal Loophole (AWR), Intimidate (WIL), Legerdemain (AGL), Pickpocket (AGL), Shadow (AGL)

Security Systems (AGL)

Alarm Systems, Lockpicking, Physical Security, Safecracking

SOCIAL SKILLS

Area Knowledge (AWR)

By Geographic Region, Country, State, County or City (or other area definable geographically)

Cultural Knowledge (AWR)

By Cultural Region or Era

Influence (WIL)

Bribery, Carousing, Gossip, Seduction

Leadership (WIL)

Civilian, Military, Political, Social

Oratory (WIL)

Acting, Debate, Fast Talk, Public Speaking

Streetwise (AWR)

Criminal Contacts, Official Contacts, Scrounging

TECHNICAL SKILLS

Aerospace (AGL + AWR)

Airframe (AGL), Avionics (AWR), Power Plant (AGL)

Agriculture (AGL + AWR)

Field Crops (AWR), Herding (AGL), Orchardist (AWR), Viticulture (AWR)

Armaments (Armourer) (AGL)

Firearms, Melee Weapons, Missile Weapons

Construction (AGL)

Bricklayer, Carpenter, Electrician, Glazier, Mason, Riveter, Tiler, Welder

Communications (AWR)

Internet, Radio, Telephone/Telegraph, Television

Computer (AWR)

Internet, Personal Computers, Programming, Mainframes

Electronics (AGL + AWR)

Consumer, Industrial, Security, Military

Jeweller (AGL)

Gemcutting, Goldsmithing

Laboratory Tech (AGL or AWR)

Medical Lab, Science Lab, Engineering Lab

Library Technician

Bookbinding, Cataloging, Research, Repair Books

Machinist (AGL)

General, Precision, Tool & Die Making

Marine (AGL + AWR)

Ship Operations (Power) (AGL), Ship Operations (Sail) (AGL), Engine room Operations (AGL or AWR), Navigation (AWR)

Mechanical (AGL)

Automotive, Blacksmith, Machine Operator

Power (AGL + AWR)

Hydro-Electric, Internal Combustion, Nuclear, Solar, Steam, Thermal, Unorthodox

TRANSPORT SKILLS

Aircraft (AGL)

Combat (Prop or Jet), Hang Glider, Helicopter (Combat or Transport), Multi Engine (Prop or Jet), Sailplane, Single

Engine (Prop or Jet), V/STOL (Prop or Jet)

Beastcraft (AGL)

Riding (Horse, Mule, Donkey, Camel), Pack Train

Ground Vehicles (AGL)

Articulated Truck, Automobile, Bicycle (Moped), Construction Vehicle (Bulldozer, Grader, Dump Truck), Ground Effect Vehicle, Motorcycle, Tracked Combat Vehicle, Truck, Wheeled Combat Vehicle

Watercraft (AGL)

Canoes (Kayals), Powerboats (Inboard, Outboard), Sailing Boats (Pleasure, Commercial), Freighter (Small, Medium, Large), Submarine, Surface Military (Fast Attack Craft, Corvette, Battleship)

Spacecraft (AGL)

Orbital Platform, Space Shuttle (NASA, ESA, Russia, China), Suborbital Shuttle

Special (AGL)

Parachute, Scuba Dive

ARMAGEDDON

▼ **SKILL LIST** – As noted in the EABA Core Rules (#2.7), the Skill List reflects the genre of a campaign – and the Skill list on the previous page is a case in point. It is intended to represent a wide spectrum of skills that are commonly available in developed countries (or those that aspire to be) of the late 20th and early 21st centuries.

That said, there is no implied claim that the list is complete – it may be reasonably comprehensive, but, depending on the exact nature of the campaign a GM intends to run (or his players desire to adventure in), it may well be found lacking.

Therefore do not assume that because a Skill is not listed that it does not exist – and do not assume that the various specializations are completely and totally confined to the Skill areas that they are listed under. All of this is open to negotiation between players and game master – and to the specific perceived needs of either or both.

▼ ACADEMIC (BASIC) SKILLS

Atomic Era Technology Use – This is a familiarity with anything technological from the Atomic Era (roughly the 1930's through to the present). The character is likely to be able to identify an item's basic purpose and have at least some idea of its basic operation. The more obscure, specialized or obsolete an item is, the more difficult it will be to figure out.

For Example – A character comes across an old wind-up Gramophone. Though they have never used anything like it (they have a personal MP3 player and a CD Player at home), they recognize what the device is and have at least a vague idea of how it operates.

For Example – A character is faced with driving a Bulldozer out of the way of an oncoming train, but they have no skill in driving such a vehicle (which would normally require **Construction Vehicle**). But they **do** have a basic familiarity with the **idea** of a tracked vehicle and, with a little trial and error, can move it in time whereas a character from **Early Industrial** probably wouldn't.

Basic Humanities – Covers a basic High School level education in History, Geography, Civics, Commerce and Literature.

Basic Literacy – Basic ability to read and write and express oneself in written communications.

Basic Sciences – Covers a basic High School level education on Science and Mathematics.

Basic Technical – Covers a basic High School level education in woodworking, metalworking, home economics, automotive repair and similar technical skills.

Conversational Language – A basic ability to converse in an educated form of the "official" local language.

Personal Computer Use – A basic ability to use (as opposed to repair or program) computers and common computer programs, including the use of computers and the Internet for basic research.

▼ **None of these "Basic" Skills may be used for earning a living. They are treated as "Hobby" Skills for any vocational purpose.**

They really represent the common cultural heritage of all characters born or raised in the Atomic Era and can be considered the prerequisite (in many ways) for all the other skills in the Skill List.

▼ OTHER SKILLS

Most of the other skills (and their specializations) listed in the Skills List are self explanatory in nature (or follow the explanations given for similar skills in the *Core Rules*).

▼ **TRAITS** – Unless detailed below, the Traits available in the *Core Rules* are unchanged.

The maximum amount of points that may be **gained** from Traits is **one quarter** of the amount of points (A **and** S) that they have gained through the normal pursuit of their education and following career.

● **Age** – The age bands for *Armageddon* are somewhat changed from those in the *Core Rules* in order to more consistently fit into the four year term structure

Age Range (Human)	Points	Maximum
Teenager I (11-14)	70A 20S	9 (3d+0)
Teenager II (15-18)	80A 40S	11 (3d+2)
Young Adult (19-22)	90A 80S	13 (4d+1)
Adult I (23-26)	80A 90S	12 (4d+0)
Adult II (27-30)	80A 100S	11 (3d+2)

It is strongly suggested that no characters older than 30 be created as **player characters** initially – but, if a player wishes to play an older character, use the progression from the *EABA Core Rules* (#2.11), but with **Mature** (31-40).

■ **Status** – The more egalitarian society of the 20th and 21st centuries requires some modifications to the **Status** table from the *Core Rules*.

Status	Cost	Effect
Underclass	+10A/S	+2 levels harder
Working Poor	+5A/S	+1 level harder
Getting by	–	No change
Well Off	-5A/S	+1 level easier
Very Well Off	-10A/S	+2 levels easier

In the world of **Armageddon** there simply isn't any point in being of a higher status than **Very Well Off**. If a character wishes to be of higher status, the cost is **half** of what they would pay for the equivalent level of social interaction bonus that

they would gain in the *Core Rules* (the modern world is considerably more egalitarian).

■ **Military Rank** – For characters in *Armageddon*, Military Rank is not related to Status. It is assumed that all soldiers and NCOs are at least *Getting By* and that all Officers are at least *Well Off*.

Military Rank gained by working through the Career Package system costs *nothing* – but if a character wishes to *buy* Rank, they may ... as per the following table.

Enlisted Rank	Cost	Cumulative Cost
OR1	Free	0
OR2	1 A/S	1 A/S
OR3	1 A/S	2 A/S
OR4	2 A/S	4 A/S
OR5	2 A/S	6 A/S
OR6	3 A/S	9 A/S
OR7	3 A/S	12 A/S
OR8	4 A/S	16 A/S

Officer Rank	Cost	Cumulative Cost*
CR1	Free*	0
OR2	2 A/S	2 A/S
OR3	3 A/S	5 A/S
OR4	4 A/S	9 A/S
OR5	5 A/S	14 A/S
OR6	6 A/S	20 A/S
OR7	7 A/S	27 A/S
OR8	8 A/S	35 A/S

Cost is what it costs to upgrade to that rank level from the next lower level.

Cumulative Cost indicates the cost to buy a given level *outright*.

Commissioned Ranks – To become a Commissioned Officer from scratch costs 20 A/S points *minus* the cumulative cost of any Enlisted Rank held.

Players may combine the Career progression system with this purchase system as they desire. If they do, the cost of a promotion is the **Cost** of the next higher Enlisted or Officer rank – or the difference between the **Cumulative Cost** of the highest Enlisted or Officer rank held and that desired.

▼ **CASH AND GOODS** – Apart from the differences listed here, a character uses the rules as they are described in the *Core Rules* (#2.18-2.19).

Characters **add/subtract** their social interaction modifier from **Status** to the *multiplier* for the value

ARMAGEDDON

from the dice they rolled for their highest skill, with a minimum value of **one (1)** applying.

Characters with **Military Rank** may roll against their OR/CR number rating *instead* of the rating of their highest skill. Enlisted personnel roll against OR/2, round up. Officers roll against (CR/2 + 1), round up.





This section contains a selection of consumables, consumer durables, heavy equipment, personal and heavy weapons that characters may own or encounter.

However, this only includes non-weapon and non-vehicle equipment – each of these categories have their own chapters.

Of course, not all of the equipment in this (and the following) chapters is available *all* the time. Supplies are limited because of The War – or because they were limited even *before* The War.

▼ WHAT DOES AVAILABILITY MEAN?

All items have an availability class. In order of scarcity these are –

V(ery Common)

C(ommon)

S(carce)

R(are)

V(ery) R(are).

To find an item is a **Task** normally for **Administration**, **City** and/or **Area Knowledge** or **Streetwise** (perhaps modified by **Language**).

▼ **Availability Modifiers** – are determined by the GM. The table above assumes a moderate sized town or moderately well stocked supply base. Common sense and the **Modifier Table** on #3.3 (EABA Core Rules) should be used as a guide.

AVAILABILITY

Very Common	Easy (5)
Common	Average (7)
Scarce	Challenging (9)
Rare	Hard (11)
Very Rare	Formidable (13)

And, of course, in some circumstances the GM may simply decree that the item desired is *automatically available* – or, equally possible, *completely unavailable*.

Example: A character wishes to purchase a M-113 Armoured Personnel Carrier in small hamlet in the Transylvanian mountains of Romania – unless there are some **really** unusual circumstances, there

ARMAGEDDON

is no chance that such a vehicle will be available for sale.

On the other hand, if all they want is some ammunition for the .50 cal HMG they mount on their M-113. then this is merely treated as **Very Rare** (a **Formidable (13)** task – perhaps even more difficult, at GM determination) – as NATO standard ammunition is uncommon in ex-Warsaw Pact countries.

If they wanted 12.7mm ammunition (Bloc standard HMG ammo), then the task might be reduced to “merely” **Hard (11)** ... or, perhaps, *still Formidable (13)*, but not subject to the extra modifiers that the search for .50 BMG ammunition was.

▼ **Pre-Transfer Availability** – The equipment listed in this (and following) chapters includes *only* items that are only available *before* a character has been transferred here and now.

Equipment that is available only in the far future (because it would simply not be *likely* to be available to characters in the world of the *Three Way War* or because it is *manufactured* in the far future, either, by the locals or by the Task Force elements with their limited industrial base) post transfer, world of *Road to Armageddon* is detailed in the **Here and Now** sourcebook.

▼ PRE-TRANSFER MONEY

With their civilian economies largely in ruins, the governments involved in the Three Way War have had to resort to a variety of ways to finance the war effort.

▼ Military Scrip

All of the armies involved issue military scrip – that is, specifically military money that, theoretically, is meant to prevent civilians from purchasing goods intended for the military (or prevent the military from abusing the Post Exchange system for their own profit).

Of course, that was in peacetime – or something approximating it. But now the system operates entirely differently.

▼ **Allied & NATO Scrip:** The western allies issue military scrip to ration purchases of high technology items or items with an important military utility – theoretically only in the various operational areas but, in practice, pretty much everywhere.

The NATO allies have agreed on designs and denominations to be issued and print them centrally in two or three locations for distribution to the various member governments.

Scrip has the NATO Compass symbol on the front (in various shades of blue) and a number of different generals (all safely dead) on the back (in blacks and greys).

Denominations are **€1** (Caesar), **€2** (Alexander), **€5** (El Cid), **€10** (Vercingetorix), **€20** (Montgomery), **€50** (Frederick the Great) and **€100** (Patton).

ARMAGEDDON

All weapons, ammunition and military vehicles must be bought with NATO Scrip. Electrical and electronic items, computers and computer equipment and civilian vehicles may be bought with civilian money, but at a 10:1 ratio – that is **€1 (scrip) = €10 (civilian)**.

European soldiers and civilians habitually write € (Euro) as their monetary notation. British soldiers and civilians, however, still use the £ (sterling) symbol and US soldiers use the \$ (dollar) sign.



Gold Krugerrand (1 oz.)

Regardless, **\$1 = £1 = €1** for all prices in this book.

▼ **Russian Scrip:** The Russo-Japanese alliance also issues military scrip – but, at least for the Russians, it has replaced civilian currency for pretty much anything and everything outside of Russia proper.

It is used by them as a control measure as much as anything else – civilians in occupied areas are required to accept military scrip for all purchases made by Russian (or allied) military or government authorities.

They are also required to turn over any civilian currency or Nato Scrip to the Russian authorities and are issued Russian Military Scrip at the rate of 1 Ruble = €10 (NATO scrip) or €100 (civilian scrip).

Russian Scrip is printed in a dull red with a black double-headed eagle on one side and Russian Generals on the other in dark red and black.

Denominations issued are **R1** (Suvorov), **R2** (Kuznetsov), **R5** (Koniev), **R10** (Timoshenko), **R20** (Rokossovsky), **R50** (Zhukov) and **R100** (Trotsky).

Everything in occupied territories must be purchased with scrip.

The Russians insist that **R1 = \$2**, and treat it as if that were the case for all purchases (so they would forcibly buy a \$100 item for R50) – but when civilians wish to purchase items from the Russians, they act as if **R1 = 50¢** (so \$100 item sells for R200).

The purpose is, of course, to strip the civilian economies of the conquered areas of everything of value at the cheapest possible cost to the Russians – without openly resorting to simple theft (governments are never involved in “simple” theft!).

▼ Civilian Currencies

The various nations of the world still issue their standard peace-time currencies – even in war torn Europe and Asia – just as if things were normal. They

aren't, of course.

▼ **NATO and the US:** The major civilian currencies in the European theater are US\$ and the Euro – and the exchange rate is **\$1 = €1**.

However, the exigencies of war have meant that the civilian currencies do not have the purchasing power they did, pre-war.

Part of this is represented directly in the pricing of equipment in the following chapters – however, it isn't that simple.

The high tech economies of Europe and the Americas are in ruins, barely ticking over, and the governments have (and continue) to bankrupt themselves to finance the insanity that the Three Way War has become.

Thus, the civilian currencies simply do not represent the real economies – that is represented by military scrip (see above).

The purchasing power of **\$1** or **€1 (scrip) = \$20** or **€20 (civilian)** because it allows the purchase of restricted availability goods (weapons, ammo, vehicles) at a favourable rate.

▼ **The Russians:** The Russians don't use their civilian currency outside of Russia proper – and severe rationing there means that it is pretty much worthless in and of itself even within her borders.

▼ **Francs and Krona:** The economies of Switzerland and Sweden, though indirectly (and badly) affected by the disruption of the world economy are still, relatively speaking, far healthier than that of war torn Europe and the Americas.

Their industries are still turning out high tech goods in small quantities that they sell to any party who has the wherewithal to buy (mostly bullion, food, military hardware, fuel and services).

1 Swiss Franc or Swedish Krona = \$10/€10.

▼ Barter

With the world in ruins, paper money – even gold and silver to an extent – is simply not important to most people in their day to day lives.

They trade things (mostly **Dry Rations** and **Ammunition**) amongst themselves as much as they use cash money – barter, in effect.

▼ **Dry Rations:** One (1) Dry Ration is accepted as having a universal, if nominal, barter value of **\$10/€10 (civilian)**.

▼ **Ammunition** – Live ammunition is worth the most, but even empty car-



British Gold Sovereign

tridge cases ("brass") are worth a considerable amount as they can be reloaded with hand tools – an important factor in the devastated world of the *Road to Armageddon*.

AMMUNITION BARTER VALUES (ROUNDS = \$1/€1 SCRIP)

8 x 5.56mm NATO or 5.45mm Russian Ball

5 x 7.62mm Russian M43 Ball

2 x 7.62mm M54R Russian Ball

2 x 7.62mm NATO Ball

64 x 5.56mm NATO or 5.45mm Russian Brass

25 x 7.62mm M43 Russian Brass

10 x 7.62mm M54R Russian Brass

10 x 7.62mm NATO Brass

▼ **Computer Chips** – While the Three Way War remained conventional, if brutal, the computer industry continued to operate – though the general disruption to trade meant it did so at reduced levels,

Once the war went nuclear, however, things changed – even though the first exchanges were limited to tactical targets, some were deliberate EMP attacks to "fry" computer equipment.

As the war progressed, inevitably, strikes were made against strategic industrial targets – which were so generally destructive as to shut down most, if not all, computer manufacturers.

Working Computer CPU chips and Memory Chips are *extremely* valuable – being worth, quite literally, more than their weight in gold!

They are also *rare* – CPUs are (R), Military CPUs are (VR), Memory Chips are (R) regardless of capacity.

Telling the difference between "fried" chips and working ones requires either access to an Electronics tool kit (described in the following chapter) or an otherwise working PC (Desktop or Laptop) into which the chips being offered can be inserted.

Chip Type	Value
CPU (Desktop)	\$5000
CPU (Laptop)	\$7500
CPU (Military *)	+\$2500
256m Memory	\$1000
1m Memory	\$2000

* Military CPUs are EMP hardened.

▼ **Precious Metals** – As always, in times of crisis, portable wealth becomes important – typically gold and silver, either as coin or as bullion.

The chaos of the Three Way War is no different from earlier wars.

Gold, Silver and, to a lesser extent, Platinum are

ARMAGEDDON

the main bullion and coinage metals in circulation during the current unpleasantness.

The value of gold coins are more problematic because the gold content and the face value bear no relation to each other.

However, some of the more common coins are issued in nominal 1 oz, ½ oz, and ¼ oz weights (British Sovereigns are approximately 0.2 of an ounce).

For game purposes, and because these coins have a reputation for purity, assume that they have the face value of bullion of the same weight.

Coins and bullion are scarce, but not as scarce as you might expect. Of the three common coinage/bullion metals, silver is the most common (Scarce), gold is less so (Rare) and Platinum is the rarest (Very Rare).



Canadian 1oz. Gold Maple Leaf

ARMAGEDDON

▼ ARTIFICIAL LIGHTING

▼ Electric Lights

By far the most useful form of lighting for military purposes – especially if used with rechargeable batteries in conjunction with a solar recharger.

▼ **Standard Flashlight** – This is a civilian model, powered by two (disposable) dry cell batteries. They are mostly made of a moderately robust plastic casing but are not normally waterproof.

Military/Security versions that are waterproof and which have an aluminium body are available (\$100, ¾kg, Rare). These models may have an angled head and coloured lens caps for signaling purposes.

Cost: \$50, (Scarce) (spare Bulb = \$15). **Range:** 2 meters. **Duration:** 3-4 hours. **Weight:** ½ kg. **Armour:** 1d+0. **Hits:** 1.

▼ **Heavy Duty Flashlight** – Like the “Standard” model, the base version is a civilian model powered by 4-6 (disposable) dry cell batteries and is made from moderately robust plastic. They may be waterproof at a slight extra cost (+\$25).

Military/Security versions are always waterproof and have a heavy duty aluminium body that allows them to double as a truncheon (\$125, 1 kg, Rare).

Cost: \$75, (Scarce) (spare Bulb = \$15). **Range:** 4/6 meters. **Duration:** 3-4 hours. **Weight:** ¾ to 1 kg. **Armour:** 1d+1. **Hits:** 2.

▼ **LED Flashlight** – A typical model (civilian, in a waterproof plastic case) has a five white LEDs (good for 250,000 hours), producing an even white light that is better for colour recognition and reading than the light from a standard incandescent bulb.

LED “heads” can be purchased separately to upgrade “standard” incandescent bulb models (\$75, negligible weight, Scarce)

Military/Security models with a waterproof aluminium case are available at extra cost (+\$50, Rare).

Cost: \$250 (Scarce). **Range:** 5 meters. **Duration:** 50 hours (2 cells) or 100 hours (4 cells). **Weight:** ½ kg (2 cell) or ¾ kg (4 cells). **Armour:** 1d+0. **Hits:** 2.

▼ **Heavy Duty LED Flashlight** – This is a larger version of the standard model, above, and has a 24 LED “head” powered by 8 (disposable) dry cells in a waterproof plastic body.

Military models come with a waterproof aluminium case and cost extra (+\$75, Very



Rare). Both models can be set to use 3, 6, 12, or all 24 LEDs to vary power requirements.

Cost: \$500+ (Rare). **Range:** 2/5/8/12 meters.

Duration: 400/200/100/50 hours. **Weight:** 1 kg. **Armour:** 1d+0. **Hits:** 3.

▼ **Electric Lantern** – A heavy duty electric lantern powered by the equivalent of 12 (disposable) dry cell batteries and using fluorescent tubes, these are normally constructed in robust plastic.

Cost: \$150, (Scarce) (spare tube = \$30). **Range:** 4-6 meters. **Duration:** 6-8 hours. **Weight:** 1 to 1½ kg. **Armour:** 1d+0. **Hits:** 2.

▼ **LED Lantern** – An advanced military/security version of the standard Electric Lantern, this model uses a “light bar” of 48 LEDs to provide the equivalent amount of light for an extended duration.

Cost: \$500, (Very Rare) (light bar = \$300). **Range:** 5-6 meters. **Duration:** 200 hours @ 48 LEDs, 400 @ 24 LEDs. **Weight:** 1 to 1½ kg. **Armour:** 1d+0. **Hits:** 4.

▼ **Dynamo Torch** – A sealed (waterproof) unit with a hand pumped dynamo, it provides a weak light as long as it is pumped. A model with a storage battery (5 minutes of storable power) is available at extra cost (\$100, 0.15kg, Scarce)

Cost: \$75 (Common). **Range:** 1 meter. **Duration:** 1 minute per minute of pumping (storage model only). **Weight:** 0.125 kg. **Armour:** 1d+0. **Hits:** 2.

▼ **LED Dynamo Torch** – This is an advanced military/security version of the standard model above. It comes with an integral storage battery (15 minute duration) to allow it to store a charge and uses a 3 LED head.

Cost: \$150 (Rare). **Range:** 1 meter/LED. **Duration:** 2 minutes pumping = 1 minute stored power (an LED burns 1 minute per minute of operation). **Weight:** 0.25 kg. **Armour:** 1d+0. **Hits:** 3.

▼ **Survival Torch** – Powered by a clockwork mechanism, this model can provide half an hour of bright light or five hours of standard light on a single “charge.” Models with a three/thirty hour capacity rechargeable battery (\$225, 1.75 kg, Rare) are available, as are those with LED “bulbs”, which have double burn time (\$300, Very Rare).

Cost: \$150 (Rare). **Weight:** 1.5 kg. **Armour:** 1d+0. **Hits:** 3.

▼ **White Light Spotlight** – Three models are available – standard electric, carbon arc, and carbide powered. The standard model uses a hard to replace incandescent bulb, the carbon arc model uses a powerful pair of carbon “candles”, and the carbide model uses carbide gas (½ kg Carbide provides gas for 4-5 hours).



Cost: Electric = \$375, Scarce (Replacement Bulb, \$75); Carbon Arc = \$125, Common (2 x Replacement "Candles", \$15); Carbide Gas = \$25, Common. (Carbide Fuel, 1 kg tin = \$50). **Weight:** Electric = 5 kg; Carbon Arc = 10 kg; Carbide Gas = 7½ kg.

▼ Fuel Lanterns

Still popular because they burn the same fuel that many military vehicles run on – alcohol, kerosene, or petrol.

A sub-variant are the candle lanterns that burn petro-chemical based candles (more safely and easily stored).

▼ **Lantern, Hurricane** – A standard liquid fuelled lantern with a woven cloth wick, these normally burn kerosene or alcohol.

Cost: \$25 (Common). **Weight:** ½ kg (empty). **Fuel Consumption:** ½ liter per 8 hours. **Fuel Capacity:** ½ liter. **Armour:** 1d+0. **Hits:** 2.

▼ **Lantern, Coleman** – A liquid fuelled lantern that burns petrol or alcohol under pressure. These are quite noisy in operation with a constant "hiss" from pressurized fuel being fed.

Cost: \$35 (Common). **Weight:** ¾ kg (empty). **Fuel Consumption:** ½ liter per 2 hours. **Fuel Capacity:** ½ liter. **Armour:** 1d+1. **Hits:** 3.

▼ **Candle Lantern** – An aluminium canister containing a single 9 hour candle. When opened, an internal spring pushes the candle upwards as it burns. The unit has an integral handle/hanger and clear glass mantle for wind protection.

A three-candle model is also available (\$50, 1 kg, Scarce) which can also melt snow and warm food and liquids. Not all three candles need be lit simultaneously, as they are all on separate spring risers.

Cost: \$30 (Scarce). **Weight:** 0.3 kg. **Accessories:** Extra candles, 0.2 kg, \$5 (Scarce). **Armour:** 1d+0. **Hits:** 4.

▼ **Emergency Candles** – These are available in 50 hour and 150 hour durations and come in re-sealable tin cans that minimize dripping loss. These candles have three wicks, but achieve maximum duration when only one is being used – using extra wicks increases light output but reduces duration proportionally.

On three burning wicks, a pannikin of water can be boiled in 15 minutes or an egg in five.

Cost: \$15 (Scarce), 50 hour; \$20 (Scarce) 120 hour. **Weight:** 250g (50 hour), 500g (120 hour). **Armour:** 1d+0. **Hits:** 3.



Coleman Lantern

ARMAGEDDON

▼ Other Light Sources

▼ **Emergency/Signal Flares** – These are standard emergency issue, and come in a variety of colours – normally white, red, or green – and burn for 15 minutes. These flares are waterproof and have integral strikers.

Military/Security versions that can burn underwater or in airless environments cost double and are Rare.

Cost: \$25 (Scarce), pack of three. **Weight:** 3.5 kg. **Armour:** 1d+0. **Hits:** 2 per Flare.

▼ Chemofluors

Small plastic rods with fluorescent chemicals – flex the rod and shake to mix them and start the reaction. Once the chemical reaction has been started, a chemofluor cannot be turned "off."

▼ **Coloured Chemofluors** – These emit a coloured light (the equivalent of moonlight) for 8 hours and are available in green, amber, red, blue.

Cost: \$100 (Scarce) per pack (5). **Weight:** 0.125 kg each, 0.75 kg per pack. **Illumination Radius:** approximately 3 meters. **Armour:** 1d+0. **Hits:** 1.

▼ **White Chemofluors** – Identical in outward appearance to the standard model, these provide a high intensity white light, the equivalent of a flashlight, for two hours.

Cost: \$500 (Rare) per pack (5). **Weight:** 0.125 kg each, 0.75 kg per pack. **Illumination Radius:** approximately 5 meters. **Armour:** 1d+0. **Hits:** 1.



Hurricane Lantern

ARMAGEDDON

▼ CAMPING EQUIPMENT

▼ Bedding

▼ **Light Blanket** – A light wool or cotton blanket for tropical climates or summer conditions. Light blankets are commonly used in conjunction with a Bedroll.

Cost: \$5 (Very Common). **Weight:** 2 kg. **Armour:** 1d+0. **Hits:** 3.

▼ **Heavy Blanket** – A heavy wool blanket for temperate climates or winter conditions. They are commonly used in conjunction with a Bedroll.

Cost: \$7.50 (Very Common). **Weight:** 3 kg. **Armour:** 1d+0. **Hits:** 4.

▼ **Bedroll** – A light or heavy blanket with a sewn in, padded, ground sheet and a semi-permeable waterproof cover.

They have become common as locally produced expedient replacements for pre-war sleeping bags.

They are rolled into a sausage shaped tube and tied around the upper body from shoulder to hip, or around a backpack.

Cost: \$25 (Common), light; \$35 (Common), heavy. **Weight:** 4 kg (light), 5 kg (heavy). **Armour:** 1d+0. **Hits:** 4.

▼ Sleeping Bag –

A synthetic or down filled sleeping bag. They are normally water resistant (waterproof models cost double, Rare).

Light weight (summer) and heavy weight (winter) models available.



Cost: \$150 (Scarce), lightweight or \$375 (Rare) winter weight. **Weight:** 2-3 kg. **Armour:** 1d+0. **Hits:** 4.

▼ **Cot, Folding** – A folding canvas and wood (or synthetic and metal tubing) cot.

Cost: \$5 (Common), wood; \$10 (Scarce), metal. **Weight:** 5 kg (wood) or 2 kg (metal). **Armour:** 1d+0. **Hits:** 4.

▼ Tentage

▼ **Shelter Half** – A rubberised canvas tarpaulin which can be combined with another as a two-person tent or used as an improvised one-person shelter.

Cost: \$10 (Very Common). **Weight:** 1 kg. **Armour:** 1d+0. **Hits:** 3.

▼ Tent, 2 Man –

These have a light spring or tubular frame and are available in synthetic materials or canvas.



Two man Tent

Cost: \$150

(Scarce), synthetic; \$75

(Common), canvas. **Weight:** 3 kg (synthetic), 6 kg (canvas). **Armour:** 1d+0. **Hits:** 4.

▼ **Tent, 4 Man** – These have light spring or tubular frame and are available in synthetic materials or canvas.

Cost: \$250 (Scarce), synthetic; \$25 (Common), canvas. **Weight:** 12 kg (synthetic), 18 kg (canvas). **Armour:** 1d+0. **Hits:** 4.

▼ **Tarpaulin, 5 x 6 m** – Useful for roofing open areas – can even make a makeshift tent.

Cost: \$50 (Scarce), synthetic; \$20 (Common), canvas. **Weight:** 8 kg, synthetic; 25 kg, canvas. **Armour:** 1d+0. **Hits:** 3.

▼ Accessories

▼ **Jerrycans** – These are commonly metal for fuel storage and plastic for water storage. They have a lockable cap and spout for pouring.

Cost: Plastic, 10 liter = \$10 (Very Common); Plastic, 25 liter = \$15 (Common); Metal, 10 liter = \$20 (Common); Metal, 25 liter = \$30 (Common). **Weight:** 10 liter Plastic = 1 kg; 25 liter Plastic = 2kg; 10 liter Metal = 2 kg; 25 liter Metal = 4 kg. **Armour:** 1d+0 (Plastic), 1d+1 (Metal). **Hits:** 3 (Plastic), 4 (Metal).

▼ **Water Bag** – A simple canvas water bag that cools water by evaporation. Normally hung from the front of a vehicle where the airflow is better.

Cost: \$2 (4 liter), \$5 (20 liter), Common. **Weight:** 4 liter (empty) = ¾ kg; 20 liter (empty) = 2½ kg. **Armour:** 1d+0. **Hits:** 3.

▼ **Water Purifier** – A hand pump water filtering unit. The filters are good for c. 500 l and will filter out most bacteria (but not viruses or chemicals).

Cost: \$500 (Scarce). **Weight:** 1 kg. **Accessories:** Filter (\$50, 125g, Rare). **Armour:** 1d+0. **Hits:** 2.

▼ **Filter Straw** – This is a simple filter that is an integral part of a drinking straw. It allows the user to suck water straight from a possibly contaminated source.

It is good for c. 25 liters and will filter out most chemical and large bacterial contaminants.

Cost: \$25 (Rare). **Weight:** negligible. **Armour:** 1d+0. **Hits:** 1.

▼ **Water Purification Tablets** – A waterproof plastic container with 25 iodine tablets – each will purify a canteen full of water of all bacterial contaminants.

Unfortunately, water so treated tastes awful –

most military ration packs contain powdered cordial that allegedly makes it (barely) palatable.

Cost: \$5 (Common). **Weight:** negligible. **Armour:** 1d+0. **Hits:** 1.

▼ **Stove, Coleman** – This is a liquid fuelled single burner stove using pressurized alcohol, kerosene or petrol.

They make a loud hissing sound when in operation.



Single burner Coleman Stove

Cost: \$75 (Scarce). **Weight:** ½kg. **Fuel Consumption:** 1/8th liter/meal. **Fuel Capacity:** ½ liter. **Armour:** 1d+1. **Hits:** 4.

▼ **Solid Fuel Stove** – Commonly issued by armies as a field stove for heating water and rations, they are a simple folding metal stand into which solid fuel (hexamine) tablets are placed.

A packet of four fuel tablets sits inside the folded stove for storage. Each tablet is enough fuel to boil a canteen of water or heat a ration pack meal.

Cost: \$5 (Common). **Weight:** negligible. **Accessories:** Packet of 4 fuel tablets (\$5, 200g, Scarce). **Armour:** 1d+0. **Hits:** 1.

▼ **Firestarter** – A plastic case containing a ½" diameter alloy flint bar and spring loaded hardened steel striker.

When the striker is pulled back and then triggered, it puts out a shower of high temperature that will light tinder or flammables in all but the most adverse conditions. The unit itself works even when soaking wet.

Cost: \$35 (Scarce). **Weight:** 75g (5" long). **Armour:** 1d+1. **Hits:** 3.

▼ **4" Fire-lighting Flint** – A functional and simple 4" long, ½" diameter flint stick with lanyard cap. The unit has a large surface area that allows each strike with a knife to produce an impressive shower of high temperature fire-starting sparks.

Cost: \$10 (Scarce). **Weight:** 25g. **Armour:** 1d+1. **Hits:** 4.

▼ **Stormproof Lighter** – A specially designed butane powered lighter with a piezo-electric ignition system that will light in winds of up to 130 kph. A single gas refill is good for 1d3 months of "normal" use.

Cost: \$150 (Very Rare). **Weight:** 50g. **Accessories:** Butane refill (\$5, 25g, Scarce). **Armour:** 1d+1. **Hits:** 4.

▼ **Lifeboat Matches** – These matches are varnished so they will light even when wet and continued to burn in wind, rain, or even underwater.

Each match will burn for a full twelve seconds

ARMAGEDDON

and this makes them ideal for starting fires in an emergency. Each waterproof storage drum holds 25 matches.

Cost: \$25 (Rare). **Weight:** 100g. **Armour:** 1d+0. **Hits:** 1.

▼ **Waterproof Matches** – These matches are varnished so they will light when wet. They come in waterproof plastic containers of 50.

Cost: \$2.50 (Common). **Weight:** negligible. **Armour:** 1d+0. **Hits:** 1.

▼ **Mess Kit** – An aluminium or stainless steel mess kit consisting of two nested pannikins for cooking and a knife/fork/spoon set.

Some also include a metal cup designed to sit in the character's webbing, around the base of one of their canteens (the cup costs \$5).

Cost: \$25 (Common). **Weight:** ½ to ¾ kg. **Armour:** 1d+1. **Hits:** 4.

▼ **Orienteering**

▼ **Wrist Compass** – A good quality compass (not prismatic) on a webbing wrist strap and with a webbing cover for protection and to conceal the luminous pointer at night.

Cost: \$125 (Common). **Weight:** negligible. **Armour:** 1d+0. **Hits:** 2.

▼ **Prismatic Compass** – A quality compass with a dampened card and a flip out sighting system to allow accurate bearings to be taken for map reading.

Cost: \$175 (Scarce). **Weight:** 125 g. **Armour:** 1d+1. **Hits:** 4.

▼ **Handheld GPS** – A portable GPS receiver small enough to fit in a pocket, but with a full sized LCD display.

Military models feature a built-in base map of an entire Theater of Operations – showing lakes, rivers, national borders, airport and city locations, main highways and important roads and coastlines.

Extra area detail can be down-loaded from USGS map CD-ROMs – providing scales from 500 feet to 2,000 miles and from military CD-ROMs providing military specific detail and intelligence updates.

Cost: \$500 (Scarce). **Weight:** ½kg. **Duration:** 12 hours (2 batteries). **Armour:** 1d+1. **Hits:** 4.



Handheld GPS

ARMAGEDDON

▼ COMPUTERS & CALCULATORS

The modern battlefield is highly computerized for command, control and communications and, even after the nukes began to fly, militarized computer equipment continued to survive and be used.

The vast number of civilian computers in use, and the limited use of nukes meant that many of them survived in a usable form – the main problem being the war-related destruction of power generating facilities and the power generation grid.

▼ **Military Desktop Computer** – A current top of the line desktop PC ruggedised for semi-portable military or security use. These units come in large ABS plastic or anodized aluminium cases (lockable, EMP-shielded, waterproof and shock-resistant).

They have TFT displays, DVD/CD Writer, CD ROM, high capacity Hard Drives and a variety of commercial and specialist military/security software. They are rigged to run off mains power, generators, or vehicle batteries but are not “portable” except in the loose sense of being easy to transport.

Cost: \$25000 (Very Rare) upwards, depending on configuration and accessories. **Weight:** 10 kg. **Armour:** 1d+1. **Hits:** 3.

▼ **Laptop Computer** – Current top of the line laptop PC. Includes a variety of mainly commercial software. Ruggedised military versions are available at greater cost, but they are EMP shielded when their clamshell cases are closed (\$35000, Very Rare). These enhanced models often have specialist security or military software.



Cost: \$15000 (Scarce) upwards, depending on configuration and accessories. **Power:** negligible, internal batteries (6 hours capacity). **Armour:** 1d+1. **Hits:** 4.

▼ **Personal Digital Assistant** – Widely used by military and security forces for field use in command, control, communication and intelligence purposes.

Losses of the special ruggedised and EMP protected models in war service has led to increasing numbers of civilian models being pressed into military service (\$1000, Scarce).

Military/Security models include a variety of specialist software and military manuals on memory sticks (or similar). Civilian models may include a wide variety of games and utility software as well.

Cost: \$2000+ (Rare). **Weight:** ½-¾ kg. **Armour:** 1d+0. **Hits:** 1.

▼ **Pocket Calculator** – A wide variety are available, from simple and cheap everyday models through to complex scientific and engineering models.



Ruggedized Military PC

Cost: \$100 to \$2500 (Scarce). **Power:** negligible, those models with solar assisted batteries will last for years. **Armour:** 1d+0. **Hits:** 1-2.

▼ DIVING EQUIPMENT

▼ **Air Compressor** – Suitable for Scuba tanks, the unit provides compressed air to 3000 psi (which may be used for other applications as well).

Cost: \$3750 (Very Rare). **Weight:** 50 kg. **Armour:** 2d+1. **Hits:** 10.

▼ **Hand Compressor** – This is a hand powered rotary compressor that is capable of providing (through tubes) breathing air to a depth of 10-15 meters for up to three users.

Cost: \$750 (Scarce). **Weight:** 10 kg. **Armour:** 1d+1. **Hits:** 5.

▼ **Aqualung & Tanks** – High pressure air tanks and Regulator (for 4 tanks), ½ hour air per tank.

Cost: Tank, \$2500 (Rare); Regulator, \$1250 (Rare). **Weight:** Tank, 5 kg; Regulator, 1 kg. **Armour:** 1d+2. **Hits:** 4 (Tanks), 6 (Regulator).

▼ FOOD

▼ **Meal, Ready to Eat (MRE)** – A military ration pack (3 meals and sundries, toilet paper, soap, matches, chewing gum etc.) with all the contents contained in plastic sachets inside a large, tough, plastic bag.

Cost: \$750 per case (24), \$4000 per crate (144) (Scarce). **Mass:** 1½ kg per Pack.

▼ **Canned Rations** – Canned food and sundries. Three meals in the one packet. The equivalent of WW2 era C-Rations – but replacing the MRE in common service as the civilian economies of the combatants progressively collapse and can no longer produce the higher-tech rations.

Each meal pack contains a can that includes sundries such as toilet paper, chewing gum and candy, powdered cordial mix and half a dozen cigarettes. A can opener cum spoon is included, theoretically, with all packs as well – but is sometimes missing (1:12 chance per pack).

Cost: \$20 each, \$200 per case (12) (Common). **Mass:** 2 kg per Pack.



Ration Pack Contents (partial)

▼ **Dry Rations** – As the war drew down even producing Canned Rations (or transporting them to the front from where they were being produced) proved more and more difficult.

The result was an army level expedient of producing dry rations – dried meats, dried fruits, and dried vegetables – packed in waxed paper or cardboard. Each cardboard container contains a complete meal. Unlike MREs or Canned Rations, these meals are only meals – there are no sundries provided.

Cost: \$120 per box (12), \$1200 per crate (144) (Common). **Mass:** 2 kg per meal.

▼ **Freeze Dried Rations** – Issued only to special forces units under normal circumstances, but commonly available as civilian camping supplies, these are similar in concept to the MRE, but are even more compact.

Each packet contains a single meal with spoon and needs to be mixed with water (preferably hot water) to be palatable. There are no sundries provided with these packs.

Cost: \$100 per pack (4 meals) (Very Rare). **Mass:** 1 kg per pack.

▼ **Emergency Rations** – Issued for use where conventional rations would be too heavy to carry or too

ARMAGEDDON

dangerous or time consuming to prepare, these are high energy food bars, each theoretically the equivalent of a meal and completely nutritionally balanced.

A variety of recipes are available, depending on the ultimate source of supply, but all are moderately unpalatable ... fuel more than food, especially because of the cloyingly sweet taste (a universal).

Even though they have been out of production for as long as MREs, their universal detestation means they are still commonly available.

Cost: \$25 per box (12) (Very Common). **Weight:** 1.25 kg per box.

▼ **Combat Rations** – A much preferred ration, consisting of a high energy chocolate bar suitable for use in combat situations where instant energy is needed regardless of long term nutritional balance.

Cost: \$25 per box (4) (Rare). **Weight:** 750g per box.

▼ **Double Baked Bread** – As logistical systems collapsed, old fashioned alternatives were used to provide the troops with storable food – and double-baked bread was commonly used by of the european powers (on both sides).

As the name suggests, this is bread that has been baked twice, till the crust is the consistency of rock (and the interior not much softer) – however, it is not intended to be eaten 'raw.'

The recipe is higher in fats than normal breads and is intended to be either soaked in hot liquid (soups or stews) to soften it or fried in bacon (or other) fat. Loaves come in a variety of shapes, but are wrapped in aluminium film or waxed paper.

Cost: \$2 per loaf (Very Common). **Weight:** 1 kilo per loaf (1 loaf = 1 meal).

▼ **Hardtack** – A variant on the idea of double-baked bread, and preferred by the British, Commonwealth, and US forces. Hardtack is a hard baked solid biscuit high in fat content that is intended to be soaked in hot liquids or fried in animal fats (as per Double Baked Bread) or ground up and used as a flour to bake ones own hot bread (griddle cakes, really) in the field.

Cost: \$5 per box (4 'biscuits') (Very Common). **Weight:** 1 kg/box (1 biscuit = 1 meal).

▼ **Grain Mill** – Made of solid cast metal with, this hand or motor powered mill has a 1 kilo capacity



WW2 style
C-Rations

ARMAGEDDON

hopper and will grind all grains (beans, corn, peas, lentils, coffee, seeds, nuts, and will even shell sunflower seeds) inserted into a fine flour in around 8 minutes.

These became popular as a unit level alternative to (or supplement for) dried or canned rations as logistic services broke down.



Grain Mill

Cost: \$500 (Rare). **Weight:** 10 kg.

▼ FUEL

The gradual collapse of the civilian economies of the participants in the 3WW badly affected the distribution of fuel as well.

Units were forced to develop field expedients for producing their own.

The most common response was to construct stills to convert food grains or vegetable matter into ethanol or methanol for fuel.

▼ Stills

▼ **Small Still** – These units can convert 12 kilos of organic material into a liter of ethanol (2 liters of methanol) per hour.

Cost: \$250 (Very Common). **Weight:** 12 kg. **Crew:** 1. **Maintenance:** 15. **Armour:** 1d+1. **Hits:** 6.

▼ **Medium Still** – These units can convert 120 kg of organic material into 10 liters of ethanol (or 20 liters of methanol) per hour.

Cost: \$2500 (Common). **Weight:** 120 kg. **Crew:** 2. **Maintenance:** 45. **Armour:** 1d+1. **Hits:** 12.

▼ Liquid & Solid Fuels

▼ **Petroleum Fuels** – Diesel, gasoline and aviation fuel are increasingly scarce – the cost represents hoarding.

Diesel: \$12 per liter (Rare). **Gasoline:** \$15 per liter (Rare). **AvGas:** \$30 per liter (Very Rare).

▼ **Alcohol Fuels** – Many vehicles, military and civilian, were converted to run on these fuels as the logistic system collapsed.

Ethanol: \$2.50/liter (Scarce). **Methanol:** 75¢/ liter (Common).

▼ **Fuel, Solid** – Wood and charcoal are the main solid fuels available.

Charcoal: 50¢ per kilo (Common). **Wood:** 25¢ per kilo (Very Common).

▼ **Liquid Fuel Notes** – Petrol and Diesel (but not AvGas) engines may be converted to burn Methanol or Ethanol – but these are less efficient fuels and some penalties apply as a result.

Methanol fuel consumption: x 4.

Ethanol fuel consumption: x 3.

Steam Engines burn Ethanol and Methanol more efficiently than IC engines.

Methanol fuel consumption: x 3.

Ethanol fuel consumption: x 2.

▼ Solid Fuel Notes

Solid fuels take up more storage space than liquid fuels.

1 kilo of charcoal = 1 liter petrol.

2 kilos of wood = 1 liter petrol.

▼ GENERATORS

▼ Petrol Generators

These generators are not normally designed to operate continuously, 24/7 – only for the duration of a single tank of fuel every day. *Triple* the cost and *double* the mass for units that are intended to operate 24/7.

▼ **1.5 Kw Generator** – A portable petrol generator providing 1.5 Kw of power.

Cost: \$1000 (Rare). **Fuel Tank:** 1 liter. **Fuel Consumption:** 0.125 l/hour. **Weight:** 10 kg.

Maintenance Interval: 1 week. **Maintenance:** 1. **Armour:** 1d+1. **Hits:** 5.

▼ **5 Kw Generator** – Portable petrol generator providing 5 Kw of power.

Cost: \$3750 (Rare). **Fuel Tank:** 6 liters. **Fuel Consumption:** 0.75 l/hour. **Weight:** 50 kg.

Maintenance Interval: 1 week. **Maintenance:** 1. **Armour:** 2d+0. **Hits:** 10.

▼ **10 Kw Generator** – A portable petrol generator providing 10 Kw of power.

Cost: \$7500 (Rare). **Fuel Tank:** 12 liters. **Fuel Consumption:** 1.5 l/hour. **Weight:** 75 kg.

Maintenance Interval: 1 week. **Maintenance:** 1. **Armour:** 2d+1. **Hits:** 15.

▼ Solar Power Supplies

These are not normally designed as stand-alone power generators, but to be hooked up to recharge batteries (advanced rechargeables for hand-held devices, high capacity lead acid or advanced electro-gel batteries for base station use).

Output is at 50% for the first and last 25% of daylight hours and only at 100% for the middle 50%. Overcast weather further reduces output by 50%.

▼ **Solar Charger (Small)** – This will recharge up to six batteries – 2 hours per battery at full charge rate.

Cost: \$100 (Scarce). **Weight:** 1 kg. **Power:** 7.2 volts. **Maintenance:** negligible. **Armour:** 1d+0. **Hits:** 2.

▼ **Solar Generator (Portable)** – A single 100 watt/hour (folding) solar panel, control electronics, and gel battery packs in a waterproof ABS case. The unit has a 500watt/hour storage capacity (and can be connected to larger battery banks).

Cost: \$2500 (Rare). **Weight:** 35 kg. **Maintenance:** negligible. **Armour:** 1d+1. **Hits:** 8.



1.5 Kw Petrol Generator

ARMAGEDDON

▼ Other Power Supplies

▼ **Bicycle Generator** – A dynamo attached to the rear wheel of a bicycle, it can be used to recharge lead-acid batteries.

Cost: \$125 (Rare). **Weight:** 5 kg. **Power:** 0.72 Kw.

Maintenance Interval: 1 week. **Maintenance:** 1. **Armour:** 1d+0. **Hits:** 5.

▼ **Wind Turbine (Small)** – This is a small wind-turbine generator designed for use on vehicles or to power small fixed installations. These units generate an average of 60 watts/hour 24 hours a day but can generate up to 400 watts/hour at 40 kph.

A 30 kilo gel-battery pack (\$2000, R) with a 500 watt/hour capacity is available for use with the unit (the same model battery pack as used with the Solar Generator).

Cost: \$1250 (Rare). **Weight:** 6kg.

Maintenance Interval: 1 week. **Maintenance:** 1. **Armour:** 1d+1. **Hits:** 6.

▼ **Water Turbine (Small)** – This is a small water-turbine generator designed for use in small, relatively fast flowing, streams on a semi-permanent basis. These units generate an average of 100 watts/hour 24 hours a day but can generate up to 500 watts/in very fast flowing water (but too-fast water can damage the turbine).

A 30 kilo gel-battery pack (\$2000, R) with a 500 watt/hour capacity is available for use with the unit (the same model battery pack as used with the Solar Generator).

Cost: \$1750 (Rare). **Weight:** 8kg.

Maintenance Interval: 1 week. **Maintenance:** 2. **Armour:** 2d+0. **Hits:** 8.



5 Kw Petrol Generator

ARMAGEDDON

▼ HAND TOOLS

▼ **Basic Tool Kit** – Small hand tools required for basic repairs (equal to Type A – for maintenance only).

Cost: \$75 (Common). **Weight:** ½ kg. **Armour:** 1d+0. **Hits:** 5.

▼ **Swiss Army Knife** – Almost a basic tool kit in itself, it allows basic repairs to be attempted on anything, but normally at a small to medium penalty.

Cost: \$35 (Common). **Weight:** negligible. **Armour:** 1d+1. **Hits:** 2.

▼ **Power Hand Tools** – A selection of powered hand tools equal to Type C for maintenance and Type B for construction.

Cost: \$4250 (Rare). **Weight:** 35 kg. **Power Consumption:** 4 Kw. **Armour:** 2d+0. **Hits:** 8.

▼ **Wheeled Vehicle Tools** – Repair and maintenance tools for wheeled vehicles. No repair tasks can be carried out without these, and maintenance tasks take double normal time.

Cost: \$175 (Common). **Weight:** 10 kg. **Armour:** 2d+0. **Hits:** 6.

▼ **Tracked Vehicle Tools** – Repair and maintenance tools for tracked vehicles. No repair tasks can be carried out without these, and maintenance tasks take double normal time.

Cost: \$250 (Scarce). **Weight:** 20 kg. **Armour:** 2d+1. **Hits:** 10.

▼ **Aircraft Tools** – Repair and maintenance tools for aircraft. No repair tasks can be carried out without these, and maintenance tasks double time.

Cost: \$350 (Rare). **Weight:** 20 kg. **Armour:** 1d+1. **Hits:** 8.

▼ **Construction Tools (Basic)** – Type A tools for excavations only when used by themselves. when used in conjunction with Standard Construction Tools (see below) they are complete Type A Tools.

Cost: \$75 (Very Common). **Weight:** 30 kg. **Armour:** 1d+1. **Hits:** 5.

▼ **Construction Tools (Standard)** – Type A tools for construction only when used by themselves – when used in conjunction with Basic Construction Tools (see above) they are complete Type A Tools.

Cost: \$75 (Very Common).
Weight: 30 kg.
Armour: 2d+0.
Hits: 10.

▼ **Small Arms Tools** – Specialised tools for

repairing small arms (maintenance tools are included in the price of individual weapons – but this toolkit can act as a generic maintenance kit for all smallarms if they are lost).

Cost: \$625 (Scarce). **Weight:** 10 kg. **Armour:** 1d+0. **Hits:** 5.

▼ **Heavy Ordnance Tools** – Specialised tools for repairing and maintaining heavy weapons and artillery.

Cost: \$2500 (Rare). **Weight:** 20 kg. **Armour:** 2d+0. **Hits:** 10.

▼ **Electrical Tools** – Specialist tools for the maintaining and repairing electrical systems and equipment (no ICs – or those parts of an item that are not directly electronic).

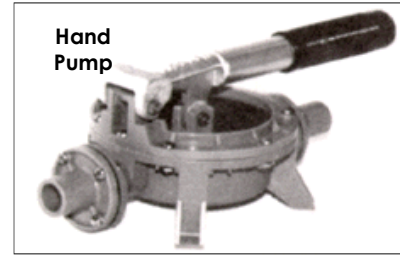
Cost: \$1250 (Rare). **Weight:** 2 kg. **Armour:** 1d+0. **Hits:** 3.

▼ **Electronic Tools** – Specialised tools for maintenance and repair of systems including ICs and computer chips as part of their componentry. This kit can also repair electrical equipment.

Cost: \$2500 (Very Rare). **Weight:** 2 kg. **Armour:** 1d+0. **Hits:** 2.

▼ **Hand Pump** – A hand-cranked pump that can move 20 liters of any normal fluid per minute.

Cost: \$125 (Common). **Weight:** 2½ kg. **Armour:** 2d+0. **Hits:** 6.



Hand Pump



Portable Tool Kit

▼ HEATERS & COOLERS

▼ **Freezer, Small** – A 25 liter capacity unit suitable for storing food and those medical supplies that need to be frozen.

Cost: \$750 (Rare). **Weight:** 25 kg. **Power Requirements:** 0.12 Kw. **Maintenance:** negligible. **Armour:** 2d+0. **Hits:** 5.

▼ **Refrigerator, Small** – A 30 liter capacity unit for the short-term storage of food or medical supplies. A liquid fuel powered version is also available (\$175, Scarce, 4 liters fuel per month)



Portable Refrigerator

Cost: \$625 (Rare). **Weight:** 25 kg. **Power Requirements:** 0.1 Kw. **Armour:** 2d+0. **Hits:** 5.

▼ **Portable (Electric) Heater** – This unit will heat one average sized room or tent – as long as it is powered (maximum listed power requirement applies at maximum heat output).

A liquid fuel model (which burns kerosene, petrol or alcohol) is available at reduced cost (\$25, Common, ½ liter fuel per hour), and is specially designed to ensure that it does not spread fuel everywhere if accidentally knocked over.

Cost: \$75 (Scarce). **Weight:** 5 kg. **Power Requirements:** 4.75 Kw. **Armour:** 1d+0. **Hits:** 3.

ARMAGEDDON

▼ MEDICINES

▼ **Anaesthetic (Local/General)** – Liquid or gas (actually a volatile liquid) forms are available. Liquid anaesthetic must be refrigerated and the gas version is normally stored in an opaque, pressure tight, bottle.

Cost (per dose): \$50, (liquid, Scarce); \$12, (gas, Common). **Weight:** 100 doses/kg.

▼ **Antibiotics** – Liquid (injectable), tablet (oral) or powder (sprinkled on a wound) forms are available. Liquid antibiotics must be refrigerated.

Cost (per dose): \$60 (tablet/powder, Scarce); \$30 (liquid, Common). **Weight:** 100 doses/kg.

▼ **Antifever** – Liquid (injectable) antifever drugs are available in two versions – one that can be stored at room temperature, and another that must be refrigerated.

Cost (per dose): \$30 (room temp, Scarce); \$10 (refrigerate, Common). **Weight:** 100 doses/kg.

▼ **Antiseptic** – Antiseptic is available as a liquid or powder type – both are applied directly to a wound.

Cost (per dose): 50¢ (liquid, Very Common); \$1 (powder, Common). **Weight:** 100 doses/kg (liquid), 200 doses/kg (powder).

▼ **Pain Reliever, Mild** – Aspirin (or equivalent) – available in pill form only.

Cost (per dose): 25¢ (Common). **Weight:** 1000 doses/kg.

▼ **Sedative, Mild** – A more powerful painkiller than aspirin; available in liquid (must be refrigerated) and pill form.

Cost (per dose): \$1 (liquid, Common); \$2 (pill, Scarce). **Weight:** 100 doses/kg (liquid), 500 doses/kg (pill).

▼ MEDICAL EQUIPMENT

▼ **Doctor's Bag (MDs Only)** – Contains 50 units of all storable drugs (and 100 Pills), bandages and wound dressings (50 each), surgical instruments etc.

Cost: \$10000 (\$5000 to restock), (Very Rare). **Weight:** 5 kg. **Armour:** 1d+0. **Hits:** 4.

▼ **Trauma Kit** – A mix of disposable and reusable surgical items, as well as the drug suite of a Doctor's Black Bag, all stored in a waterproof ABS plastic case (which will float when sealed).



Trauma Kit

ARMAGEDDON

Cost: \$15000 (\$7500 to restock) (Rare). **Weight:** 7.5 kg. **Armour:** 1d+1. **Hits:** 5.

▼ **Medic's Kit (Medics Only)** – Contains ten units of all storable drugs (or 20 Pills), bandages, wound dressings.

Cost: \$1500 (\$750 to restock) (Rare). **Weight:** 2 kg. **Armour:** 1d+0. **Hits:** 3.

▼ **Personal Medical Kit** – Contains five units of Antiseptic Powder, two of Antibiotic Powder, Sterile Bandages and other first aid materials (enough to treat 1-2 wounds).

Cost: \$200 (Scarce). **Weight:** 100g.

▼ **Wound Dressing** – Contains a large and small sterile, antiseptic/antibiotic impregnated bandage.

Cost: \$25 (Common). **Weight:** 50g.

▼ **Portable Defibrillator** – This device is used in emergency care situations where the heart of the patient has stopped and needs to be restarted.

The unit generates a powerful electric shock to shock-start the heart (each charge requires 100 watts of power) it is powered by high tech rechargeable gel-cell batteries rated at 1000 watts.

Cost: \$7500 (Scarce). **Weight:** 10 kg. **Accessories:** Extra Battery, \$500 (Scarce). **Armour:** 1d+0. **Hits:** 3.



▼ PHOTOGRAPHIC & VIDEO

▼ **Camera, 35mm, SLR** – Modern 35mm camera – military (manual) versions are more expensive than civilian (fully or partly electronic) ones because of the destructive EMP pulses used in the 3WW.



35mm SLR Camera

Cost: \$3750-\$12500 (Rare to Very Rare). **Weight:** ½-1½ kg. **Armour:** 1d+0. **Hits:** 2.

▼ **35mm Film** – Modern 35mm cellulose based still photo film.

Cost: \$125 per roll (36 exposures, Scarce). **Weight:** 20 rolls/kg.

▼ **Portable Development Lab** – A militarized field development lab, including all chemicals and paper needed to process 100 rolls of colour or black and white film. These units can process 10 rolls of film per hour – but this is for normal size prints only, larger prints take proportionally longer.

Special films – ultra-high speed types (used in aerial recon photography) as well as IR and UV capable types (for low light photography) require special consumables, capable of processing half as much film as normal.

Cost: \$1750 (Rare). **Weight:** 25 kg. **Power Requirement:** 1 Kw/hour. **Accessories:** Standard consumables, \$750 (Scarce), 10 kg; Specialised consumables \$1500 (Rare), 10 kg. **Armour:** 1d+1. **Hits:** 6.

▼ **Digital Camera** – Modern computerized film-less camera capable of storing up to 48 high resolution digital images on a memory stick (or 96 lower resolution ones).

Digital cameras are not as capable as standard optical cameras, and are vulnerable to EMP, however they are valuable because they do not require consumables for developing the non-existent film – the Memory sticks can be re-used, and the pictures downloaded onto any available computer system, and only printed out if absolutely necessary.

Militarised versions which are ruggedised, fully waterproof, and which have a EMP shielded case are available (\$500, Rare, ¼ kilo).

Cost: \$250 to \$1000 (Scarce). **Weight:** ¼ to ½ kg. **Accessories:** Memory Stick (\$250, Rare). **Armour:** 1d+0. **Hits:** 2.

▼ **Digital Photo Printer** – To get a hard copy of a digital image stored on a digital camera or memory stick requires a specialized printer and paper – which can either be hooked to the camera direct, have the memory stick inserted, or be hooked up to a computer onto which the images have been downloaded. The ink cartridge is good for printing a 48 standard sized images.

Cost: \$500 (Rare). **Weight:** 1½ kg. **Accessories:** Ink Cartridge (\$100, Rare), Digital Printing Paper (10 sheets) (\$25, Scarce).

▼ **Digital Video Camera** – A digital video camera using 8mm tapes for up to three hours of recording.

Militarized models are available at extra cost (\$7500, Very Rare), but are completely waterproof and EMP shielded when not operating.



Cost: \$3500 (Rare). **Weight:** 1 kg. **Accessories:** 8mm tapes, 3 Hour (\$50, Scarce); extra Battery pack, 3 hour duration (\$1000, Rare). **Armour:** 1d+0. **Hits:** 2.

▼ **Portable Video Player** – A digital video player designed for camping use, but more and more popular as informal entertainment with military groups as the war progressed and bogged down.

Some models have a flip up screen – though this too small for more than one person to view. These units operate on batteries, vehicle, or mains power and can play standard VHS or 8mm tapes.

Cost: \$1750-\$2500 (Scarce to Rare). **Weight:** 2-3 kg. **Accessories:** 8mm tapes, 3 hour (\$50, Scarce), VHS tapes, 3 hour (\$25, Common); Pre-recorded Movies (\$100+, Scarce). **Duration:** 3 hours (8 batteries). **Armour:** 1d+0. **Hits:** 3.

▼ **Portable DVD Player** – A DVD player designed for portable use – with a built in, fold down, TFT screen. Even more popular with military groups because it is completely self-contained (operating on battery, vehicular, or mains power). The standard model only plays DVDs, but a more expensive DVD recorder option is available (\$7500, Very Rare).

Cost: \$3750-\$5000 (Rare). **Weight:** ¾-1 kg. **Accessories:** Pre-recorded Movies (\$100+, Scarce); Recordable DVD (\$150, Rare). **Duration:** 3 hours (4 batteries). **Armour:** 1d+0. **Hits:** 3.

▼ **TFT Television** – Popular with military command elements (for C3I purposes) as well as, more informally, with field units (for entertainment). They are prized for the lack of space they require and their portability – as they operate on battery, vehicular, or mains power.

The most common model has the equivalent of an 8" screen (the equivalent of a 12" screen costs +100%, Very Rare).

Cost: \$3750-\$5000 (Rare). **Weight:** 1-1½ kg. **Duration:** 3 hours (6 batteries). **Armour:** 1d+0. **Hits:** 2.

ARMAGEDDON

▼ POWER STORAGE

▼ **Rechargeable Battery** – Replaces any rechargeable battery in function if not in size. The standard model described is a NiMH or similar type, good for at least 1000 recharges when new.

NiCads, good for only 100 recharges, are also available (\$50, Very Rare), but most have been used beyond their maximum life rating.

Cost: \$25 (Rare). **Weight:** var.

▼ **Dry Cell Battery** – Standard chemical “dry cell” battery – comes in a variety of sizes and capacities (individual products indicate the number needed)

Cost: \$5 (Scarce). **Weight:** var.

▼ **Lead/Acid Battery (Wet Cell)** – Replaces any lead/acid (wet cell) battery. Typically found in automobiles and similar applications.

Cost: \$25 (Scarce). **Weight:** 5 kg. **Armour:** 1d+1. **Hits:** 3.

▼ **Gel-cel Battery** – Ruggedised and sealed, this is a high tech version of the wet cell. Same duration, but masses less and takes up less space.

Cost: \$50 (Rare). **Weight:** 1 kg. **Duration:** var.

▼ **“Wind Up” Battery** – Based on the clockwork power supply of the “Survival” radios and torches, this is a heavy duty clockwork unit that can replace 12 battery/hours (i.e. 12 batteries for one hour or one battery for 12 hours) on a good fifteen minute winding.

Cost: \$150 (Rare). **Weight:** ½ kg. **Armour:** 1d+0. **Hits:** 2.



Rechargeable Batteries

ARMAGEDDON

PRECISION INSTRUMENTS

▼ **Surveyor's Transit** – Standard optical Surveyor's Transit and associated gear – vital for mapping and surveying. Some laser-equipped transits are available (\$10000, Very Rare; 10 kg), requiring 6 batteries for a day's operation.

Cost: \$2500 (Rare). **Weight:** 25 kg. **Armour:** 1d+0. **Hits:** 5.

▼ **Stereoscopic Rangefinder** – An optical rangefinder. Baseline, one yard – measures from 500 to 10000 meters. Adds 7 to the accuracy of any artillery piece ranged in by an observer using it.

Cost: \$1250 (Scarce). **Weight:** 10 kg. **Armour:** 1d+0. **Hits:** 4.

PRINTING & WRITING

▼ **Ink Duplicator** – A Gestetner or Roneo duplicator which uses wax stencils (cut with a typewriter or impact printer) to print documents on paper. Long obsolete, they were increasingly used help disseminate information in an environment where power, computers and copiers were in short supply.

Cost: \$3750 (Rare), Hand cranked model; \$6250 (Very Rare), Powered model. **Weight:** 20-30 kg. **Power Requirements:** negligible (Powered version only) external power source (may be hand cranked). **Armour:** 1d+1. **Hits:** 8.

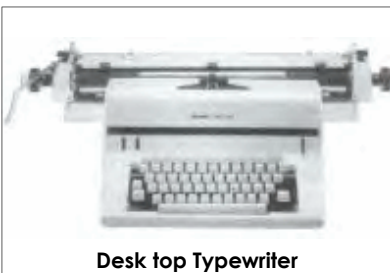
▼ **Typewriter** – *Almost* obsolete, but still in production for specialized purposes, thousands were used to allow bureaucracy to continue to function even in a computerless environment. Most have standard english-language QWERTY keyboards, but some are French and German (Rare for manuals, Very Rare for electric or daisywheels), a few are Cyrillic (Very Rare, manual only) and other Eastern European models (Very Rare, manual only).

Cost: \$1875, Portable (Scarce); \$2500, Desktop (Rare); \$6250, Electric/Daisywheel (Very Rare). **Weight:** 2½ kg (portable), 4 kg (desktop), 5 kg (daisy wheel). **Power Consumption:** negligible (Electric version), external power. **Armour:** 1d+0. **Hits:** 3-5.

▼ **Pen, Biro (or similar)** – Good for several hundred trouble free pages of writing, then throw it away.

Cost: \$25 (Scarce) per box (12).

▼ **Accessories & Consumables:** Paper, 1 Ream = \$10 (Common); Ribbon (good for ten reams or more) = \$5 (Scarce); Daisywheel print head = \$150+ (Very Rare); Ink, 1 Tube (enough for six reams of paper; available in Black, Red, Blue or Green) = \$25 (Scarce); Stencils, 25 = \$20 (Rare)



Desk top Typewriter

RADIO SETS

▼ **Handheld Transceiver** – A small (civilian) battery powered transceiver with multiple, digitally generated, frequencies. Often used by civilian security personnel.

Cost: \$500 (Scarce). **Weight:** ¼ kg. **Expected Range:** 1 kilometer. **Expected Duration:** 8 hours (2 batteries) or 8 activations. **Armour:** 1d+0. **Hits:** 2.

▼ **Military Handheld Transceiver** – A small (military or security) battery powered transceiver with multiple, digitally generated, frequencies. A variant with digitally encrypted transmission capability is available for double cost (Very Rare).

Cost: \$1500 (Rare). **Weight:** ¾ kg. **Expected Range:** 5 kilometers. **Expected Duration:** 12 hours (4 batteries). **Armour:** 1d+0. **Hits:** 3.

▼ **Manpack/Vehicular Transceiver** – A backpack radio or mounted on a light vehicle with multiple digitally generated frequencies and encrypted transmission. Models with burst transmission and reception (60:1 compression) capabilities cost double (Very Rare).

Cost: \$5000 (R). **Weight:** 5 kg. **Expected Range:** 8 km (manpack) to 32 km (vehicular). **Expected Duration:** 24 hours duration (equivalent of 12 dry cells).

▼ **Radio Comms and Range** – Radio range is limited by line of sight (radio waves cannot transmit through solid objects) and more so by antenna size.

The larger the antenna, the longer the range – 15 mile radios are capable of ranges 5x those listed if fitted with an 8' rod aerial rather than the usual 3' "whip" aerial.

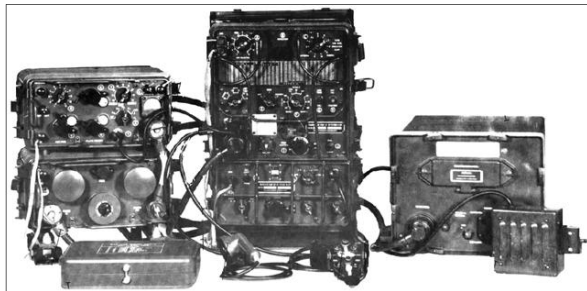
If using dipole (wire) antennas, ranges (with "skip" factor off the upper atmosphere) can be intercontinental.

Voice transmissions become unintelligible more quickly than morse – which can be understood at 2-5x voice transmission range from the same set.

For these (and other) reasons, assume that any signalman worth his salt will be able to boost transmission range by at least **fivefold** if he has a short halt (10 minutes to an hour) and **tenfold** or more if he can spend at least an hour setting up his equipment.

▼ **Vehicular/Base Radio** – A long range vehicular or semi-portable radio with multiple digitally generated frequencies and encrypted transmission capacity. Vehicular models use onboard power, Base station units require external power supplies. Models with burst transmission and reception capacities (60:1 compression) cost +\$2500 (Very Rare).

Cost: \$10000 (Rare). **Weight:** 15 kg. **Expected Range:** 50 km (vehicular) to 150 km (base station). **Armour:** 1d+0. **Hits:** 3.



Russian Base Station Radio Transceiver

▼ **Transistor Radio** – A generic civilian radio (battery powered) receiver. Comes in all sorts of sizes, shapes, and types – the most common are small units the size of a packet of cigarettes.

Cost: \$100-150 (Scarce). **Duration:** 72 hours. **Weight:** usually less than 500g (often much less). **Armour:** 1d+0. **Hits:** 2.

▼ **“Survival” Radio** – This receiver has a solar panel (recharges 15 minutes per hour of sunlight) and a clockwork mechanism (1 hour's play time). Some models have a flashlight built in that runs off the same power supply as the radio.

Cost: \$250+ (Rare). **Weight:** 0.5-1 kg. **Armour:** 1d+0. **Hits:** 2.

▼ TIMEKEEPING

▼ **Military Watch** – To ensure timekeeping would not be affected by EMP major military forces issued stocks of non-electronic timepieces. Most are self-winding, have day/date displays and luminous hands.

Cost: \$100 (Scarce). **Weight:** negligible.

▼ **Digital Watch** – More common, despite EMP from nuclear blasts in the various theaters of operations, as there were huge stockpiles of digital movements on hand around the world. Some models have other functions, including alarms, calculator and memo capabilities.

Cost: \$250 (Battery, 1 year; Rare); \$750 (Solar, 7 years, Very Rare). **Weight:** negligible.

ARMAGEDDON

▼ TELEGRAPHS

▼ **Portable Telegraph** – Morse key, sounder, connecting wires and batteries (8 dry cells for a week's use) in a waterproof box.

Cost: \$115 (Common). **Range:** 50 km. **Weight:** 5 kg. **Armour:** 1d+1. **Hits:** 5.

▼ **Teletype** – Typewriter keyboard for transmitting and receiving text messages over phone or telegraph lines. Type out the message on the keyboard and it is repeated at the other end (at a designated teletype address) on a typewriter printer.

The unit requires 1.5 Kw of power to operate, normally from mains power or a generator (sold separately).

Cost: \$750, (Rare). **Range:** 200 km. **Weight:** 55 kg. **Armour:** 2d+0. **Hits:** 8.

▼ **Booster/Repeater Unit** – Boosts signal strength, doubling all ranges (or modifiers) for each additional unit (up to ten). This is the same unit as for Teletyphony.

Cost: \$625 (Scarce). **Weight:** 5 kg. **Armour:** 2d+0. **Hits:** 3.

▼ **Linesman's Kit** – Climbing harness, spurs (strap on), wire cutters, strippers and splicers, insulators, testing gear, insulating tape, wire (5 meters). Used to repair telegraph or telephone wires.

Cost: \$50 (Scarce). **Weight:** 5 kg. **Armour:** 2d+0. **Hits:** 8.

▼ TELEPHONES

▼ **Field Telephone** – A hand cranked handset packed in a waterproof satchel, they require eight dry cell batteries per week of operation. If attached to a 1.5 Kw generator (or better) or to mains power it has a 50 km range.



Cost: \$150 (Common). **Range:** 25 km. **Weight:** 5 kg. **Armour:** 1d+1. **Hits:** 5.

▼ **Telephone Buttset** – A civilian telephone linesman's testing unit, but capable of working as a Field Telephone over a military net or on extant lengths of a the civilian net. Requires four dry cell batteries per week of operation.

Cost: \$175 (Scarce). **Range:** 5 km. **Weight:** 2 kg. **Armour:** 1d+1. **Hits:** 3.

▼ **Fixed Telephone** – A cheaper, fixed installation

ARMAGEDDON

phone, normally operating off mains power (or a wet cell for a month).

Cost: \$50 (Common). **Range:** 5 km. **Weight:** 1 kg. **Armour:** 1d+0. **Hits:** 2.

▼ Telephone

Wire – A reel of insulated wire for use with Telephones/Telegraphs. Comes in two weights, with different transmission ranges.

Cost: \$60 or \$125 per 500m reel (Scarce). **Weight:** 25 kg (light), 225 kg (heavy). **Transmission Distance:** 25 km (light), unlimited (heavy).



Field Telephone Exchange

▼ Field Switchboard – A Field Switch can connect up to 40 lines (20 two-way conversations). Larger switchboards may be created by hooking up multiple units.

When connected to at least a 1.5 kw generator (or mains power) it can reset the transmission distance to zero for purposes of adding range-boosting SB/R units.

Cost: \$450 (Scarce). **Weight:** 25 kg. **Armour:** 2d+0. **Hits:** 8.

▼ UNIFORMS

▼ Fatigues – A full set of uniform gear – pants, shirt, gloves, socks, underwear, boots, combat jacket, cap etc. Most uniforms worn by combatants are a mix of styles from various forces, not just their own, as well as from civilian sources.

In all cases attempts have been made to ensure that the uniform looks military from a distance in order to adhere to the requirements of the Geneva Conventions – at the very least, combatants wear a brassard with national insignia or other recognized sign.

Cost: \$100 (Very Common). **Weight:** 4 kg. **Armour:** 1d+0. **Hits:** 4.

▼ Thermal Fatigues – As above, but intended for Winter weather.

Cost: \$200 (Common). **Weight:** 6 kg. **Armour:** 1d+1. **Hits:** 4.

▼ Parka –When added to either set of fatigues.

Cost: \$200 (Common). **Weight:** 3 kg. **Armour:** 1d+1. **Hits:** 4.

▼ Combat Webbing – Load bearing harness system consisting of all the straps, belts, assorted pouches and attachment points and combat pack with 30 liters volume (~30kg capacity)

Cost: \$150 (Common). **Weight:** 4 kg. **Armour:** 1d+0. **Hits:** 4.

▼ VISIBLE LIGHT COMMUNICATIONS

▼ Heliograph – A simple mirror-flasher unit using the sun to transmit up to 12 words per minute with a 50 km range (depending on line of sight factors). A Carbide light is used for night signalling.

Cost: \$25 (Common). **Range:** 50 km. **Weight:** 18 kg. **Armour:** 1d+0. **Hits:** 6.

▼ Aldiss Lamp (Hand-Held) – A shuttered lamp for transmitting coded messages. Carbide gas (¼ lb carbide/hour) and electric (1½ Kw or vehicle power) models are available.

Cost: Carbide, \$25 (Scarce); Electric, \$75 (Rare). **Range:** 50 km. **Weight:** 2kg (Carbide); 5kg (Electric). **Armour:** 1d+1. **Hits:** 4 (Carbide), 2 (Electric).

▼ Visible Light Comms

The maximum range of visible light based communications is limited by the curvature of the earth (around 12½ miles at 6 ft) – so high places are the sites of choice for maximising transmission range.

The use of telescopes or binoculars by the recipient will increase the range at which a signal may be detected, but not the actual transmission range.

▼ VISION AIDS

▼ **4x Binoculars** – For game purposes, these multiply Sight based spotting distances by 4x for standard daylight models. Night optics models allow spotting at 2x in starlight, or 2x-4x in moonlight.

Cost: Standard, \$2500 (Scarce); Night Optic \$6250 (Very Rare). **Weight:** Standard model, 1 kg; Night Optic model, 2.5 kg. **Armour:** 1d+0. **Hits:** 3.

▼ **Telescopic Rifle Sight** – These are available in 2x or 5x versions. Their game effect is to extend the range increments of the weapon they are mounted on.

Cost: \$2250, +4 Accuracy (Scarce); \$3750, +7 Accuracy (Rare). **Weight:** +4 version = ½ kg; +7 version = ¾ kg. **Armour:** 1d+0. **Hits:** 4.

▼ **Image Intensifier (Hand-held)** – Image intensifiers amplify available light to reduce low light vision penalties and have +3 accuracy as well.

Russian models (some military, some sold in the west for “civilian” use) are also available, costing only \$2500 (Scarce), but having 400/200 meters range only and half as many activations.

Cost: \$10000 (Very Rare). **Range:** 600 meters (400 meters in starlight only). **Weight:** ½ kg. **Duration:** 8 hours, 16 shorter activations. **Armour:** 1d+0. **Hits:** 3.

▼ **Image Intensifier (Weapon)** – Allows weapon use with reduced penalties in low light conditions, and has +4 accuracy. Russian models are also available, costing half as much (Rare), but having only three quarters listed range and half the activations.

Cost: \$25000 (Very Rare). **Range:** 600 meters (400 meters in starlight only). **Weight:** 1 kg. **Duration:** 12 hours, 24 shorter activations. **Armour:** 1d+0. **Hits:** 4.

▼ **Infra-Red Goggles** – IR Goggles allow sighting in the complete absence of light. However, they have a single lens which makes them disorienting to use after 10 x WIL minutes (increase difficulty of spotting tasks by one level).

Cost: \$5000 (Rare). **Range:** 150 meters. **Weight:** 1½ kg. **Duration:** 4 hours continuous, 8 shorter activations. **Armour:** 1d+0. **Hits:** 3.

▼ **Infra-Red Binoculars** – These binoculars allow sight in the complete absence of light, with a +2 accuracy, and do not have the fatigue problems like the Goggles.

Cost: \$10000 (Rare).
Range: 250 meters.
Weight: 2.5 kg. **Duration:** 4 hours, 8 shorter activations.
Armour: 1d+0. **Hits:** 4.



Image Intensifier in use

ARMAGEDDON

▼ RIDING GEAR

▼ **Western (US) Style Saddle** – Standard Western Roping Saddle with Stainless Steel hardware.

Cost: \$1200 (Rare). **Armour:** 1d+1. **Hits:** 10.

▼ **Australian Stock Saddle** – As used by stockmen throughout Australia during the 18th and 19th centuries with brass hardware. Preferred by most western alliance “cavalry” formed during the latter stages of the 3WW.

Cost: \$800 (Scarce). **Armour:** 1d+1. **Hits:** 10.

▼ **Bit & Bridle** – Various types available – includes bit, bridle, and reins.

Cost: \$50-100 (Scarce). **Armour:** 1d+1. **Hits:** 6.

▼ **Pack Frame** – A pack saddle for horses or mules, designed to make the loading and carriage of cargo easier.

Cost: \$500 (Scarce). **Armour:** 1d+1. **Hits:** 12.

▼ **Riding (“Cavalry”) Boots** – An affectation preferred by those cavalymen who could get hold of them.

Cost: \$400 (R). **Armour:** 1d+1. **Hits:** 4.

▼ **Western (“Cowboy”) Boots** – Preferred by some US cavalymen, these are standard civilian “cowboy” boots, mostly a plain leather model.

Cost: \$600 (Very Rare); \$250, (Scarce) in the US. **Armour:** 1d+1. **Hits:** 4.

▼ **Riding Pants** – These have leather crotch and and thigh pieces for superior wear and protection.

Cost: \$150 (Scarce). **Armour:** 1d+0. **Hits:** 4.

▼ **Saddlebags** – Leather bags (a pair connected by a leather strap) designed to be attached to the rear of a standard saddle, with a total capacity equal to that of a standard Pack. Canvas Webbing models are also available, \$100 (Scarce).

Cost: \$200 (Rare). **Armour:** 1d+1. **Hits:** 8.

▼ **Rifle/Carbine Bucket** – Leather “bucket” designed to hold a standard rifle or carbine attached to the front and side of a standard saddle. Normally one size fits all, and external pouches for spare magazines are included. Canvas Webbing models are also available, \$150 (Rare).

Cost: \$250 (Very Rare). **Armour:** 1d+1. **Hits:** 8.

▼ **Horse Grooming Kit** – Consists of a currycomb, hard brush, hoof-knife and other equine care products.

Cost: \$50 (Scarce). **Armour:** 1d+0. **Hits:** 4.



Western Style Saddle



WEAPONS & COMBAT



One of the advantages that modern characters will have in *Road to Armageddon* is, simply put, *access to modern weapons*. This will be their single biggest advantage – and a key element in their fight for survival against the enemies of the Confederacy, the *Shadow Empire* and its fell forces.

This chapter of *Road to Armageddon* includes the relevant details of a selection of the weapons that characters would be able to acquire before being transferred to *here and now* – it is *not* meant to be complete or exhaustive, and later adventures and source material will include weapons not include herein.

It also includes expanded or modified rules to represent (or clarify) the *Basic* and *Advanced Combat* rules from the *EABA Core Rules* in areas that are unique to the “modern” battlefield.

▼ ARTILLERY

At first examination, it seems Artillery (a crew-served weapon both *designed for* and *capable of* firing at targets *beyond visual range*) doesn't fit into the *personal scale* of combat is represented in the *EABA Core Rules*.

Nothing could be further from the truth!

▼ **Direct Fire** – If an artillery piece is being fired at a target that has been *visually acquired* by the gun crew (or gun commander), the standard *Missile Combat* rules from Chapters #4 and #5 of the *Core Rules* may be used, unmodified.

▼ **Indirect Fire** – If an artillery piece is being fired at a target that is *outside of the visual range* of the gun crew (or gun commander), then things become *slightly* more complex.

If the Fire is Unobserved – That is, directed at *map co-ordinates* where the target area is *not* under visual observation by an observer with a communications link to the firing weapon(s), then treat it as **Area Fire** (see below).

▼ Unobserved fire is notoriously ineffective – a *lot* of

ARMAGEDDON

rounds (hundreds, even thousands, of tons) can be expended for little or no effect.

This is *partly* because of the relative inaccuracy of rounds fired blindly at map co-ordinates (even in the age of Global Positioning Systems) over such a long distance and partly it is because there is no way of knowing if there is anything actually *there*.

If the Fire is Observed – That is, directed at co-ordinates provided by an observer who has the target area under observation *and* who has a communications link to the firing weapon(s), then the standard *Missile Combat* rules are slightly modified.

There are three basic steps that must be completed for indirect fire –

1) The Fire Request – The Observer calls in a “fire request” to the firing guns. A properly constituted fire request requires that the target be specified as accurately as possible. This is a function of *time* and *observation range*.

Range from the Observer to the Target is calculated as per the *EABA Universal Scale: Distance* (minimum value = 1 meter). This gives the Difficulty of the task which the Observer needs to roll against their *Forward Observer* skill.

This difficulty may be reduced by expending *time* – with no upper limit (except practical considerations).

The Observer consults the *EABA Universal Scale: Time* (minimum value = 1 second) and subtracts the value for the time spent in working out their “fire request” from the penalty due to distance.

The size of the target may also be used to offset the range difficulty, using the *EABA Universal Scale: Size or Movement* (minimum value = 1 meter) to determine what is subtracted.

Once all of this has been worked out, the Observer makes their roll and, if successful, moves to step #2. If they *fail*, then their “fire request” is faulty, and the *amount the die roll failed by* indicates how far off from the intended aiming point their instructions have placed the target (using the *EABA Universal Scale: Distance*).



ARMAGEDDON

EXAMPLE – An Observer with skill 4d+0 wants to call in a fire request for a target 700 meters off. This is a distance penalty of 22, normally impossible – so he spends some time carefully working out the request – 16 seconds, a time bonus of 8.

The target itself is an area of 32 meters across, for a bonus of 8.

This means that the modified difficulty is **6**, well below the Average Chance of someone with their skill ... but they want to ensure as accurate a first round impact as possible.

They roll 3d+1 for a total of 3, 4, 2 + 1 = 10, succeeding easily. The rest is up to the gun or battery commander.

If, however, they had rolled 1, 1, 2 + 1 = 5, failing (just), the impact point the battery commander will be using for his calculations will be 3 meters from the point the observer intended.



2) The Fire Mission – Once the gun (or battery) has received a Fire Request from an observer, the commander must calculate a fire mission.

This is done in the exact same way as the Observer makes a fire request, but with the range from the firing gun(s) being the base value.

If the gun(s) have been *emplaced* (see below), their full Accuracy applies as a base value to be subtracted from the range penalty, and this is increased according to the amount of *time* the battery commander spends calculating the mission (and the size of the target as provided by the Observer).

EXAMPLE – The Battery Commander (Indirect Fire Artillery skill of 4d+0) of a unit of 107mm Mortars receives a fire request for a target 5600 meters from his position, for a difficulty of 23.

This is an impossible difficulty level as it stands.

However, his battery has been properly emplaced, so it gets an automatic Accuracy 7, reducing the difficulty to 16.

This is rather higher than the 13 that is his skill level's average chance – so he spends some times

with his range tables and computer to increase his chance of success ... 4 seconds, in fact, for a bonus of 4, dropping it to a 12.

The size of the target is 32 meters across, for a further bonus of 8, dropping it to a 4 – an automatic hit for a roll of 3d+1!

Just as for the Observer calling in a fire request, if the Battery Commander's roll is a success, then the round impacts on or within the aiming point (which may not be on target if the Observer failed his roll!).

If the Battery Commander's roll is *not* successful, then the round(s) impact a distance from the aiming point equal to the distance value of the target roll's difficulty or equal to the amount the roll was failed by, whichever is the *greater*.

3) Flight Time – Unlike most direct fire combat, the distances at which indirect fire is normally undertaken are so large that the time it takes the shell to traverse the distance between the firing weapon and the target is a significant factor.

Mortars: Because of their high angle of fire, it takes around 30 seconds for all ranges under half their listed range, *minus* a second for each 500 meters over that range.

Gun/Howitzers: Time of flight is 1 second per 500 meters of range from gun to target.

EXAMPLE – Using the example above, the Mortar rounds would impact on the target area 25 seconds after being fired (6000 meter maximum range, 30 - 5 = 25 seconds).

4) Fire Correction – If the rounds (for whatever reason) do not impact on the aiming point, then a "fire correction" needs to be called in.

This is done exactly as per Step #1, but with the distance between the round's impact point and the desired impact point being the difficulty.

▼ Yes, it **is** possible to hit a point target *exactly* with artillery fire ... but mostly the extra time needed for such accuracy is not warranted.

Note that a complete artillery fire mission – from the time the Observer calls it in to the time the rounds start impacting on the target area can take 30 seconds or more. In real life, a good average for an artillery battery to receive a fire request and respond is somewhere between 30-90 seconds.

In EABA, with 1 second combat turns, this is a long time. Very few EABA combat sequences will last that long – unless the GM uses either **Advanced Topic: Realistic Combat** (EABA Core Rules, #5.2) or **Advanced Topic: Fog of War** (later in this chapter).

Just so you know.

▼ **ADVANCED TOPIC – EMLACING ARTILLERY:** Artillery, unlike standard missile weapons, has an effectively unlimited capacity to increase its accuracy beyond the base level because these weapons have a much more stable firing platform and a much more accurate fire control system. Of course, they also expend a *lot* more time making sure those

rounds hit the target, too.

This accuracy comes at a price. Most artillery pieces intended for the indirect fire role have an Accuracy of **0** when they have not been properly emplaced – and this applies for indirect fire, if they are capable of it, as well.

To emplace them properly takes *time* – one of the gun crew (or one of the Battery personnel) needs to site in the guns with a theodolite, amongst other things (a task made much easier these days with the use of *Global Positioning Systems*).

This is a task with an inherent difficulty of **15 per gun**. This may be reduced by the expenditure of *time*, as per the *EABA Universal Scale: Time*.

Global Positioning Systems reduce the difficulty of the task to **7**.

Emplaced Artillery pieces have, unless otherwise noted, an inherent Accuracy of **7**.

▼ A good battery or gun commander should be able to get his guns emplaced well enough to gain the full Accuracy bonus in no more than 90 seconds.

▼ **ADVANCED TOPIC – AREA FIRE:** When artillery fire is targeted at an *area* rather than at a point target things work slightly differently yet again.

Either the intention is to actually hit point (specific) targets or it is to provide a suppression effect.

Hitting Point Targets: Once you have your rounds landing within the target area the chance of hitting a specific point within that area is based on the number of rounds that are impacting every second compared to the size of the area they are impacting on.

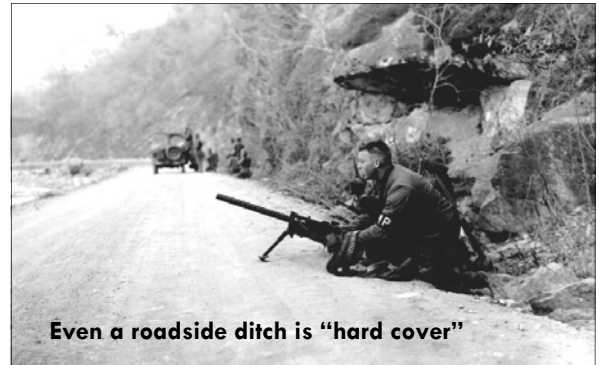
The size of the area is taken as the base difficulty, which is reduced by 1 each time the number of rounds impacting per second *doubles*.

The Gun Commander rolls once – and, if successful, one round impacts the point target.

ROUNDS PER SECOND	MODIFIER
1	0
2	1
4	2
8	3
16	4
32	5
64	6

Suppression Effects: See the *Artillery Barrages* Advanced Topic, below.

ARMAGEDDON



▼ ADVANCED TOPIC: ARTILLERY BARRAGES

The other advantage that artillery fire has is that it often doesn't matter whether it *directly* hits the target. Remember, artillery shells are full of high explosive and use **Explosion Effects** rules (EABA Core Rules, #5.7).

There are, for game purposes, three levels of barrage that can be laid down – **Harassment**, **Neutralisation** and **Destruction**.

Harassment Level Barrages: Characters who remain in hard cover are not subject to attack. If they are not, or if they move *out* of hard cover, then they must make an **Agility (9)** check to avoid being "hit". However, for each **meter** of movement that is in the open", the difficulty of the roll increases by -1.

If the attack is successful, then the hard cover provides **triple** normal protection (see **Advanced Topic: Hard Cover** on #7.4).

▼ *Harassment* is intended to inflict casualties of around 10% on a unit level (with around 2-2½% deaths overall).

Neutralisation Level Barrages: Characters who remain in hard cover are subject to one *potential* attack per turn – but apply their **Fate** to the actual attack roll made by the Observer as a negative modifier.

If the attack is successful, then the hard cover provides **double** normal protection (see **Advanced Topic: Hard Cover** on #7.4).

Characters who move outside of hard cover during the turn must make an **Agility (11)** check to avoid being "hit". However, for each **meter** of movement in the open the difficulty of the check is increased by one **row**.

▼ *Neutralisation* is intended to cause casualties of 25-30% on a unit level (with around 5-6% deaths overall).

Destruction Level Barrages: Characters who remain in hard cover are subject to one *potential* attack per turn – based on the Observer's attack roll.

If the attack is successful, then the hard cover provides **normal** protection (see **Advanced Topic: Hard Cover** on #7.4).

Characters who move outside of hard cover dur-

ARMAGEDDON

ing the turn must make an **Agility (13)** check to avoid being "hit". However, for each **meter** of movement in the open the difficulty of the check is increased by **two rows**.

▼ **Destruction** is intended to cause *casualties* of 50-60% at a unit level (with around 10-12% deaths overall).

▼ Defining what is "Harassment", "Neutralisation" and "Destruction" level in terms of the number of shells falling per one second combat turn is difficult.

Remember, however, that the "casualty" rates that these barrages are intended to produce would only be expected after barrages that lasted at least ten or twenty *minutes*.

This would mean that, given the extremely limited ammunition supply that player character groups are likely to have **personally**, most of the "barrages" that they will be able to lay down will be "Harassment" level and will last less than a minute or two.

If the player characters have access to a higher level unit which controls artillery, then the GM will determine its state of ammunition supply and **its** priorities in using that ammunition before deciding that the player characters can call in a higher level of "barrage" fire.

▼ ADVANCED TOPIC: HARD COVER

The best way **not** to be hit by a shell in an artillery barrage is to be under cover ... pretty much *any* sort of cover! Even simply diving to the ground, in a small undulation that you can hardly see otherwise, can provide minimal protection.

Digging a foxhole or trench, or constructing a dugout – or being in a purpose designed bunker of concrete and steel – is even better.

TYPE OF COVER	PROTECTION *	HITS
Prone	-3 rows	n.a.
Shallow Foxhole/Trench	-5 rows	n.a.
Deep Foxhole/Trench	-8 rows	n.a.
Dugout	-8d	18
Reinforced Dugout	-10d	36
Bunker	-12d	27
Reinforced Bunker	-14d	40

Remember that explosive shells that make a direct hit do +1d damage for being in direct contact (per EABA Core Rules #5.7).

Protection is in the form of **row reduction** (increasing effective distance between explosion and the target -- each "row" is a -2d reduction, doubled against ground bursts) **or** in the form of **armour** (-"x"d) against a *direct hit* (for those forms of protection that provide all round cover).

EXAMPLE: A 120mm Fragmentation Mortar Shell, doing 14d+0 damage at point blank exploding next to shallow foxhole will do -5 rows of damage – or -10d, for 4d+0.

If it actually burst four meters (two range bands) from the shallow foxhole, it would suffer a further two rows reduction (-4d+0) for a burst damage of 0d against the occupants.



▼ ADDITIONAL RULES: AUTOFIRE

The basic rules on Autofire (EABA Core Rules, #5.6) do not represent all that can be done with this versatile combat mode – especially in the somewhat military oriented world of **Road to Armageddon**.

Burst Size (Clarification): A weapon capable of automatic fire does not *have* to fire the full number of rounds listed under **Rate of Fire** in its data block. Fewer rounds may be fired, but a *minimum* of three rounds must be fired and extra rounds above the minimum must be in multiples of three rounds.

Increased Hit Probability (Optional): Game Masters (*not* players) may decide to increase the hit probability of automatic fire bursts if they desire a more **cinematic** feel to the game – and, given the situations that player characters will likely be facing, this may be a good idea!

If the Game Master decides to allow this option, the firing player must choose whether they wish to take **either** the increased hit chance **or** the chance (as per the basic rules on *Autofire* in the Core Rules) of hitting with more than one bullet. This decision must be declared *before* each burst is fired.

The firing player may decrease the difficulty of the shot hitting by one row (2) for every *three full rounds* fired in a burst (left over rounds do not count).

▼ This is **very** cinematic, but it gives the right “feel” for a game that emphasizes **individuals** over **mass** – which is what **Road to Armageddon** is all about.

Strafing (Optional): When using an autofire weapon, a character may choose to *strafe* – splitting the attack between more than one *adjacent* target hex.

Strafing may be done against one hex for every three rounds a weapon has in **Rate of Fire**.

Strafing attacks are at one level of difficulty greater than normal, but otherwise count as one attack even though an attack roll is made for each hex strafed.

As per the standard Autofire rules, each attack roll may hit with more than one bullet ... but not more than three, regardless of the rounds allocated.

▼ Strafing allows a character to get more “bang for their buck” out of autofire – and is strongly recommended for **Road to Armageddon**.

Continuing Effects (Optional): In a one second combat turn, what happens to all those rounds of a full automatic burst that do *not* “hit” as per the standard Autofire rules? They **don't** just “disappear”. They *continue* to be there for the *whole combat turn!*

Draw an imaginary line between the firing character and their target and continue it outwards. Anything that crosses the line between the firer and their target for the rest of the turn is subject to attack.

Since this is *not* an “aimed” attack in a game sense, treat all such attacks as if they are at the same difficulty as the original, *intended*, attack.

EXAMPLE: A character with skill (**4d+2**) makes an autofire attack against a specific target 9 meters away, for difficulty (**9**). Regardless of whether the target is hit or not anyone who crosses that line for the remainder of the turn will be subject to an attack – of skill **4d+2** against difficulty (**9**).

This effect lasts from the firing character's sequence in the turn of firing to *their sequence in the next turn* (at no cost in Actions).



▼ **Continuing Effects** is realistic, but adds complexity, so should be thought of as *optional*.

ARMAGEDDON

Suppressive Fire (Optional): Autofire is especially good when used as *suppressive fire* – fire intended not so much to *hit* something as to *discourage* actions being taken by anyone subject to it.

The suppressive effect depends on the Rate of Fire of the weapon and the area over which it is being spread.

Subtract the Size modifier (from the *EABA Universal Scale: Size or Movement*) from the modifier for *Rate of Fire* in the table below.

RATE OF FIRE	MODIFIER
2	2
4	4
8	6
16	8
32	10
64	12
128	14

The final result (if positive) is the penalty to all actions (except Movement) for those characters within or moving through those hexes affected,

EXAMPLE: A character designates a specific hex for suppression by firing an AK-47 at it in full auto mode over a “target” of 3 meters (penalty 1). The AK-47 has a rate of fire of **11A**, for a base value of 6 and modified value of 5.

Everyone in those three hexes (or passing through them) acts at a penalty of 5.

▼ If characters in the affected area were, for example, hidden behind a stone wall, they would be affected **only** if they popped up to, say, return fire with their own weapon.

On the other hand, if all they did was to call in an artillery strike on the character firing at them, no penalty would apply as this could be done without revealing themselves.

A character may attempt to negate these effects for a whole turn by making a **WIL** roll – but the action penalty *still* applies to it! **Fate** may be used to modify this roll as per the normal rules.

▼ Yes, it's better to be *lucky* rather than rich! But there's a *limit* to how far luck can carry you.

Characters attempting to move through an area subject to suppressive autofire must make an **AGL check** at a penalty equal to the suppression modifier.

If the roll is **failed** then the character must *either* fall prone (or duck under cover) or be attacked (the firer rolls separately with *penalties* for range and target size applying).

▼ Suppressive Fire isn't intended to kill – though it

ARMAGEDDON

can – it's intended to keep the *other* guy's head down and prevent him from killing you. The larger the area being suppressed, the smaller the actual chance of hitting anyone in any case.

Autoburst (Changed Rule): Weapons capable of *autoburst* fire do not follow the standard autofire rules. An *autoburst* consists of three rounds on a single target with the difficulty being *reduced by one row* and damage *increased by one die*.

Autoburst capable weapons are designed to have an improved "first shot" hit probability, not so much to hit with multiple rounds.

Autoburst firing does *not* count as firing (recoil) for the *first* burst in a combat turn – this means that the second burst would *not* be subject to Accuracy loss gained through aim, though it would still be subject to the penalty for a second action in a turn as long as the target remained the same.

Alternatively, a character may fire one autoburst per combat turn and not lose the Accuracy bonus they have earned for the next turn – again, as long as the target remains the same.

Autobursts do *not* benefit from the **Continuing Effect** rule above (#7.4).

▼ The purpose of Autoburst capable weapons has always been to increase the probability of a first "shot" hit – which the Core Rules on Autofire does not address.

Autofire Limits (Optional): Most autofire weapons (mainly rifles) are not designed to fire continuously. If they fire more than *ten* magazines on *full automatic* in a single connected combat episode (not necessarily connected combat turns) they drop to **unreliable** status and stay that way until they have not been fired for **sixty** consecutive combat turns (a full minute).

If they have dropped down to *unreliable* and *continue* to be fired on *full automatic* then they will drop to **unreliable** after a further *ten* are fired on full automatic. To drop back from *unreliable* to *reliable* requires **sixty** consecutive combat turns of no firing.

Rifles designated as **HBAR** ("Heavy Barrel Automatic Rifle") can fire **20** magazines on full automatic at each stage before suffering the same effects.

Machineguns can fire 20 belts (2000 rounds) on fully automatic fire before becoming *unreliable* – and a further 20 belts before becoming *very unreliable*. Cooling down from each stage takes **60** combat turns of not being fired.

Most machineguns can change their barrels (10% of new price, same availability) quickly and immediately become *reliable* again by doing so.

▼ The actual limits are about 10% of the above values, but record keeping would be onerous – you would need to keep track of every firing and non-firing turn and the cooling off turns between. So just

take the above figures as "game representative" ones.

▼ ADVANCED TOPIC: FOG OF WAR (Optional Rule)

The EABA Core Rules use a Combat Turn of 1 second – which is fine, in isolation. However, in reality, most "combats" take a long time – consisting of *hundreds*, perhaps *thousands* of EABA "turns".

A lot of that time consists of the participants *doing nothing* – or, perhaps, working up the courage to do something that may well get them *killed*.

Even using the **Realistic Combat** Advanced Topic (EABA Core Rules, #5.2) doesn't really address this – it simply squeezes things into the "second by second" mode of standard combat in a more formalized way.

As an **option** (playtest groups either really *loved* or really *hated* this option), the following **Fog of War** rule is suggested as one way of representing the chaos and confusion that is combat –

1) Treat all Combat Turns as if they were a *second long* – just as per the *normal rules*.

2) Assume that each Combat Turn is actually the active component of a longer period consisting mainly of *inaction*.

3) For most character level combat actions, which really amount to skirmishes, assume that only one in six Combat Turns is *active*. That is, multiply the actual time of the Combat by **six**.

Example: The player characters are involved in a skirmish that lasts 30 Combat Turns (30 seconds) – for purposes of **fog of war**, the actual duration of combat would be **180 seconds** – three minutes instead of half a minute.

4) For **really** intense combats (lots of people, lots of automatic fire, and, perhaps, artillery support) the actual duration is 1d x 1d seconds (6-36 seconds) per actual Combat Phase (roll once or set a value).

Example: The player characters are involved in a heavy encounter against a superior force who deploys a lot of firepower against them – they manage to disengage in 60 Combat Turns (1 minute). For purposes of **fog of war** the GM has decided that the actual duration of combat will be 12 seconds per combat turn – **720 seconds** (12 minutes).

Player characters will not really be aware of the **real** passage of time unless there is a lull in the fighting or unless they spend a **minor action** to check on the actual elapsed time.

That said, the difference between the perceived passage of time and the *actual* passage of time never affects time sensitive operations that the character is directly involved in.

EXAMPLE: If a character throws a Grenade, they always know the expected duration of the fuze and are able to know how long they have to take cover before it explodes (or how long to hold it before they throw it).

▼ HANDGUNS

▼ **Beretta M-1951** – The M-1951 automatic pistol is the direct ancestor of the US Army's M-92 Colt M-1911a1 replacement. In its day it was adopted as the official sidearm of the Israeli and the Egyptian armies!

Aftermarket 10m and 15m capacity magazines are available – extending beyond the butt and making it difficult to handle and conceal.

Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Magazine:** 8c. **Weight:** 0.87. **Cost:** \$1500 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Beretta M92F** – The M-92 automatic pistol is the current issue sidearm of the US Forces – but it is only one of a family of weapons. The “F” model's main differentiation to the others is a trigger guard modified for a two handed firing grip.



Beretta M-92F

A 20 round clip is available, projecting beyond the butt, making it less concealable and somewhat more difficult to handle.

The -D, -G, -S, and -DS models are effectively identical in game terms except for the method of cocking the weapon; the -M is also the same, but is of stainless steel construction.

Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Magazine:** 15/20c. **Weight:** 0.81. **Cost:** \$1500 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4)

▼ **Beretta M-93R** – This is basically a M-92 modified for selective fire – semi-automatic (single shot), autoburst (3 rounds) or full automatic. The M-93R has a slightly longer barrel extending beyond the muzzle brake, fold down grip in front of the trigger guard and an extending steel shoulder stock that may be attached to the rear of the butt.



Beretta M-93R

Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Magazine:** 15/20c. **Weight:** 0.81. **Cost:** \$3000 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (5), Autofire.

▼ **Beretta M-96** – The Beretta M-96 is basically the same weapon as the M-92 (same variants are available) in .40 S&W caliber. A 20 round clip is available, projecting beyond the butt, making it less concealable and somewhat more difficult to handle.

ARMAGEDDON

Caliber: .40 S&W. **Accuracy:** 1. **Damage:** 2d+1. **Magazine:** 15/20c. **Weight:** 1.13. **Cost:** \$2250 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4)

▼ **Browning GP-35** – The GP-35 (“High Power”) automatic pistol is the most popular military pistol of the 20th century, mainly due to its large magazine. The 9mm Parabellum round it fires is actually superior to the .45 ACP round of the Colt M1911a1 despite US propaganda.



Browning Hi-Power

An aftermarket 20 round magazine is available, projecting beyond the butt, making it difficult to use and less concealable.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 13c. **Weight:** 0.81. **Cost:** \$1250 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Browning BDA-9** – A late 20th century improvement on the basic GP-35 design. The main difference is in the use of a double action lock mechanism – it field strips almost identically though it is visually distinct from the earlier weapon.

An aftermarket 20 round magazine is available, projecting beyond the butt, making it difficult to use and less concealable.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 14c. **Weight:** 0.88. **Cost:** \$2250 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Colt Detective Special** – A snub-nosed version of the Police Positive (see below), the Detective Special is easily concealable – though at the expense of range. The weapon silhouette is quite different from that of the parent design – it has a shrouded trigger to minimize the chance of it getting caught in clothing.

Caliber: .38 Special. **Accuracy:** 0. **Damage:** 2d+0. **Magazine:** 6im. **Weight:** 0.63. **Cost:** \$450 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (1).

▼ **Colt Police Positive** – The Police Positive is a common, highly reliable, revolver (data provided is for 4” barrel version) – and still common even though most police prefer automatics with a larger ammunition capacity.

Caliber: .38 Special. **Accuracy:** 1. **Damage:** 2d+0. **Magazine:** 6im. **Weight:** 0.63. **Cost:** \$300 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (1).

▼ **Colt Python** – A popular police and civilian revolver in .357 Magnum – may fire .38 Special rounds – stats as per the “Police Positive” (data is for the 4” barrel model).

Caliber: .357 Magnum. **Accuracy:** 2. **Damage:** 2d+2. **Magazine:** 6im. **Weight:** 0.96. **Cost:** \$1250 (Rare). **Ar-**

ARMAGEDDON

mour: 1d+1. **Hits:** 2. **Notes:** Reliable (1), may fire .38 Special ammunition (Damage = 2d+0).

▼ **Colt M1911a1** – The Colt M-1911a1 automatic pistol was the standard side-arm of the US Army for much of the 20th century – even though the .45 ACP round is less effective than the 9mm Parabellum.



Colt M1911a1

Caliber: .45 ACP. **Accuracy:** 2. **Damage:** 2d+0. **Magazine:** 7c. **Weight:** 1.05. **Cost:** \$250 (Common). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (2).

▼ **Colt Delta Elite** – An updated and improved version of the M1911a1 designed to the specifications of the US Special Forces, chambered for the more powerful 10mm Auto.

Caliber: 10mm. **Accuracy:** 2. **Damage:** 2d+2. **Magazine:** 8c. **Weight:** 1.08. **Cost:** \$2000 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Colt Double Eagle** – Upgraded M1911a1 with double action safety – so it does not need to have the slide worked to cock the weapon. Available in .45 ACP and 10mm Auto.

Caliber: .45 ACP. **Accuracy:** 2. **Damage:** 2d+0. **Magazine:** 8c. **Weight:** 1.1. **Cost:** \$750 (Common). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

Caliber: 10mm. **Accuracy:** 2. **Damage:** 2d+2. **Magazine:** 8c. **Weight:** 1.1. **Cost:** \$2500 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Coonan .357** – This is an M1911a1 variant chambered for the .357 magnum round.

Caliber: .357 Magnum. **Accuracy:** 2. **Damage:** 2d+2. **Magazine:** 7m. **Weight:** 1.2. **Cost:** \$2000 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **COP-357** – A four barreled derringer-style weapon commonly used as a “backup” gun (barrels cannot be fired all at once as the firing pin rotates between them for each pull of the trigger). Small, concealable, and with high stopping power, it was a popular Police and Security weapon pre-war.

Caliber: .357 Magnum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 4im. **Weight:** 0.9. **Cost:** \$750 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Cz-75/85** – Czech produced automatic pistols – identical except for caliber. Well made weapons, they are commonly found in use with forces stationed in the European theater for any length of time even though not official issue.

The Cz-75 is chambered for 9mm Soviet Special Pistol, the Cz-85 for 9mm Parabellum.

Caliber: 9mm SSP. **Accuracy:** 1. **Damage:** 2d+0. **Magazine:** 12c. **Weight:** 0.65. **Cost:** \$500 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4).

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 15c. **Weight:** 1.0. **Cost:** \$750 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **CZ-100** – An update on the basic Cz-75/85 design entering into production in the late 20th century using non-metallic composites to keep down weight. Available in 9mm or .40 S&W, the former is more common.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 13c. **Weight:** 0.65. **Cost:** \$750 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

Caliber: .40 S&W. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 10c. **Weight:** 0.65. **Cost:** \$1250 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **FN Five-Seven** – The 57N is a new design from Fabrique Nationale of Belgium, using the same 5.7 x 28mm round as their P-90 submachinegun. The 5.7mm round is longer than most pistol rounds, so the butt of the weapon is quite deep, but still fits comfortably into the firer's hand – and the round has a high penetrating power.



FN Five-Seven

Caliber: 5.7 mm. **Accuracy:** 2. **Damage:** 3d+0. **Magazine:** 20c. **Weight:** 0.62. **Cost:** \$1800 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4), Armour Piercing vs. Flexible Armour.

▼ **H&K P7** – Developed by H&K as a German Police and Security force pistol with enhanced safety, yet not needing to be manually cocked before firing. 9mm Parabellum and .40 S&W versions are available, but the former is the most common.



H&K P-7

Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Magazine:** 10c. **Weight:** 0.95. **Cost:** \$1000 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4).

Caliber: .40 S&W. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 8c. **Weight:** 0.95. **Cost:** \$1750 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4).

▼ **H&K P9S** – The H&K P-9S is the standard side-arm of the West German Federal Police/Border Guards. 9mm Parabellum and .45 ACP versions are available, but the former is the most common.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 9c. **Weight:** 0.88. **Cost:** \$1875 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4).

Caliber: .45 ACP. **Accuracy:** 3. **Damage:** 2d+0. **Magazine:** 7c. **Weight:** 0.88. **Cost:** \$2175 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **H&K USP** – Designed to meet all possible safety and operational demands for European military, police and security forces, the Universal Self-Loading Pistol was acquired in large numbers for use by NATO forces during the TWW.

Caliber: .40 S&W. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 13c. **Weight:** 0.78. **Cost:** \$1250 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **H&K VP-70M** – A large automatic pistol with an equally large magazine – one of the reasons for its popularity. Press claims that the weapon was invisible to x-rays because of its plastic components untrue.



H&K VP-70

Larger capacity aftermarket magazines (24m and 32m capacity) are available, but extend beyond the butt, making it unwieldy (Accuracy -1) and difficult to conceal.

Caliber: 9mm Parabellum. **Accuracy:** 3. **Damage:** 2d+1. **Magazine:** 18c. **Weight:** 0.82. **Cost:** \$2500 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4).

▼ **IAI Desert Eagle** – The Desert Eagle automatic pistol is one of the most powerful pistols available, and the unofficial side arm of many Israeli commandos.

Larger capacity aftermarket magazines (12m and 18m capacity) are available, extending beyond the butt, making it unwieldy (Accuracy -1) and difficult to conceal.

Caliber: .44 Magnum. **Accuracy:** 3. **Damage:** 2d+2. **Magazine:** 9m. **Weight:** 1.78. **Cost:** \$5250 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4).

▼ **Liberator II** – An upgraded version of the cheap Liberator I of WW2 – a cheap assassination pistol designed to be used only long enough to get a better weapon off a dead enemy. The whole weapon is made of cheap stampings and has a short barrel and an integral clip loading top down through the action. Supposedly destroyed at the end of WW2, large numbers were “found” in storage and, supplemented by new production, they were



Liberator .45

ARMAGEDDON

dropped behind Russian lines during the 3WW.

Caliber: 9mm Parabellum. **Accuracy:** 0. **Damage:** 2d+1. **Magazine:** 5im. **Weight:** 0.42. **Cost:** \$50 (Common). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (1).

▼ **Luger P.08** – Standard issue sidearm of the German army for much of WW1 and WW2 and still common as a “war souvenir.” Several barrel lengths are available, the 4” version is detailed.



Luger P-08

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 8c. **Weight:** 1.1. **Cost:** \$1250 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (6).

▼ **MAB PA-15** – The standard sidearm of the French armed forces, it also enjoyed some commercial sales in France and ex-French colonies.

Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Magazine:** 15c. **Weight:** 1.09. **Cost:** \$0 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4).

▼ **PHP MV 9** – The internal action and mechanics are based on the Walther P-38, but externally the weapon is quite different looking. Produced in Croatian factories under exclusive contract (in the middle years of the TWW) to the German Armed Forces.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 8c. **Weight:** 0.99. **Cost:** \$2750 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4).

▼ **PM Makarov** – Standard issue officer’s sidearm of the Russian forces, the Makarov is small and easily concealable..



Makarov

A suppressed version is available with Accuracy 2, Damage 1d+1. **Cost:** \$2000 (Rare).

Caliber: 9mm Soviet Special Pistol. **Accuracy:** 1. **Damage:** 2d+0. **Magazine:** 8c. **Weight:** 0.68. **Cost:** \$750 (Scarce).

▼ **Ruger Mk1 Standard** – A popular suppressed weapon used widely by the intelligence community, mainly as an assassin’s weapon. The civilian version, with no suppressor, is rarely encountered in military use.

Caliber: .22 Long Rifle Magnum. **Accuracy:** 3. **Damage:** 1d+2. **Magazine:** 9c. **Weight:** 1.15 (1.02 without the silencer). **Cost:** \$5000 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (4).

ARMAGEDDON

▼ **Ruger Blackhawk** – The “Blackhawk” revolver is often used as a car stopper by Police and Security personnel because of its high powered ammunition.

Caliber: .44 Magnum. **Accuracy:** 2. **Damage:** 3d+0. **Magazine:** 6im. **Weight:** 1.5. **Cost:** \$1250 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (1).

▼ **S&W Mk22 Mod 0** – The “Hush Puppy” automatic pistol is the standard suppressed sidearm of US Navy SEAL teams. The suppressor requires low-powered rounds to work effectively – and only when fired in single shot mode.

First stats are for the suppressed model, second for when it is being used without the suppressor.

Caliber: 9mm Parabellum. **Accuracy:** 2 (1). **Damage:** 1d+2 (2d+1). **Magazine:** 8c. **Weight:** 0.97 (0.72). **Cost:** \$5000 (\$4000) (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **S&W Model 27** – A common Police and civilian revolver in .357 Magnum caliber. Data is for the 4” barrel variant.

Caliber: .357 Magnum. **Accuracy:** 2. **Damage:** 2d+2. **Magazine:** 6im. **Weight:** 1.16. **Cost:** \$750 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (1).

▼ **S&W Model 29** – A common Police and civilian revolver in .44 Magnum caliber. Data is for 4” barrel variant.

Caliber: .44 Magnum. **Accuracy:** 2. **Damage:** 3d+0. **Magazine:** 6im. **Weight:** 1.33. **Cost:** \$1250 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (1).

▼ **S&W Model 4049/4043** – The latest in the Smith and Wesson range of automatic pistols, the 4049 is a 9mm weapon and the 4043 is a .40 S&W variant.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 11c. **Weight:** 1.1. **Cost:** \$1250 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

Caliber: .40 S&W. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 10c. **Weight:** 1.1. **Cost:** \$1750 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **S&W Model 4506** – Smith and Wesson variant of the basic Colt Government (M1911a1) design using stainless steel and alloy construction.

Caliber: .45 ACP. **Accuracy:** 2. **Damage:** 2d+0. **Magazine:** 11c. **Weight:** 1.2. **Cost:** \$2500 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **S&W Sigma .40** – Latest model S&W autopistol, making extensive use of synthetic materials, available in .40 S&W.

Caliber: .40 S&W. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 15c. **Weight:** 0.74. **Cost:** \$2750 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **SIG P-210** – Swiss army sidearm from 1949, the P-210 is one of the most well made pistols of the 20th century, if quite expensive to make. Also used by the Danes and the German Bundesgrenzschutz

(Federal Border Guards).

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 8c. **Weight:** 0.9. **Cost:** \$3250 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (2).

▼ **SIG P-220** – The P-220 is a P-210 simplified to reduce the cost of manufacture. Extensive use of lightweight metals and synthetic composites is made to keep the weight down.

Caliber: 9mm Parabellum. **Accuracy:** 3. **Damage:** 2d+1. **Magazine:** 9c. **Weight:** 0.75. **Cost:** \$2500 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (2).

▼ **SIG P-226** – Swiss entry to the US armed forces pistol competition, basically a P-220 with a larger magazine, it was beaten only on cost grounds.

Caliber: 9mm Parabellum. **Accuracy:** 3. **Damage:** 2d+1. **Magazine:** 15c. **Weight:** 0.75. **Cost:** \$3500 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (2).

▼ Tokarev

M1933 – The Tokarev automatic pistol is a copy of the Colt M-1911a1 it has been issued on a war emergency basis to many Russian units.



Tokarev M-1933

Caliber: 7.62 Tokarev. **Accuracy:** 0. **Damage:** 2d+1. **Magazine:** 8m. **Weight:** 0.77. **Cost:** \$500 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (6) or Unreliable (6) (GM's secret choice).

▼ **US Pistol Mk 23 Mod 0** – A H&K USP modified according to the requirements of US Special Forces – specifically that it have superior accuracy to a standard M1911a1 and also be tapped for a silencer and laser spot sight. The slide may be locked to further reduce the sound of firing – but this means it must be manually unlocked to chamber a new round.

Caliber: .45 ACP. **Accuracy:** 3. **Damage:** 2d+0 (1d+2 suppressed). **Magazine:** 12c. **Weight:** 1.2 (1.9 with suppressor + full magazine). **Cost:** \$5500 (Very Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Walther P-38** – The P-38 was to replace the Luger during WW2, but was never available in the needed numbers (the postwar Bundeswehr adopted it).

There is no real difference between the WW2 and post WW2 models except for manufacturers marks.



Walther P-38

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 8c. **Weight:** 0.77. **Cost:** \$1250

(Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Walther PP** – In production since 1929, the Polizei Pistole is a common Police and Security firearm in Europe – and inevitably found its way into the hands of military personnel during the 3WW.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 8c. **Weight:** 0.69. **Cost:** \$1000 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Walther PPK** – A shortened, and more easily concealable, variant of the basic PP, the Polizei Pistole 'Kriminal' is a common Police and Security firearm in Europe – and is well known as James Bond's favoured weapon.

Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Magazine:** 7c. **Weight:** 0.68. **Cost:** \$750 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Walther P-88** – Latest model Walther designed automatic pistol at the turn of the century, intended to be easier to use (and cheaper) than the P-38. Adopted by the US Armed forces as an emergency "in theater" replacement for the M-92.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 8c. **Weight:** 0.9. **Cost:** \$1250 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (2).

▼ **Uzi Pistol** – A pistol-sized variant of the Uzi (not capable of autofire), it can accept standard Uzi SMG clips. The Uzi can be converted to full auto, but at CF 9 (any roll of doubles indicates an immediate jam in a modified weapon).

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Magazine:** 20c. **Weight:** 1.89. **Cost:** \$3750 (Rare). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Webley Mk 6** – Obsolete (WW2 issue) British revolver re-entering service from war emergency stocks.

Caliber: .455 S&W. **Accuracy:** 0. **Damage:** 1d+1. **Magazine:** 6im. **Weight:** 1.2. **Cost:** \$250 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (1).

▼ **Zastava CZ-99 (HS95)** – Originally manufactured in the Former Yugoslavia as the Zastava CZ-99, the factory ended up in Croatia where the pistol was designated the HS95 and issued to the Croatian armed forces. During the TWW – and NATO nations purchased relatively large numbers of Croatian produced weapons as war losses mounted.

Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Magazine:** 15c. **Weight:** 0.99 kg. **Cost:** \$1500 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

▼ **Zastava CZ-10** – A scaled down Tokarev T-33 produced by Zastava of the Former Yugoslavia (now Croatia). Like the CZ-99/HS95 it was purchased by NATO forces as war losses mounted.

Caliber: .32 ACP. **Accuracy:** 0. **Damage:** 1d+0. **Magazine:** 8c. **Weight:** 0.74. **Cost:** \$750 (Scarce). **Armour:** 1d+1. **Hits:** 2. **Notes:** Reliable (3).

ARMAGEDDON

▼ SUBMACHINEGUNS

▼ **AGRAM-2005bis** – The AGRAM is a Croatian design originally used by its own forces, but purchased in large quantities by NATO forces (mainly the Germans and US) during the 3WW as an emergency "in theater" replacement.



AGRAM-2005bis

The AGRAM-2000 family have a screw off muzzle to allow a suppressor to be fitted. The AGRAM-2000 and -2002 do not have shoulder stocks (the 2005bis has a telescoping wire stock), and are more concealable, but at a reduction in accuracy (Accuracy 0), \$1000 (Very Rare).

Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Rate of Fire:** 12A. **Magazine:** 20/32c. **Weight:** 2.5. **Cost:** \$1500 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3).

▼ **AKSU-74** – The AKSU is a cut down version of the AK-74. It has a folding stock, flash suppressor, and bayonet lug as per the standard AK-74, but cannot fire rifle grenades. Some models have been reworked to fire standard 5.56mm NATO rounds – stats are the same except for Accuracy 2 and Damage 4d+1. Cost is \$1750 (Very Rare).



AKSU 74

Caliber: 5.45mm Soviet. **Accuracy:** 1. **Damage:** 4d+0. **Rate of Fire:** 11A. **Magazine:** 30c. **Weight:** 2.7. **Cost:** \$1250 (Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (5).

▼ **Beretta M-12** – An advanced design for its time (the late 1950's) it is made primarily of metal stampings and a front and rear pistol grip to allow it to be fired in close quarters without extending the folding stock. Relatively common in police and security use in Italy, licence built Brazilian copies were bought in relatively large quantities by Italy and Greece during the middle stages of the 3WW.

Older models are available, Reliable (3+½d), \$750 (Rare) – stats are for a Brazilian weapon.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Rate of Fire:** 9A. **Magazine:** 20/30/40c. **Weight:** 3.0. **Cost:** \$1250 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3).

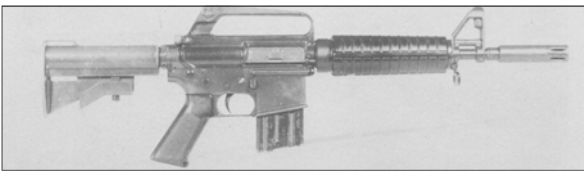
▼ **Carl Gustav M-45** – A Swedish SMG used where

ARMAGEDDON

"sterile" (hard to trace) weapons were needed. Normally tapped for a suppressor, it can only fire full auto.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Rate of Fire:** 10A. **Magazine:** 36/50m. **Weight:** 3.43. **Cost:** \$750 (Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3).

▼ **Colt CAR-15** – The CAR-15 is a standard M-16 with telescoping stock and shorter barrel (it still has a bayonet lug) – it fires the standard 5.56mm NATO round and is more appropriately a carbine rather than a SMG. The CAR-15 cannot accept M203 Grenade Launchers, but may fire Rifle Grenades. Firing a full sized round from a shortened barrel means that it has a high visual signature, especially at night.



Caliber: 5.56mm NATO. **Accuracy:** 2. **Damage:** 4d+1. **Rate of Fire:** 11A. **Magazine:** 30c. **Weight:** 2.78. **Cost:** \$1250 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (5).

▼ **Colt 9mm** – A short carbine/SMG variant of the standard M-16 design, but in the more traditional SMG caliber of 9mm Parabellum. Effectively identical in look and feel to the CAR-15 and other short-barreled M-16 variants, the main difference is in the long thin magazine.

The Colt 9mm was designed to overcome the high visual signature of the CAR-15 yet maintain the familiar design of the standard M-16. Like the CAR-15, the weapon cannot mount the M-203 Grenade Launcher – and it is also incapable of firing rifle grenades.



Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Rate of Fire:** 15A. **Magazine:** 20/32c. **Weight:** 2.6. **Cost:** \$1750 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3).

▼ **FN P-90** – A late 20th century design by Fabrique Nationale (FN) designed around a new 5.7mm round rather than the more common pistol or assault rifle rounds used by most other SMGs. The weapon was originally intended for use by support troops and vehicle crews, but its general handiness

meant that it was widely used even by front line combat troops during the 3WW.

The 50 round magazine sits along the top of the receiver and barrel, with the rounds at right angles to the barrel – feeding down into the action and being ejected through the pistol grip, which is hollow.



Caliber: 5.7 mm. **Accuracy:** 2. **Damage:** 3d+0. **Rate of Fire:** 15A. **Magazine:** 50c. **Weight:** 3.2. **Cost:** \$1000 (Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (4), Armour Piercing vs. Flexible Armour.

▼ **H&K MP5a2 and MP5k** – A scaled down German G-3 rifle firing 9mm Parabellum rounds, the MP5 family is the standard SMG of the Bundeswehr. The MP5k has an extremely short barrel concealing ability and is favoured by security personnel on body-guard operations. Aftermarket 40 round magazines are available. MP5a2 stats are first.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Rate of Fire:** 15A/AB. **Magazine:** 15/30c. **Weight:** 2.44. **Cost:** \$1000 (Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (4).



Caliber: 9mm Parabellum. **Accuracy:** 0. **Damage:** 2d+1. **Rate of Fire:** 15A/AB. **Magazine:** 15/30c. **Weight:** 2.0. **Cost:** \$1750 (Very Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (4).

▼ **H&K MP5k PDW** – The Personal Defence Weapon was designed by H&K (US) as a variant of the standard short-barreled MP5k (see above) optimized for use by vehicle and aircraft crews. It has a removable folding stock and is tapped for a suppressor (bracketed values apply when suppressed).

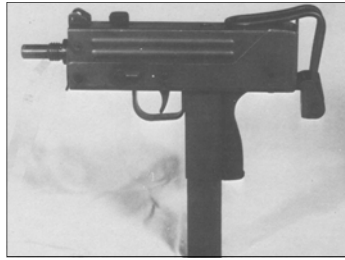
Caliber: 9mm Parabellum. **Accuracy:** 2 (3). **Damage:** 2d+1 (1d+2). **Rate of Fire:** 15A/AB. **Magazine:** 15/30c. **Weight:** 2.0 (2.44). **Cost:** \$2000 (Rare) or \$3000 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (3).



▼ **H&K MP5sd3 SMG** – A purpose designed suppressed variant of the MP5 SMG (used by the US Navy SEALs as the MP 2000). Data for use in suppressed mode (single shot only) is given first, then data for use in fully auto mode.

Caliber: 9mm Parabellum. **Accuracy:** +1 (0). **Damage:** 1d+2 (2d+1). **Rate of Fire:** 15A/AB. **Magazine:** 15/30c. **Weight:** 3.57 (2.57). **Cost:** \$3750 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3).

▼ **Ingram MAC-10 Series** – The M10 (available in 9mm or .45 ACP) SMG is very popular with covert ops because of its small size and its purpose designed silencer.



Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Rate of Fire:** 10A. **Magazine:** 15/30c. **Weight:** 2.9. **Cost:** \$500 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (4).

Caliber: .45 ACP. **Accuracy:** 1. **Damage:** 2d+0. **Rate of Fire:** 10A. **Magazine:** 15/30c. **Weight:** 3.46. **Cost:** \$750 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (4), Autofire.

▼ **M3a1 SMG** – The M3a1 entered service in 1944, replacing the M3 submachinegun (which is basically the same).

Simple to maintain, a kit to convert the weapon to fire 9mm Parabellum is available (\$50; Damage = 2d+1). Cocked by inserting the finger in a hole and pulling the bolt back – a greatly disliked feature.

Caliber: .45 ACP. **Accuracy:** 2. **Damage:** 2d+0. **Rate of Fire:** 11A. **Rate of Fire:** 6A. **Magazine:** 32c. **Weight:** 3.7. **Cost:** \$250 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (4).

▼ **MAT-49 SMG** – Standard SMG of the French armed forces until replaced by the FA-MAS rifle. A considerable number were reissued to French force on a war emergency basis. The entire magazine housing (including a full magazine) can fold forward underneath the barrel to increase concealability.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Rate of Fire:** 10A. **Magazine:** 32c. **Weight:** 4.14. **Cost:** \$750 (Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (4).

▼ **OC-14 Groza SMG** – The Groza ("Thunder") was



designed around the new 9x39mm rounds developed by the Russians in the 1990's – not the original

ARMAGEDDON

silent rounds, but a new armour piercing round with longer range, and intended for use by Army Spetsnaz and Interior Ministry counter-terrorist troops as a main weapon.

The OC-14 is a bullpup design and is officially classed as a "rifle" by the Russian forces, but, in this caliber, is more properly a submachinegun. The OC-14 can mount a special 40mm Grenade Launcher (break open) under the forward part of the barrel – though this is normally mounted only on weapons intended for army units. For game purposes, this fires standard 40mm grenades.

Caliber: 9 x 39mm Special Soviet. **Accuracy:** 2. **Damage:** 3d+0. **Rate of Fire:** 10A/AB. **Magazine:** 20c. **Weight:** 3.2. **Cost:** \$1750 (Very Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3).

▼ **PPsh-41 SMG** – An early WW2 Soviet SMG with a full wooden stock and sling so it can be hip fired if necessary. Large numbers were reissued to Russian and Russian allied forces on a war emergency basis. The 71 round mag is clockwork and very noisy (the rounds rattle loudly inside) – and extremely rare compared to the 35 round stick magazine.

Caliber: 7.62mm Tokarev. **Accuracy:** 1. **Damage:** 2d+1. **Rate of Fire:** 12A. **Magazine:** 35c or 70d. **Weight:** 3.5. **Cost:** \$350 (Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (5).

▼ **PPsh-43 SMG** – A much simplified all metal late WW2 Russian SMG with a folding stock (a much better weapon than the PPsh-41, but stockpiled for political reasons). As losses of more modern weapons mounted, the PPsh-43 was reissued to Russian and Russian allied units on an emergency basis. Uses the a PPsh-41 35c, but not the 71d (which cannot be used).



Caliber: 7.62mm Tokarev. **Accuracy:** 1. **Damage:** 2d+1. **Rate of Fire:** 15A. **Magazine:** 35c. **Weight:** 3.5. **Cost:** \$250 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (5).

▼ **Sterling L2a3/L34a1** – The L2a3 is the current British SMG – similar to the WW2 Sten in looks, but more reliable. The L34a1 is the silenced version (stats 2nd).

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Rate of Fire:** 9A. **Magazine:** 30c. **Weight:** 3.5. **Cost:** \$500 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3).

Caliber: 9mm Parabellum. **Accuracy:** 3. **Damage:** 1d+2. **Rate of Fire:** 9A. **Magazine:** 30c. **Weight:** 4.0. **Cost:** \$1250 (Very Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3), Autofire.

ARMAGEDDON

▼ **Steyr AUG Para** – This is a Steyr AUG converted to fire standard 9mm Parabellum rounds. Apart from the straight stick magazine, it is visually identical to the standard Steyr AUG Rifles and Carbines.

Caliber: 9mm Parabellum. **Accuracy:** 1. **Damage:** 2d+1. **Rate of Fire:** 12A. **Magazine:** 25/32c. **Weight:** 3.75. **Cost:** \$1500 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (5).

▼ **Thompson M1 (M1928)** – The M1 is the WW2 version of the M1928 – much simplified for mass production purposes. Except as noted, the M1928 and the M1 are functionally identical. Only the M1928 can accept the famous 50 or 100 round (clockwork) drum magazines. It is very reliable – re-roll any malfunction to confirm.

Caliber: .45 ACP. **Accuracy:** 3. **Damage:** 2d+0. **Rate of Fire:** 12A. **Magazine:** 20/30c or 50/100d. **Weight:** 4.8. **Cost:** \$900 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3).



▼ **Uzi SMGs** – The Israeli-designed Uzi is so widely used that it is considered “sterile” for covert operations. The weapon is available with either a fixed wooden or folding metal stock. Its wide availability has meant it has been issued as a replacement weapon by many militaries. A 40 round magazine is also available, but uncommon. Some models have a full wooden stock, most have a folding stock.

Caliber: 9mm Parabellum. **Accuracy:** 2. **Damage:** 2d+1. **Rate of Fire:** 10A. **Magazine:** 25/32c. **Weight:** 3.6. **Cost:** \$500 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (3).

▼ **ZAGI M91** – A Croatian designed and manufactured SMG purchased as an emergency “in theater” replacement for NATO (mainly US) forces during the chaotic middle phase of the 3WW. The receiver and barrel jacket (which is perforated at the front end) are the same diameter giving it a pipe-like appearance – and the stock is a telescoping wire-frame with a rubberized buttstock.

An aftermarket 40 round magazine is available for the M91.

Caliber: 9mm Parabellum. **Accuracy:** 0. **Damage:** 2d+1. **Rate of Fire:** 10A. **Magazine:** 32c. **Weight:** 3.4. **Cost:** \$750 (Scarce). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (4).

▼ RIFLES

▼ **AEK-971** – The AEK was a “private” venture by one of the old State Design Bureaux, intended to simplify and improve on the AN-94 replacement for the AK-47/74 series, and also to be cheaper overall. Unlike the AN-94, two variants were produced, one firing the standard 7.62 M43 round and the other firing the more modern 5.45mm round. There is a slight familial resemblance with the AK and AN series weapons, but this is only superficial, and the internal workings are quite different.



The same budgetary constraints that led to the slow production of the AN-94 did not affect production of these weapons, which, in the last twelve months before the formal outbreak of war, were issued to almost all front-line troops of the Russian army. The AEK-971 uses standard AK-74 magazines, has an integral folding bayonet, can fire rifle grenades and can mount a standard Russian under-barrel grenade launcher.

Caliber: 7.62mm M43. **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** 11A/AB. **Magazine:** 30c. **Weight:** 3.3. **Cost:** \$1250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).

Caliber: 5.45mm Soviet. **Accuracy:** 2. **Damage:** 4d+0. **Rate of Fire:** 12A/AB. **Magazine:** 30c. **Weight:** 3.3. **Cost:** \$1500 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).

▼ **AK-47/74 Assault Rifle** – The AK-47 and family are probably the best known automatic rifles in the world – but what is less well known is that it is based on the German WW2 MP-44.

Tens of millions have been produced and even wartime losses have not substantially affected the percentage in current service with Russian and Russian allied forces.

The AKM masses 3.14 kilos and is an improved version of the basic 7.62mm M43 firing AK-47. The AK-74 is mechanically identical to the original weapon, but fires a 5.45mm round..



Caliber: 7.62mm M43. **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** 11A. **Magazine:** 20/30c. **Weight:** 3.85. **Cost:** \$800 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).

Caliber: 5.45mm Soviet. **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** 11A. **Magazine:** 20/30c. **Weight:** 3.9. **Cost:** \$600 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **AN-94 Assault Rifle** – The AN-94 was intended to be the replacement for the AK-47-74 family of assault rifles, entering service mainly with Spetsnaz, Paratroops and some specially chosen elite units in the late 1990's – but budgetary constraints meant that it never fully replaced the older weapons before the beginning of the 3WW.

Though it looks vaguely similar to the AK series, and fires standard Soviet

5.45mm ammunition, internally it is an entirely new design – with a true auto-burst capability, the first for a general issue Russian military rifle. The AN-94 can fire the a combined Auto-burst and Full Automatic burst – the first two rounds of any fully automatic burst count as a separate Autoburst (resolved separately for hit and damage, but actually happening more or less simultaneously).

Stand alone autoburst bursts may be fired as well. The AN-94 uses standard AK-74 magazines, has an integral folding bayonet, can fire rifle grenades and can mount a standard Russian under-barrel grenade launcher.

Caliber: 5.45mm Soviet. **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** 11A/AB. **Magazine:** 30c. **Weight:** 3.85. **Cost:** \$1750 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **Armalite AR-7 Explorer** – The AR-7 is a civilian version of a USAF designed survival weapon. the weapon's action and barrel disassemble and insert into the floating stock (which also contains 20 rounds of ammunition).

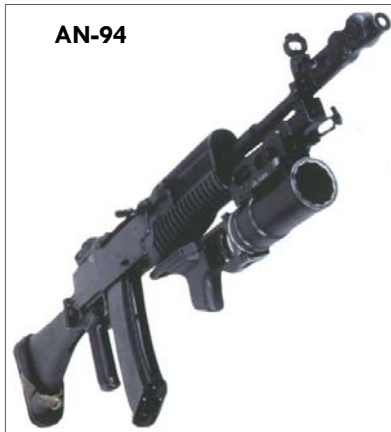
Aftermarket 10/15 round mags are available, but require fitting by a gunsmith or they misfeed the last 2-3 rounds (1:6 chance).

Caliber: .22 Long Rifle Magnum. **Accuracy:** 1. **Damage:** 1d+2. **Rate of Fire:** SA. **Magazine:** 5c. **Weight:** 1.13. **Cost:** \$100 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (3).

▼ **Barrett M82** – The "Light Fifty" uses the .50 calibre machine gun round for extreme range, penetrating, and killing power, it is popular with Special Forces snipers. Two models are available, one standard rifle layout, the other bullpup (stats second).

Caliber: .50 cal BMG. **Accuracy:** 5. **Damage:** 6d+1. **Rate of Fire:** SA. **Magazine:** 11c. **Weight:** 13.4 (12.24). **Cost:** \$10000 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **Cz-58** – The Cz-58, at first glance, looks to be merely a variant of the AK-47 series – but looks can



ARMAGEDDON

be deceiving, as it is an entirely new design adopted by the Czech army, though firing 7.62mm M43 rounds.

Caliber: 7.62mm M43. **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** 12A. **Magazine:** 30c. **Weight:** 3.14. **Cost:** \$1000 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **CZ-2000** – The basis for a completely new family of weapons, including carbine, rifle and LMG, the Cz-2000 was entering service with the Czech army at the beginning of the 3WW.

During the chaotic middle phases of the 3WW US and allied forces in the European theater bought considerable quantities of these weapons as in-theater replacements for (mostly) the M-16 and G-36 rifles.

The Cz-2000 uses standard M-16 style magazines and provisions for mounting a standard 40mm underbarrel grenade launcher. Data for the Carbine is given first.

Caliber: 5.56mm NATO. **Accuracy:** 4. **Damage:** 4d+1. **Rate of Fire:** 12A/AB. **Magazine:** 30c. **Weight:** 2.6. **Cost:** \$1750 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5), Carbine.



Caliber: 5.56mm NATO. **Accessories:** 5. **Damage:** 4d+1. **Rate of Fire:** 12A/AB. **Magazine:** 30c. **Weight:** 3.0. **Cost:** \$1500 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5), Rifle.

▼ **FAMAS F1/F2** – The FAMAS F1/F2 is the standard assault rifle of the French armed forces and is a bullpup weapon of somewhat unusual configuration. The F1 can only take 25 round/aftermarket magazines. The F2 takes standard M-16 magazines.

Aftermarket (locally produced) 35 round magazines are available but require special fitting by a gunsmith or they may misfeed the last 2-3 rounds (1:6 chance).

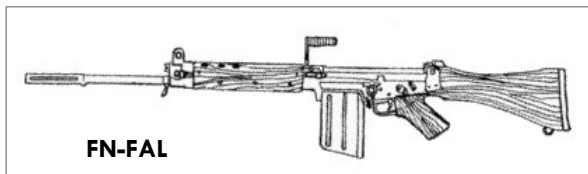
Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 16A. **Magazine:** 25c. **Weight:** 3.55. **Cost:** \$2500 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

▼ **Fusil FR/F1 – FR/F2** – The current sniper rifle of the French armed forces. The F-1 is chambered for 7.5mm French, and is now very rare. The F-2 fires 7.62mm NATO and is the variant found in service. Most F-1s have been rebuilt to F-2 standard. Stats for the F-1 are given first.

ARMAGEDDON

Caliber: 7.5mm French. **Accuracy:** 4. **Damage:** 5d+0. **Rate of Fire:** SA. **Magazine:** 10c. **Weight:** 5.2. **Cost:** \$750 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).

Caliber: 7.62mm NATO. **Accuracy:** 4. **Damage:** 4d+2. **Rate of Fire:** SA. **Magazine:** 10c. **Weight:** 5.2. **Cost:** \$1500 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).



▼ **FN-FAL** – The FN-FAL Battle Rifle was widely used in the 1950's and 1960's, but was replaced by smaller caliber weapons. A heavy weapon firing a full caliber rifle round rather than the intermediate rounds of Assault Rifles, it was based on the SAFN-49 which, in turn, was based on a pre-war design.

Firing in full automatic mode is not recommended unless you have a HBAR variant – the weapon will tend to jam (1:6 per burst) as if not properly maintained. The heavy barreled (HBAR), versions, capable of sustained fire. are \$4500 (Rare).

Caliber: 7.62mm NATO. **Accuracy:** 3. **Damage:** 4d+2. **Rate of Fire:** SA (11A HBAR only). **Magazine:** 20c (30c). **Weight:** 4.25. **Cost:** \$1750 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **FN SAFN-49** – The SAFN-49 was based on a pre-war design smuggled out of Belgium one step ahead of the invading Nazis – and was the forerunner to the FN-FAL design (see above). Adopted by several armies in Europe, the Middle East and South America, it was mostly in reserve at the outbreak of the 3WW, but, as war losses mounted, it was re-issued as a replacement weapon.

Aftermarket 20 round magazines are available for the weapon, but need to be fitted by a gunsmith.

Caliber: 7.62mm NATO. **Accuracy:** 3. **Damage:** 4d+2. **Rate of Fire:** SA. **Magazine:** 10c. **Weight:** 4.3. **Cost:** \$750 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).



▼ **FN F-2000** – The F-2000 was designed by FN (Herstal) to be its entry into the 21st century – a futuristic, streamlined, bullpup design with provision for specially designed 40mm Grenade Launcher under

the front barrel. It also sports a unique ejection system that carries spent brass cartridge cases to the front of the weapon, allowing it to be used with equal facility by left and right handed shooters.

A special purpose computerized sight was designed for the weapon, but the cost and difficulty of maintaining it in field conditions, especially as the 3WW dragged on, meant that most F-2000's encountered have had it removed and use the weapon's standard iron sights. A purpose designed 40mm Grenade Launcher is available massing 1 kilo (\$300, Very Rare). It fires standard 40mm grenades.

Caliber: 5.56mm NATO. **Accuracy:** +4. **Damage:** 4d+2. **Rate of Fire:** 10A/AB. **Magazine:** 30c. **Weight:** 3.1. **Cost:** \$1500 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6), Iron Sights.

The Computerised sights incorporate a laser rangefinder and project an aiming dot, corrected for windage and elevation, on the target reticle.

Accuracy: 12. **Weight:** +0.5. **Cost:** \$2500 (Very Rare). **Accessories:** Battery (24 hours), \$25 (Rare); Rechargeable Battery (12 hours), \$100 (Very Rare).



▼ **H&K G-3** – The G-3 was the standard Battle Rifle of the German armed forces until replaced by the 5.56mm H&K G-36. Wartime losses have led to the G-3 being reissued to German and German allied forces.

An aftermarket (locally produced) 30 round magazine is available but require special fitting by a gunsmith or they tend to misfeed the last 2-3 rounds (1:6 chance).

Caliber: 7.62mm NATO. **Accuracy:** 3. **Damage:** 4d+2. **Rate of Fire:** 9A. **Magazine:** 20c. **Weight:** 4.26. **Cost:** \$1750 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **H&K G-36** – The H&K G-36 assault rifle was produced as a replacement for the G-3 rifle when the end of the Cold War and the reunification of East and West Germany. The rifle has an integral 3x optical sight built into the carrying handle.

Aftermarket (locally produced) 50 round magazines are available, but require special fitting by a gunsmith or they tend to misfeed the last 2-3 rounds (1:6 chance).

Caliber: 5.56mm NATO. **Accuracy:** 4 (6 with integral optics). **Damage:** 4d+1. **Rate of Fire:** 12A. **Magazine:** 30c. **Weight:** 3.43. **Cost:** \$2250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).



▼ **H&K G-41** – The G-41 is redesign of the G-3 in 5.56mm NATO caliber. It comes with either a fixed or folding stock and accepts standard M-16 magazines.

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 14A. **Magazine:** 30c. **Weight:** 4.1. **Cost:** \$2250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

▼ **H&K PSG-1/MSG-90** – These are radically reworked H&K G-3 rifles, specially for sniper use. The PSG-1 is the more accurate and expensive, the MSG-90 is less expensive (stats second).



PSG-1

Caliber: 7.62mm NATO. **Accuracy:** 5. **Damage:** 4d+2. **Rate of Fire:** SA. **Magazine:** 5/20c. **Weight:** 8.10. **Cost:** \$3000 (Very Rare). **Armour:** 1d+1. **Hits:** 5. **Notes:** Reliable (6).

Caliber: 7.62mm NATO. **Accuracy:** 4. **Damage:** 4d+2. **Rate of Fire:** SA. **Magazine:** 5/20c. **Weight:** 8.10. **Cost:** \$2000 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **IAI Galil** – The Galil is the standard Assault Rifle of the Israeli armed forces. An improvement of the AK-47, it has many user friendly details (including integral wire cutters and bottle opener). Available in variants that fire 5.56mm and 7.62mm NATO.



IAI Galil

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 9A. **Magazine:** 35/50c. **Weight:** 3.9. **Cost:** \$1250 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

Caliber: 7.62mm NATO. **Accuracy:** 4. **Damage:** 4d+2. **Rate of Fire:** 9A. **Magazine:** 25/30c. **Weight:** 4.25. **Cost:** \$1500 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **SMLE No4Mk1** – The SMLE ("Short Magazine Lee Enfield") was the standard issue rifle of the UK Army from the late 19th century until the 1950's. Wartime losses have led to them being reissued, mainly to second line units.



However some surviving regular units have issued it with multiple magazines as the rate of fire for an experienced rifleman is actually quite high (even when firing aimed shots). Originally, one 10 round magazine was provided for each rifle, and was only

ARMAGEDDON

detached for cleaning. After-market 10 round magazines are readily available.

Caliber: 7.62mm NATO. **Accuracy:** 4. **Damage:** 4d+2. **Rate of Fire:** BA. **Magazine:** 10c. **Weight:** 4.3. **Cost:** \$750 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (7).

▼ **Lee Enfield L42a1** – A specially enhanced "match" (Sniper) version of the SMLE.

Caliber: 7.62mm NATO. **Accuracy:** 6. **Damage:** 4d+2. **Rate of Fire:** BA. **Magazine:** 10c. **Weight:** 4.42. **Cost:** \$3750 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (7).

▼ **Enfield L85 (SA 80)** – The L-85 Individual Weapon is the current British service rifle. A bullpup design with integral sight and futuristic styling. Some come without the optical sight (Accuracy 0. Cost \$1750, Rare).

Early production models had considerable problems, but these were (allegedly) eliminated in later batches. The earlier units were (allegedly) brought up to later production standards, but, at GM option, still treat them as if they are Unreliable (10).

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 11A. **Magazine:** 20c. **Weight:** 3.82. **Cost:** \$3000 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **MAS-49** – Adopted by the French in 1949, their first modern self-loading rifle, it remained in front line service until replaced by the FAMAS in the 1980s. As war losses mounted, reserve stocks of these weapons have been reissued to French forces. Originally produced in 7.5 mm French caliber most of those reissued were quickly converted to 7.62 mm NATO.

Aftermarket 20 round magazines are available for these weapons.

Caliber: 7.62mm NATO. **Accuracy:** 3. **Damage:** 4d+2. **Rate of Fire:** SA. **Magazine:** 10c. **Weight:** 4.7. **Cost:** \$375 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (8).



M-1 Carbine

▼ **M1/M2 .30 Cal Carbine** – A WW2 weapon intended to give specialist troops better firepower than a pistol. The M-1 is basically a scaled down Garand action (the M2 is autofire capable).

Caliber: .30 cal US Carbine. **Accuracy:** 3. **Damage:** 3d+2. **Rate of Fire:** SA (12A M@ only). **Magazine:** 15/20/30c. **Weight:** 2.29. **Cost:** M-1, \$500 (Scarce); M-2, \$1000 (Rare). **Armour:** 1d+1. **Hits:** 3. **Notes:** Reliable (5).

ARMAGEDDON

▼ **M1 Garand Rifle** – Standard issue rifle of the US Army during WW2, and the first semi-automatic rifle to be used by any army anywhere. Now being reissued as wartime losses mount. The clip is integral and cannot be topped up. When the last round of a stripper clip is fired, the clip ejects and leaves the action open. The sound of the clip hitting the ground may let an enemy know you're empty!

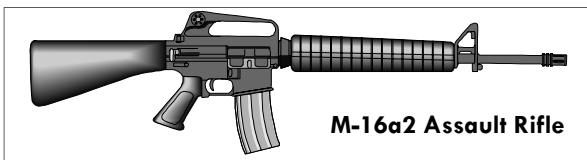
Caliber: .30-06 cal. **Accuracy:** 4. **Damage:** 4d+2. **Rate of Fire:** SA. **Magazine:** 8im. **Weight:** 4.3. **Cost:** \$500 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (7).

▼ **M14 and Beretta BM59** – An improved post-war version of the Garand (20c is detachable, 7.62mm NATO). The M14 was produced for the US Army, while the Beretta company bought the rights to use the Garand action and produced the BM59, which is effectively the same in game terms. Both were long withdrawn from service when the 3WW broke out, but were gradually reissued as losses of more modern weapons mounted.

A Sniper version, the M-21, has Accuracy 6 and costs \$1500 (Rare).

An aftermarket 30 round magazine is available but they require special fitting by a gunsmith or they tend to misfeed the last 2-3 rounds (1:6 chance).

Caliber: 7.62mm NATO. **Accuracy:** 4. **Damage:** 4d+2. **Rate of Fire:** SA (12A HBAR only). **Magazine:** 20c. **Weight:** 4.12. **Cost:** \$750 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (7).



M-16a2 Assault Rifle

▼ **M16a2** – The current issue version of the M-16 rifle, the standard issue rifle of the US armed forces. Earlier, mechanically identical, versions may also be found in emergency service with US and some allied forces.

An aftermarket (locally produced) 50 round magazine is available but requires special fitting by a gunsmith or they tend to misfeed the last 2-3 rounds (1:6 chance).

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+2. **Rate of Fire:** 12A. **Magazine:** 30/40c. **Weight:** 5.78. **Cost:** \$750 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **OC-14 Groza-1** – This is the Groza ("Thunder") "rifle" (see the SMG section) chambered for the standard Russian 7.62 M43 round – a proper assault rifle round, making this version a "rifle." The Groza uses standard AK-74 30 round plastic magazines.

Used mainly Spetznaz units at the beginning of the war, offering better up-front damage (if not quite as good at penetrating body armour), the



Groza OC-14

chaotic supply situation of the 3WW meant that supplies were eventually issued to rear area troops and even some Naval Infantry. The OC-14 can mount a special 40mm Grenade Launcher (break open) under the forward part of the barrel – though this is normally mounted only on weapons intended for army units.

Caliber: 7.62 M43. **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** 10A. **Magazine:** 30c. **Weight:** 3.3. **Cost:** \$2750 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).



QBZ-95

▼ **QBZ-95/97 Rifles** – The QBZ-95 was a new assault rifle design revealed at the time the PLA re-occupied Hong Kong – a bullpup design firing a 5.8 x 42mm cartridge unique to the Chinese forces.

The QBZ-95 is an export version available in 5.56mm NATO and was issued as an in-theater replacement for the M-16 by US and allied forces fighting in the Far East Theater. Both rifles are fitted to take a standard 40mm under-barrel grenade launcher and have a fixed folding bayonet.

Caliber: 5.8mm Chinese. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 10A. **Magazine:** 30c. **Weight:** 3.4. **Cost:** \$1250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 10A/AB. **Magazine:** 30c. **Weight:** 3.4. **Cost:** \$1750 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **SAKO M90 Series** – SAKO took over Valmet, the manufacturer of the M-79 for the Finnish army, in the late 1980's – and further improved that clone of the Russian AK-47.

Caliber: 7.62mm M43. **Accuracy:** 4. **Damage:** 4d+0. **Rate of Fire:** 12A. **Magazine:** 15/20/30c. **Weight:** 3.85. **Cost:** \$1500 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).

▼ **Simonov SKS/SKK** – The SKS was a common Soviet WW2 automatic rifle, and continued in production after the war. The SKK is a fully automatic (post war) version with a detachable box magazine. Both models come with integral hinged bayonets. War-time losses has led to these weapons being issued to some Russian troops.

Caliber: 7.62mm M43. **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** SA (9A SKK). **Magazine:** 10im (SKK = 20/30c). **Weight:** 3.85. **Cost:** \$500, SKS (Scarce) or \$750, SKK (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).



▼ **Steyr-Mannlicher AUG** – The Army Universal Gun was originally designed for the Austrian army, but was adopted by the Dutch (and Australian) armies as well and is used by police and security forces in Europe and the US too.

Intended to be modular, it can be quickly converted between carbine and rifle barrels, full auto and semi-auto and even into a 9mm firing SMG (detailed elsewhere).

The design makes extensive use of plastics and synthetics to keep the weight and cost down and the magazines are of a clear plastic that allows the firer to see at a glance how many rounds are left.

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 11SA, 11A (HBAR only). **Magazine:** 30/42c. **Weight:** 3.85. **Cost:** \$1500 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 11A. **Magazine:** 30/42c. **Weight:** 3.5. **Cost:** \$1250 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6), Autoburst, Carbine.

▼ **SVD Dragunov** – Standard Russian Sniper Rifle, (a highly modified AK-47), the Dragunov comes with integral optical sights (night vision sights are available). A gunsmith can modify a standard western night vision sight to mount on the weapon.

Caliber: 7.62mm M54R. **Accuracy:** 4. **Damage:** 5d+0. **Rate of Fire:** S. **Magazine:** 10c. **Weight:** 4.31. **Cost:** \$1875 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (8).



▼ **Type 86s Assault Rifle** – This is a Chinese redesigned AK-47 action in a bullpup format. In common service with Chinese forces fighting against the Russians and Japanese during the 3WW, some were captured and re-issued by the Russians ... and, inevitably, some made their way into the hands of US

ARMAGEDDON

forces in the Far East theater.

Unlike most AK-47 clones, the Type 86s cannot use standard AK-47 magazines – and its magazines cannot be used in AK-47s.

Caliber: 7.62mm M43. **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** 10A. **Magazine:** 30c. **Weight:** 3.59. **Cost:** \$1750 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **Valmet M76** – The Valmet is a Finnish clone of the basic AK-47 design, optimized for use in the extreme weather conditions of a Finnish winter – and of generally better finish and reliability.

Caliber: 7.62mm M43. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 12A. **Magazine:** 15/20/30c. **Weight:** 3.6. **Cost:** \$1250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).



▼ **VSS Sniper Rifle** – The VSS fires the new Russian 9x39mm round – not the AP round used by the OC-14 Groza SMG, but a special silent round that still retains good penetration capabilities at reasonable range. The 9x39mm round used by the VSS has an internal gas piston that holds in all the propellant gases while propelling the bullet normally – since the round itself is subsonic, this means that the only sound produced is the 'snick' of the firing pin and the sound of the bolt returning.

The VSS can be disassembled into three parts and reassembled in 60 seconds – a special container that externally resembles a briefcase is available for concealed carriage.

The long silencer also acts as a flash hider, making the weapon almost impossible to detect if fired at night. The cost normally includes the standard 4x optical and 2x night sights.

Caliber: 9 x 39mm Special Soviet. **Accuracy:** 3. **Damage:** 3d+0. **Rate of Fire:** 10A. **Magazine:** 10/20c. **Weight:** 2.6 (without sights). **Cost:** \$3750 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).

▼ **Zastava M59/66** – The M59 was a straight out Yugoslav copy of the Soviet SKS automatic rifle, but including an integral rifle grenade launcher fitting (missing from the Soviet design) and a shortened fore stock. Wartime losses has led to M59/66s being issued to some Yugoslav and Allied troops.

Caliber: 7.62mm M43. **Accuracy:** 3. **Rate of Fire:** SA. **Damage:** 4d+0. **Rate of Fire:** SA. **Magazine:** 10im.

ARMAGEDDON

Weight: 4.1. **Cost:** \$1000 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **Zastava M76** – A development of the M59/60 action into a sniper rifle, but rather different to the Russian Dragunov. Widely sold to allied forces as an in theater replacement for a variety of sniper rifles in the chaotic latter stages of the 3WW. Available in Russian 7.62mm 54R and 7.62mm NATO.

Caliber: 7.62mm M54R. **Accuracy:** 5. **Damage:** 4d+2. **Rate of Fire:** SA. **Magazine:** 10c. **Weight:** 4.2. **Cost:** \$3250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

Caliber: 7.62mm NATO. **Accuracy:** 5. **Damage:** 4d+2. **Rate of Fire:** SA. **Magazine:** 10c. **Weight:** 4.2. **Cost:** \$2500 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).



▼ **Zastava M70B1/M80** – The M70 was a straight copy of the AK-47, but was soon improved by the Yugoslavs, being fitted to take a Rifle Grenade launcher. The M80 was an upgrade of the basic design in 5.56mm NATO caliber, and was purchased by allied forces as an “in theater replacement” during the chaotic latter phases of the 3WW.

Caliber: 7.62mm M43. **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** 12A. **Magazine:** 20/30c. **Weight:** 3.7. **Cost:** \$1750 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 12A. **Magazine:** 20/30c. **Weight:** 3.5. **Cost:** \$750 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ SHOTGUNS

▼ **Bernadelli B4B** – An unusual design, the Bernadelli can be switched between pump action and semi-auto action at the flip of a switch. Uses a standard rifle layout with detachable box magazine. Mainly a SWAT or anti-terrorist weapon before the war, federalization by the US government of many such units for combat service meant that it became increasingly common not only with them but as an alternative to the H&K CAWS.

Caliber: 12g. **Accuracy:** 1. **Damage:** 3d+2. **Rate of Fire:** PA/SA. **Magazine:** 3c/5c/8c. **Weight:** 3.45. **Cost:** \$1750 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **Benelli 121 M1** – Reputedly the fastest semiauto shotgun in military use today – if the rumours that it is used by the SAS are true! It is a conventional pump action weapon. Adopted by a variety of special forces units as a replacement for regular pre-war issue weapons on the basis of SAS influence during the course of the war.

Caliber: 12g. **Accuracy:** 1. **Damage:** 3d+2. **Rate of Fire:** SA. **Magazine:** 7im (+1im if manually loaded). **Weight:** 3.45. **Cost:** \$2250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **Beretta M3P** – The first of the modern rifle style shotguns with a detachable box magazine – but with a folding stock and pistol grip so it can be used as a room sweeper. An aftermarket 8m magazine is available for this weapon.

Caliber: 12g. **Accuracy:** 2. **Damage:** 3d+2. **Rate of Fire:** SA. **Magazine:** 5c. **Weight:** 3.2. **Cost:** \$5000 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **Browning Autoriot** – Unofficially referred to as the Browning Auto-5, this is a British design pump-action shotgun commonly used by Police and Security personnel worldwide.

An aftermarket magazine extender is available, giving a magazine capacity of 7im. This basic weapon data may be used to represent a wide variety of pump action shotguns.

Caliber: 12g. **Accuracy:** 1. **Damage:** 3d+2. **Rate of Fire:** PA. **Magazine:** 5im (+1im if manually loaded). **Weight:** 3.7. **Cost:** \$500 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

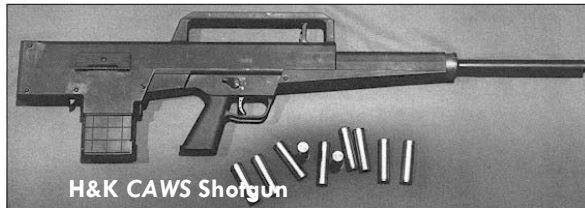
▼ **Franchi PA-2/215** – Smallest standard 12 gauge shotgun available, it is a standard pump-action weapon. An aftermarket magazine extended (+2im) is available.

Caliber: 12g. **Accuracy:** 1. **Damage:** 3d+2. **Rate of Fire:** PA. **Magazine:** 3im (+1im if manually loaded). **Weight:** 2.7. **Cost:** \$500 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).



▼ **Franchi SPAS-12** – The *Special Purpose Automatic Shotgun* can be switched between semiauto and pump action at the flick of a switch and has a folding stock that can hook around the arm to brace the weapon so it can be fired one handed. Used by US Federal security agencies, federalization and transfer to combat duties in Europe meant that their weapons (and weapon preferences) went with them.

Caliber: 12g. **Accuracy:** 2. **Damage:** 13d+2. **Rate of Fire:** PA. **Magazine:** 8im (+1im if manually loaded). **Weight:** 4.35. **Cost:** \$1250 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).



▼ **H&K CAWS** – The *Close Assault Weapon System* is a fully automatic, bullpup layout shotgun firing a brass cased round from a detachable box magazine. Though officially abandoned before the turn of the century, the requirements of Homeland Defence and urban warfare that characterized many of the small conflicts that led to the 3WW resulted in it being placed in production in the early years of the new century.

An aftermarket 15 round magazine is available, and is known to work reliably. A 20 round magazine is also available, but doubles CF (10).

Caliber: 12g All Brass. **Accuracy:** 2. **Damage:** 4d+0 (shot), 5d+0 (flechette). **Rate of Fire:** 10A. **Magazine:** 10c. **Weight:** 3.2. **Cost:** \$1750 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **Ithaca M-37 Military & Police** – The M&P shotgun model is one of the most common weapons found in US Police/Security armouries. A cut-down folding stock version (the *Stakeout*) is available, massing 2.25 kg, but costing the same.

The ROF of both versions is 5A if trigger is held down while the action worked. An aftermarket magazine extender is available for +1im.

Caliber: 12g. **Accuracy:** 0. **Damage:** 3d+2. **Rate of Fire:** PA. **Magazine:** 7im (+1im if manually loaded). **Weight:** 3.0. **Cost:** \$375 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5), Flechette rounds are AP vs. flexible armour.



▼ **Ithaca MAG-10** – The *Roadblocker* is the largest caliber pump action shotgun commercially available – the main drawback being the small capacity

ARMAGEDDON

of its magazine. The 10g slugs it can fire are capable of severely damage, even stopping, unarmoured vehicles. An aftermarket magazine extender is available, capacity 3im (4im if manually loaded).

Caliber: 10g. **Accuracy:** 2. **Damage:** 4d+0. **Rate of Fire:** PA. **Magazine:** 2im (+1im if manually loaded). **Weight:** 4.9. **Cost:** \$1250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5).

▼ **Pancor Mk3a2 Jackhammer** – The *Pancor Jackhammer* is an automatic shotgun that can fire standard plastic shells. The quick change ammo cassette holds the cartridges in individual slots that form the firing chamber. Once fired, the action rotates the chamber away – dissipating the heat that would normally melt succeeding plastic shells.

Like the H&K CAWS, the Jackhammer was put into production to meet Homeland Defence requirements and for operations in urban areas in the small wars that led up to the 3WW. Extra magazines cost \$500 (Rare). The weapon normally comes with 2 magazines.

Caliber: 12g. **Accuracy:** 2. **Damage:** 3d+2. **Rate of Fire:** SA/5A. **Magazine:** 10m. **Weight:** 3.87. **Cost:** \$1250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).



▼ **Mossberg M500 ATP8S** – A cheap, commonly available civilian pump-action shotgun. An aftermarket magazine extender (+1 im) is available.

Caliber: 12g. **Accuracy:** 1. **Damage:** 3d+2. **Rate of Fire:** PA. **Magazine:** 7im (+1im if manually loaded). **Weight:** 3.0. **Cost:** \$150 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).



▼ **Saiga 12-K** – An unusual design from Russia, the Saiga is an automatic clip-fed shotgun that uses a modified AK-series action to fire 12 gauge shells (cardboard or plastic).

Caliber: 12g. **Accuracy:** 0. **Damage:** 3d+2. **Rate of Fire:** SA/5A. **Magazine:** 5/7/10c. **Weight:** 3.5. **Cost:** \$1250 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (5) in SA mode; Unreliable (7) in Automatic mode.

▼ **Savage 311R** – A common, and cheap, civilian double barreled shotgun.

ARMAGEDDON

Caliber: 12g. **Accuracy:** 1. **Damage:** 3d+2. **Rate of Fire:** 2SS. **Magazine:** 2im. **Weight:** 3.2. **Cost:** \$50 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (2).

▼ **Striker Magnum-2** – A development of the basic 12 gauge model, this South African design has a clockwork drum provides a considerable rate of fire up front, but is slow to reload. The new version has a detachable drum magazine so empty drums can be quickly replaced.

Uncommon outside of South Africa before the 3WW, large orders were placed by several NATO nations as the war progressed.

Caliber: 10g. **Accuracy:** 1. **Damage:** 4d+0. **Rate of Fire:** SA/5A. **Magazine:** 10c. **Weight:** 3.0. **Cost:** \$1750 (Very Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).



▼ MACHINEGUNS

▼ **AAT-52/AAT-F1 GPMG** – The standard GPMG of the French army, it was chambered for the 7.5mm French round. The F1, however, fires 7.62mm NATO (most have been upgraded) caliber ammunition. Poor design means that rounds must be greased before being fired – if they are not, then the weapon is treated as if *Unreliable* (for jamming). If captured, assume that any containers of ready-use ammo with the weapon have already been oiled.

Caliber: 7.5mm French (7.62mm NATO). **Accuracy:** 2. **Damage:** 4d+2. **Rate of Fire:** 12A. **Magazine:** 50b. **Weight:** 9.88. **Cost:** \$1750 (Very Rare) or \$3500 (R). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (10).

▼ **BAR M-1918a2** – Standard US light machinegun in WW2. Reliable, but heavy and with a too small magazine. Really a too-heavy automatic rifle. Many were taken from reserve stocks and reissued to US forces as losses of more modern weapons were lost during the 3WW.

Caliber: .30-06 cal. **Accuracy:** 3. **Damage:** 4d+2. **Rate of Fire:** 8A. **Magazine:** 20c. **Weight:** 8.82. **Cost:** \$2000 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (7).

▼ **Bren L2A4** – Standard British LMG in WW2, extensively issued as a replacement weapon (in 7.62mm NATO). The Bren is an extremely accurate weapon – as accurate as a rifle! Too heavy and expensive to produce, however.

Caliber: 7.62mm NATO. **Accuracy:** 4. **Damage:** 4d+2. **Rate of Fire:** 8A. **Magazine:** 30c. **Weight:** 10.15. **Cost:** \$3000 (Rare). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).



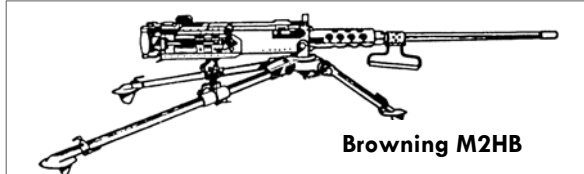
▼ **Browning M1919a4** – Common medium MG of the allied forces – an air cooled version of the original M1917, firing 7.62mm NATO rounds. Some earlier models, chambered for the original .30-06 caliber, can still be found in service – but the stats are substantially the same as for the 7.62mm version. Listed weight includes the tripod mount for the weapon.

Caliber: 7.62mm NATO. (.30-06 cal). **Accuracy:** 5. **Damage:** 4d+2. **Rate of Fire:** 8A. **Magazine:** 250b. **Weight:** 21. **Cost:** \$3000 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

▼ **Browning M2HB** – The heavy machinegun for Western armies. Even though it dated back to 1917 (when it was intended for anti-tank use), it is still in common use. Because of the "inhumane" nature of

the round against personnel targets (as well as because of the cost), doctrine calls for it only to be used against vehicles or materiel targets. Comes with a 70 kilo tripod mount, making the weapon + mount weigh in at 120 kilos.

Caliber: .50 cal BMG. **Accuracy:** 5. **Damage:** 6d+1. **Rate of Fire:** 8A. **Magazine:** 100b. **Weight:** 21. **Cost:** \$5000 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).



Browning M2HB

▼ **H&K-21** – The HK-21 is a LMG variant of the G-3 Rifle – it can fire from standard G-3 magazines as well as from standard NATO link belts.

Caliber: 7.62mm NATO. **Accuracy:** 4. **Damage:** 4d+2. **Rate of Fire:** 15A. **Magazine:** 100b. **Weight:** 8.3. **Cost:** \$2500 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

Caliber: 5.56mm NATO. **Accuracy:** 4. **Damage:** 4d+0. **Rate of Fire:** 15A. **Magazine:** 100b or 30c. **Weight:** 8.0. **Cost:** \$2000 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6); Fires standard M-16 magazines.

▼ **Enfield L-86a1** – The L-86a1 *Light Support Weapon* is the LMG variant of the Individual Weapon. The LSW has a heavier barrel to allow it to fire full automatic, it can fire standard L-85 magazines or disintegrating link belts, enhancing its versatility. Early models had problems supposedly eliminated in the later batches. These were refitted and brought up to later standards, but treat as if Unreliable (10).

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 12A. **Magazine:** 30c. **Weight:** 4.25. **Cost:** \$2000 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

MAG-58 – Belgian manufactured medium machinegun that has been exported worldwide with great success – and commonly used by many NATO armies. A standard postwar GPMG design.

Caliber: 7.62mm NATO. **Accuracy:** 4. **Damage:** 4d+2. **Rate of Fire:** 14A. **Magazine:** 100b. **Weight:**



MG-42

ARMAGEDDON

11.0. **Cost:** \$1750 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

▼ **MG-34/MG-42/MG-3** – The MG-34 (simplified as the MG-42) was the standard GPMG of the German armed forces in WW2. The post-war Bundeswehr continued to use the weapon as the MG-3 (and the US used the concept as the basis for their M-60 GPMG).

Caliber: 7.92mm (7.62mm NATO). **Accuracy:** 3. **Damage:** 4d+2. **Rate of Fire:** 15A (MG34), 20A (MG42/MG3). **Magazine:** 50/75d or 100b. **Weight:** 11.0. **Cost:** \$1750 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

▼ **M-249 SAW (FN Minimi)** – A Belgian design, the SAW was the standard US Squad MG during the Three Way War. The M-249 can fire M16 magazines as well as standard disintegrating link belts.



FN Minimi / M-249

Caliber: 5.56mm NATO. **Accuracy:** 3. **Damage:** 4d+1. **Rate of Fire:** 15A. **Magazine:** 20/30/50c or 100b. **Weight:** 7.0. **Cost:** \$1500 (Scarce). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

▼ **M-60 GPMG** – Based on the concepts pioneered by the German WW2 MG-42, the M-60 was long the standard MMG of the US Armed forces, but had been replaced by the M249 before the 3WW. Battle losses have led to its reappearance.

Caliber: 7.62mm NATO. **Accuracy:** 3. **Damage:** 4d+2. **Rate of Fire:** 9A. **Magazine:** 100b. **Weight:** 10.5. **Cost:** \$975 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

▼ **PKM Machinegun** – The standard Soviet MMG, it has an integral bipod, but may also be fired from a tripod mount in the medium MG role.

Caliber: 7.62mm 54R. **Accuracy:** 3. **Damage:** 4d+2. **Rate of Fire:** 11A. **Magazine:** 100b. **Weight:** 9.0. **Cost:** \$1500 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (6).

▼ **RPK-47 and RPK-74** – Heavy barreled variants of the AK-47 and AK-74, respectively. They are capable of firing standard AK magazines for their type, but normally use larger capacity magazines listed below. The 40m and 75m magazines cannot be fired from a prone position without the bipod.

Caliber: 7.62mm M43 (5.45mm). **Accuracy:** 3. **Damage:** 4d+0. **Rate of Fire:** 11A. **Magazine:** 30/40/75c. **Weight:** 5.0 (4.25). **Cost:** \$750 or \$1000 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (7).

ARMAGEDDON

▼ GRENADE LAUNCHERS

▼ **Mk 19** – The Mk-19 is the US army's automatic grenade launcher, firing non-standard 40mm grenades with al-brass cartridge cases. The Mk 19 can fire standard 40mm grenades as single shots inserted directly in the breech.

Caliber: 40mm All Brass. **Accuracy:** 1. **Rate of Fire:** 6A. **Magazine:** 20b or 50b. **Weight:** 35. **Cost:** \$3125 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (7).

40mm All Brass HE/Frag Round: 3d+2 lethal; 28kg (50b), \$500 (Scarce). **40mm All Brass HEDP Round:** 4d+2 lethal (AP) plus 2d+1 explosion (half lethal); 28kg (50b), \$1250 (Rare).



▼ **AGS-17 Plamya** – The Plamya ("Flame") is the standard Russian belt fed automatic Grenade Launcher and fires non-standard 30mm grenades from a link belt. The AGS-17 can only be fired from a tripod mount (or from a vehicle mount). Add +1 to CF for each belt of grenades fired between maintenance sessions.

Caliber: 30mm. **Accuracy:** 0. **Rate of Fire:** 1A. **Magazine:** 30d. **Weight:** 18. **Cost:** \$3750 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (8).

30mm HE/Frag Round: 3d+1 lethal; 10kg (30b), \$250 (Scarce).

▼ **HK-69 GL** – The HK-69 is designed to be fired from beneath most western rifles or as a stand alone weapon (it has its own pistol grip and stock).

Caliber: 40mm. **Accuracy:** 1. **Rate of Fire:** 1SS. **Magazine:** 1im. **Weight:** 1.8. **Cost:** \$1250 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).

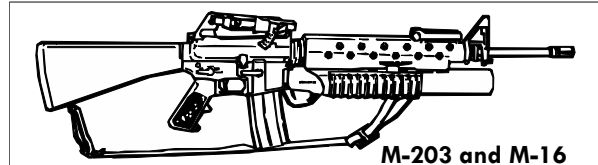
40mm HE/Frag: 3d+2; 300g, \$7.50 (Scarce). **40mm HEDP:** 4d+2 lethal (AP) plus 2d+1 explosion (half lethal); 300g, \$12.50 (Scarce). **40mm Canister:** 6d+0 lethal; 300g, \$5 (Scarce). **40mm Illumination:** 100 m radius, 30 seconds duration; 300g, \$12.50 (Scarce). **40mm Smoke:** 6 m radius, 30 seconds duration; 300g, \$25 (Rare).



▼ **M-79 GL** – Obsolete US grenade launcher with break open action. Increasingly reissued from reserve stocks as wartime losses mount.

Caliber: 40mm. **Accuracy:** 2. **Rate of Fire:** 1SS. **Magazine:** 1im. **Weight:** 2.67. **Cost:** \$625 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).

40mm HE/Frag: 3d+2; 300g, \$7.50 (Scarce). **40mm HEDP:** 4d+2 lethal (AP) plus 2d+1 explosion (half lethal); 300g, \$12.50 (Scarce). **40mm Canister:** 6d+0 lethal; 300g, \$5 (Scarce). **40mm Illumination:** 100 m radius, 30 seconds duration; 300g, \$12.50 (Scarce). **40mm Smoke:** 6 m radius, 30 seconds duration; 300g, \$25 (Rare).



▼ **M-203 GL** – Replacement for the M79, the M203 can only be fired when attached to a rifle (later models, now rare, could be used alone). The M-203 uses a slide reloading method.

Caliber: 40mm. **Accuracy:** 0. **Rate of Fire:** 1SS. **Magazine:** 1im. **Weight:** 1.4. **Cost:** \$1000 (Common). **Armour:** 1d+1. **Hits:** 4. **Notes:** Reliable (4).

40mm HE/Frag: 3d+2; 300g, \$7.50 (Scarce). **40mm HEDP:** 4d+2 lethal (AP) plus 2d+1 explosion (half lethal); 300g, \$12.50 (Scarce). **40mm Canister:** 6d+0 lethal; 300g, \$5 (Scarce). **40mm Illumination:** 100 m radius, 30 seconds duration; 300g, \$12.50 (Scarce). **40mm Smoke:** 6 m radius, 30 seconds duration; 300g, \$25 (Rare).

▼ ROCKET LAUNCHERS

▼ **Armbrust** – Named after William Tell's crossbow, the Armbrust is used by both the German and US armed forces as a disposable RL. It is unique as it has no backblast – it expels plastic confetti which absorbs it, making it safe to fire from within an enclosed space.

Caliber: 69 mm. **Accuracy:** 3. **Damage:** 10d+2 lethal (AP). **Rate of Fire:** 1SS. **Magazine:** 1im. **Weight:** 6.5. **Cost:** \$500 (Scarce). **Armour:** 1d+2. **Hits:** 4. **Notes:** Disposable, Reliable (2).

▼ **IAI B300 (M-12 SMAW)** – An Israeli designed Rocket Launcher adopted by the US Marines.

Caliber: 82 mm. **Accuracy:** 1. **Rate of Fire:** 1SS. **Magazine:** 1im. **Weight:** 15 (rounds = 3). **Cost:** \$750 (Scarce). **Armour:** 1d+2. **Hits:** 4. **Notes:** Reliable (4), Reuseable.

B300 HEAT Round: 12d+2 lethal (AP), 4d+0 half lethal; (explosion); 5kg, \$12 (Scarce). **B300 HE/Frag Round:** 5d+2 lethal; 5kg, \$10 (Scarce).

▼ **LRAC F-1** – Standard disposable rocket launcher of the French armed forces.

Caliber: 88.9 mm. **Accuracy:** 1. **Damage:** +0 lethal (AP), 4d+0 half lethal (explosion). **Rate of Fire:** 1SS. **Magazine:** 1im. **Weight:** 9. CF: 1. **Cost:** \$750 (Rare). **Armour:** 1d+2. **Hits:** 4. **Notes:** Reliable (1).



▼ **RPG-7** – Famous post WW2 Soviet Rocket Launcher, being pressed into service as a cheap support weapon by the Russian Army in the 3WW. The RPG-7 has been called back into service as war losses mount – and ammunition is still in production and widely available.

Large numbers of these weapons have fallen into the hands of NATO forces – and have been re-issued for use against their former owners. To this end, ammunition for them was in production at many dispersed sites in western Europe.

Caliber: 85 mm. **Accuracy:** 4. **Rate of Fire:** 1SS. **Magazine:** 1im. **Weight:** 6.5. **Cost:** \$250 (Scarce). **Armour:** 1d+2. **Hits:** 4. **Notes:** Reliable (1).

RPG-7 HEAT round: 12d+1 lethal (A), 4d+0 half lethal (explosion), 3kg, \$25 (Scarce).

▼ **RPG-16** – The RPG-16 is one of the successors to the RPG-and is still available in large numbers.

Caliber: 58.3 mm. **Accuracy:** 1. **Rate of Fire:** 1SS. **Magazine:** 1im. **Weight:** 4. **Cost:** \$500 (Scarce). **Armour:** 1d+2. **Hits:** 4. **Notes:** Reliable (1).

RPG-16 HEAT Round: 10d+0 lethal (AP), 4d+0 half

ARMAGEDDON

lethal (explosion); 1.5kg, \$30 (Rare).

▼ **RPG-22** – The RPG-22 is the standard issue disposable rocket launcher of the Russian armed forces. It is still available in large numbers due to peacetime stockpiling and simplicity of production even under wartime conditions.

Caliber: 64 mm. **Accuracy:** 1. **Damage:** 10d+2 lethal (AP), 4d+0 half lethal (explosion). **Rate of Fire:** 1SS. **Magazine:** 1im. **Weight:** 4. **Cost:** \$30 (Scarce). **Armour:** 1d+2. **Hits:** 4. **Notes:** Disposable, Reliable (1).

ARMAGEDDON

▼ LIGHT MORTARS

▼ **AM2 B9 Vasilek** – This is an automatic mortar, firing bombs from a 5 round clip. It normally appears on an integral wheeled mount. Unlike other Russian mortars, the Vasilek clip cannot accept standard 81 mm NATO mortar bombs – but it can be hand fed with such, at 1/SS.

Caliber: 82 mm. **Accuracy:** 0/7. **Range:** 100/3000. **Rate of Fire:** 2A. **Magazine:** 5c. **Weight:** 80. **Cost:** \$25000 (Very Rare). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (5).

▼ **L16a2 81mm Mortar** – Standard issue medium mortar of the UK armed forces. Available in large numbers as the UK produces them to replace war-time losses of artillery.

Caliber: 81 mm. **Accuracy:** 0/7. **Range:** 150/4000. **Rate of Fire:** 1/SS (½SS sustained). **Magazine:** 1im. **Weight:** 40. **Cost:** \$12500 (Rare). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (1).



▼ **M1937 82mm Mortar** – Standard issue medium mortar of the Soviet army during WW2 – being reissued to Russian forces as wartime losses of more recent weapons mount. Like all Russian 82mm mortars, the M1937 can fire NATO standard 81mm mortar bombs.

Caliber: 82 mm. **Accuracy:** 0/7. **Range:** 100/3000. **Rate of Fire:** 1/SS (½ SS sustained). **Magazine:** 1im. **Weight:** 56. **Cost:** \$11250 (Rare). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (3).

▼ **M1943 120mm Mortar** – Standard Russian heavy mortar of WW2, and still in use as a replacement for losses of more modern weapons during the 3WW.

Caliber: 120 mm. **Accuracy:** 0/7. **Range:** 500/5000. **Rate of Fire:** 1/SS (½SS sustained). **Magazine:** 1im. **Weight:** 520. **Cost:** \$1550 (Rare). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (3).

▼ **M29e1 81mm Mortar** – Until its replacement by the M224 this was the standard medium mortar of the US armed forces. Combat losses have led to reserve stocks being issued.

Caliber: 81 mm. **Accuracy:** 0. **Range:** 50/4000. **Rate of Fire:** 1/SS (½ SS sustained). **Magazine:** 1im. **Weight:** 49. **Cost:** \$9375 (Scarce). **Armour:** 2d+0. **Hits:** 4.

Notes: Reliable (3).

▼ **M30 107mm Mortar** – Standard US heavy mortar dating back to WW2 – originally intended to deliver chemical rounds.

Caliber: 107 mm. **Accuracy:** 0/7. **Range:** 900/6000. **Rate of Fire:** 1/SS (½SS sustained). **Magazine:** 1im. **Weight:** 305. **Cost:** \$22500 (Very Rare). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (4).

▼ **M224 60mm Mortar** – The current light and medium mortar of the US armed forces. The M224 is versatile weapon and cheap to produce in the chaotic conditions of the 3WW.

Caliber: 60 mm. **Accuracy:** 0. **Range:** 50/4000. **Rate of Fire:** 1/SS (½SS sustained). **Magazine:** 1im. **Weight:** 21. **Cost:** \$6250 (Scarce). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (1).

▼ **W99 82mm Mortar** – Updated Chinese copy of the 82mm Vasilek on a heavy wheeled field mount. Unlike other 82mm mortars, the W99 clip cannot accept standard 81mm NATO mortar bombs – but it can be hand fed with such, at 1/SS.

Caliber: 82 mm. **Accuracy:** 0/7. **Range:** 100/4500. **Rate of Fire:** 1A. **Magazine:** 4c. **Weight:** 85. **Cost:** \$35000 (Very Rate). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (6).

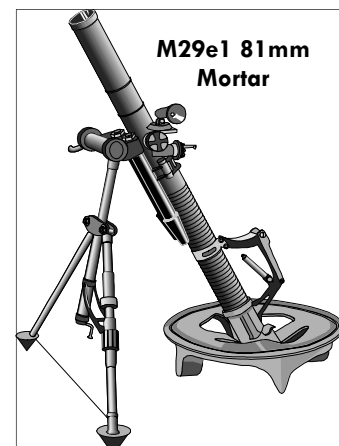
▼ Mortar Bombs

60mm HE: 3d+1 lethal; 1.75 kg, \$5 (Common). **60mm Smoke:** 25 meters, 60 seconds; 1.75kg, \$10 (Scarce). **60mm Illumination:** 500 meters, 30 seconds; 1.75kg, \$12 (Very Rare).

81/82mm HE: 12d+2 lethal; 7.5kg, \$20 (Common). **81/82mm Smoke:** 30 meters, 60 seconds; 7.5kg, \$50 (Rare). **81/82mm Illumination:** 1200 meters, 60 seconds; 7.5kg, \$60 (Rare).

107mm HE: 13d+2 lethal; 16.5kg, \$35 (Common). **107mm Smoke:** 60 meters, 120 seconds; 16.5kg, \$50 (Common). **107mm Illumination:** 1500 meters, 90 seconds; 16.5kg, \$50 (Rare).

120mm HE: 7d+2 half lethal; 23kg, \$50 (Common). **120mm Shrapnel:** 14d+0 lethal; 23kg, \$50 (Common). **120mm Smoke:** 60 meters, 150 seconds; 23kg, \$50 (Rare). **120mm Illumination:** 1500 meters, 120 seconds; 23kg, \$50 (Rare).



▼ RECOILLESS RIFLES

▼ **Carl Gustav 84mm RR** – Swedish designed Recoilless Rifle used around the world, especially by British/Commonwealth forces. Mostly replaced by newer weapons, it has been re-entering service as wartime losses mount.

Caliber: 84 mm. **Accuracy:** 4. **Rate of Fire:** 1/SS. **Magazine:** 1im. **Weight:** 15. **Cost:** \$3125 (Scarce). **Armour:** 1d+2. **Hits:** 4. **Notes:** Reliable (5).

84mm HEAT: 12d+1 lethal (AP); 4d+0 half lethal (explosion); 5kg, \$20 (Very Rare). **84mm HE/Frag:** 12d+1 lethal; 5kg, \$15 (Very Rare).



▼ **M-67 90mm RR** – US Recoilless Rifle relegated to Reserve status in the 1970's and 1980's before being retired in favour of ATGMs such as Dragon and TOW. It has been re-entering service from reserve stocks on a war emergency basis as stocks of more sophisticated weapons are exhausted.

Caliber: 90 mm. **Accuracy:** 4. **Rate of Fire:** 1/SS. **Magazine:** 1im. **Weight:** 15. **Cost:** \$1875 (Scarce). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (6).

90mm HEAT: 12d+2 lethal (AP); 4d+0 (explosion); 5kg, \$15 (Scarce). **90mm Canister:** 13d+2 lethal; 5kg, \$10 (Scarce).

ARMAGEDDON

▼ AUTOCANNON

▼ **Generic 20mm Cannon** – Based on the Oerlikon (first introduced in 1914), a standard design still in widespread production and use at the outbreak of the 3WW (though with improved materials and some design tweaks).

This represents all 20mm autocannon likely to be encountered during the course of the basic game – functionally there is little difference (and what there is is mainly in the form of ammunition feed).

Caliber: 20mm. **Accuracy:** 4/7. **Rate of Fire:** 6A. **Magazine:** 20/60c or 50b. **Weight:** 70. **Cost:** \$7500 (Common). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (6).

20mm API: 7d+1 lethal (AP); ½kg, \$5 (Common). **20mm HE:** 3d+0 half lethal (explosion); ½kg, \$7.50 (Common).

▼ **Generic 25mm Cannon** – Based on the 25mm autocannon used in the Bradley IFV, a more powerful weapon with a higher RoF than the older 20mm autocannon. These weapons are always found in vehicle, field or fixed mounts – weight and cost only apply if not part of a normal vehicle armament suite.

Caliber: 25mm. **Accuracy:** 4/7. **Rate of Fire:** 8A. **Magazine:** 50b. **Weight:** 110. **Cost:** \$12500 (S). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (8).

25mm API: 7d+2 lethal (AP); 600g, \$7.50 (Scarce). **25mm APHE:** 7d+2 lethal (AP), 2d+1 half lethal (explosion); 600g, \$10 (Scarce).

▼ **Generic 35/37mm Autocannon** – Based on the 35 autocannon in the Japanese Type 89 IFV, but representing any 35 or 37mm autocannon likely to be encountered.

Caliber: 35/37mm. **Accuracy:** 3/7. **Rate of Fire:** 5A. **Magazine:** 25b. **Weight:** 200. **Cost:** \$17500 (Rare). **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (8).

35/37mm API: 8d+1 lethal (AP); 0.65kg, \$10 (Scarce). **35/37mm APHE:** 8d+1 lethal (AP), 3d+0 half lethal (explosion); 0.65kg, \$10 (Scarce).



ARMAGEDDON

▼ TANK GUNS/ANTI-TANK GUNS

▼ **105mm Low Pressure** – This is the standard gun used on the Th-301 and Stingray light tanks – it fires ammunition that performs the same as rounds fired from standard 105mm tank guns.

Caliber: 105mm. **Accuracy:** 7. **Rate of Fire:** 1/SS + 6 reload. **Magazine:** 1im. **Weight:** n.a. **Cost:** n.a. **Armour:** 2d+0. **Hits:** 4. **Notes:** Reliable (8).

105mm APFSDS: 13+0 (AP); 20kg, \$100 (Scarce).
105mm APFSDSDU: 13d+2 (AP); 20kg, \$250 (Rare).
105mm HEAT: 13d+2 lethal (AP), 6d+0 half lethal (explosion); 20kg, \$50 (Common). **105mm Canister:** 14d+1 lethal. **105mm Smoke:** 50 meters, 180 seconds; 20kg, \$150 (Rare).

▼ **125mm Low Pressure** – This is the standard gun used on the SPRUT-D Light Tank (or AT Gun) – it fires standard Russian 125mm tank gun rounds.

Caliber: 125mm. **Accuracy:** 7. **Rate of Fire:** 1/SS + 11 reload. **Magazine:** 1im. **Weight:** n.a. **Cost:** n.a. **Armour:** 1d+2. **Hits:** 4. **Notes:** Reliable (10).

125mm APFSDS: 14d+0 (AP); 22kg, \$150 (Rare).
125mm APFSDSDU: 14d+2; 22kg, \$375 (Very Rare).
125mm HEAT: 14d+2 lethal (AP), 6d+2 half lethal (explosion); 22kg, \$75 (Scarce). **125mm Smoke:** 50 meters, 180 seconds; 20kg, \$175 (Rare).



▼ MELEE WEAPONS

▼ **Standard Knife** – Standard combat knife issued to soldiers worldwide (often doubles as a bayonet). **Damage:** Punch+0, lethal. **Length:** Short. **Weight:** 0.45kg. **Cost:** \$10 or more (Very Common). **Armour:** 1d+2. **Hits:** 3. **Notes:** Balanced.

▼ **Combat Knife** – A specially designed combat knife, like the USMC KaBar or the British Sykes-Fairbairn. **Damage:** Punch+1, lethal. **Length:** Short. **Weight:** 0.55kg. **Cost:** \$60 or more (Very Common). **Armour:** 1d+2. **Hits:** 3. **Notes:** Balanced.

▼ **Machete** – A common brush-clearing utility knife used as a weapon. **Damage:** Punch+1, lethal. **Length:** Medium. **Weight:** 2.5kg. **Cost:** \$25 or more (Very Common). **Armour:** 1d+2. **Hits:** 3. **Notes:** Balanced.

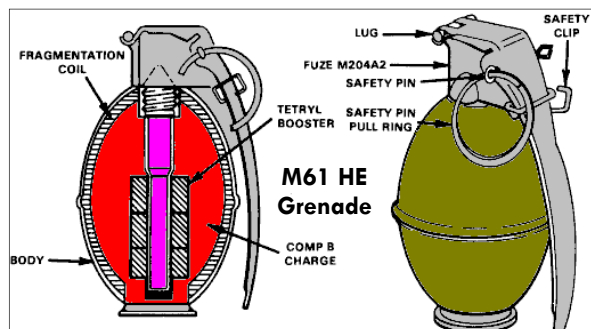
▼ **Rifle + Bayonet** – When combined with a rifle, a bayonet becomes a much more effective weapon – a combination club and spear. Assume that all rifles with appropriately fitted bayonets count in this category. **Damage:** Punch+1, lethal. **Length:** Long. **Weight:** 2.5kg. **Cost:** varies. **Armour:** 1d+2. **Hits:** 4. **Notes:** Unbalanced, two hands.

▼ GRENADES

▼ **HE Grenades** – Generic hand grenade representing versions from WW1 through to the Three Way War – ignoring the difference between Offensive and Defensive types for simplicity. **Damage:** 3d+1 lethal explosion. **Weight:** ½kg. **Cost:** \$5 (Common).

▼ **WP/Smoke Grenades** – Generic WP/Smoke hand grenade – this type of grenade has a secondary incendiary effect from the burning white phosphorus.

Non-incendiary smoke grenades are available as well, but are not produced locally because of the more complex chemical infrastructure and production facilities they would require. **Damage:** 3d+1 lethal explosion, 1d+1 continuous (5 seconds). **Weight:** ¾kg. **Cost:** \$15 (Common).



▼ DEMOLITIONS & MINES

▼ **Dynamite or Gelignite** – Nitroglycerine mixed with a stabilizer (clay or sawdust) and less prone to "accidentally" exploding. If the sticks "sweat" the droplets are pure nitro! **Damage:** 3d+1 half lethal explosion for ½kg (+1d for each doubling). **Cost:** \$5 per stick (Scarce).

▼ **Mine, Antipersonnel** – A generic antipersonnel

mine. **Damage:** 6d+1 lethal explosion. **Cost:** \$200 (Scarce).

▼ **Mine, Directional** – A generic “shotgun” mine similar to the US Claymore. It can be set to be triggered by a tripwire (booby trap or a remote trigger). **Damage:** 6d+1 lethal explosion (loses damage every *three* range bands, but only has a 60% arc of effect). **Cost:** \$300 (Scarce)

▼ **Blasting Caps** – One of these is required to set off any explosive, they may be Electric or non-electric.

Cost: \$2.50, Electric (Scarce); \$1.25, Non-electric (Scarce). **Weight:** 200/kg, 1000/kg.

▼ **Igniter, Percussion** – Generic percussion detonator – insert a detonator cap, insert the Fuze (or Match) and trip it. **Cost:** \$12.50 (Scarce). **Weight:** 50/ kg.

▼ **Igniter, Electrical** – A hand crank/plunger electrical igniter. It may trigger up to ten electrical caps at once. **Cost:** \$62.50 (Scarce). **Weight:** 1 kg.

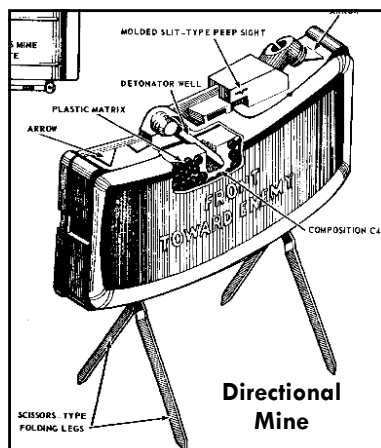
▼ **Wire, Electrical** – Used with a blasting cap or electrical igniter, to trigger a charge at distances up to a kilometer. **Cost:** \$125 (Scarce) per 100 meter spool. **Weight:** 5 kg per spool.

▼ **Detonator, Acid** – Screwing the two parts of this fuze together tightly breaks the seal and the acid will start to eat through a metal plate between it and the detonator.

Minimum practical detonation time is 30 minutes (and there, by nominal half hour increments up to 8 hours), but a +25% variation from the setting can be expected. **Cost:** \$2.50 (Rare). **Weight:** 25 per kg.

▼ **Fuze, Instant** – Burns 5900 meters per second and ignites blasting caps. It must be lit with an manual igniter or a hot flame (such as a match). **Cost:** \$625 (Scarce) per coil. **Weight:** 3kg per 100 meter coil.

▼ **Fuze, Time** – Burns at 100 meters per second and ignites nonelectric blasting caps. It must be lit with an manual igniter or a hot flame (such as a match). **Cost:** \$625 (Scarce) per coil. **Weight:** 3 kg per 100 meter coil.



ARMAGEDDON

▼ SMALLARMS AMMUNITION

▼ **.22 Long Rifle:** Case (1000 rounds), 5kg, \$250 (Rare). 10:1 exchange.

▼ **5.45mm Russian Ball:** Case (1000 rounds), 12kg, \$150 (Common). 8:1 exchange.

▼ **5.56mm NATO Ball:** Case (1000 rounds), 15kg, \$100 (Common). 5:1 exchange. 100b, 2 kg, \$100.

▼ **5.8mm Chinese Ball:** Case (1000 rounds), 16 kg, \$500 (Very Rare). 10:1 exchange.

▼ **7.5mm French Ball:** Case (600 rounds), 15kg, \$300 (Rare). 10:1 exchange. 100b, 3.5 kg, \$100 (Rare).

▼ **.30 caliber US Carbine:** Case (1000 rounds), 20 kg, \$75 (Scarce). 8:1 exchange.

▼ **7.62mm Tokarev Ball:** Case (500 rounds), 9 kg, \$100 (Scarce). 8:1 exchange.

▼ **7.62mm M43 Russian Ball:** Case (600 rounds), 10 kg, \$185 (Common). 5:1 exchange.

▼ **7.62mm NATO Ball:** Case (500 rounds), 16 kg, \$250 (Common). 5:1 exchange. 100b, 3.5 kg, \$100.

▼ **7.62mm 54R Russian Ball:** Case (500 rounds), 20kg, \$315 (Common). 5:1 exchange. 100b, 3.5 kg, \$125.

▼ **9mm Parabellum:** Case (1000 rounds), 25 kg, \$250 (Common). 5:1 exchange.

▼ **9mm Soviet Special Pistol:** Case (1000 rounds), 25 kg, \$1000 (Scarce). 10:1 exchange.

▼ **.45 ACP:** Case (100 rounds), 20 kg, \$300 (Common). 5:1 exchange.

▼ **12 Gauge Plastic/Cardboard:** Case (100 rounds), 10 kg, \$30 (Scarce). 10:1 exchange.

▼ **12 Gauge All Brass:** Case (100 rounds), 15kg, \$100 (Rare). 8:1 exchange.

▼ **.30-06 Springfield Ball:** Case (1000 rounds), 40 kg, \$125 (Scarce). 10:1 exchange.

▼ **.380 ACP:** Case (1000 rounds), 10 kg, \$750 (Rare). 10:1 exchange.

▼ **.38 Special:** Case (1000 rounds), 15 kg, \$300 (Scarce). 10:1 exchange.

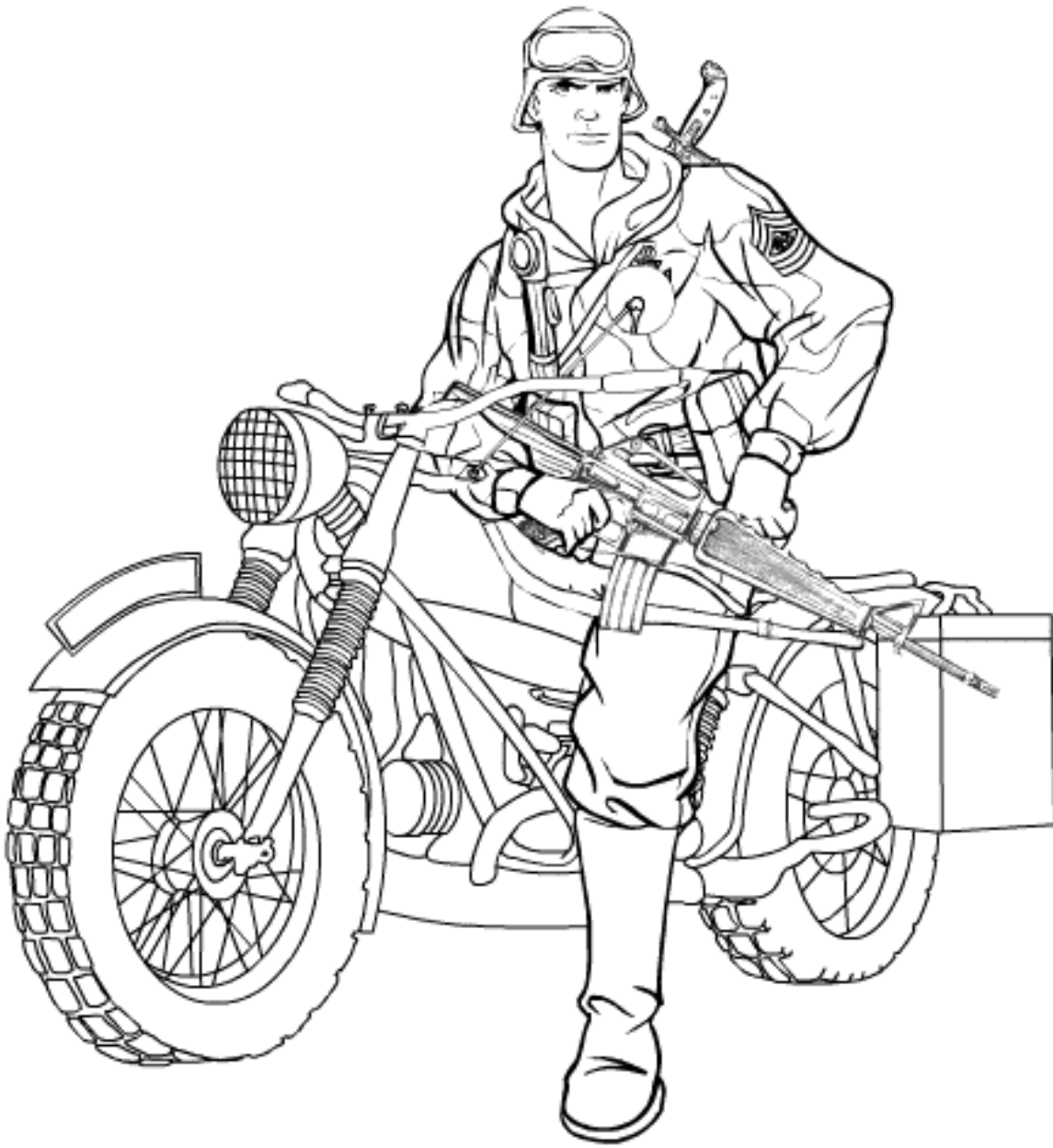
▼ **.40 S&W or 10mm Auto:** Case (1000 rounds), 20kg, \$600 (Rare). 10:1 exchange.

▼ **.357 Magnum:** Case (1000 rounds), 18 kg, \$600 (Scarce). 10:1 exchange.

▼ **.44 Magnum:** Case (1000 rounds), 20 kg, \$1250 (Rare). 10:1 exchange.

▼ **.50 BMG:** Case (100 rounds), 10 kg, \$100 (Rare). 5:1 exchange.

▼ **12.7mm:** Case (100 rounds), 10 kg, \$100 (Rare). 5:1 exchange.



VEHICLES



▼ ADVANCED TOPIC: ALTERNATE HIT LOCATION

Vehicles are *rare* in **Road to Armageddon** – rare enough that it is *very important* where they are hit and damaged when they are hit and damaged.

EABA Core Rules (#7.20) provide a *Hit Location* rule – but these rules do not take into account turreted vehicles such as Tanks and Armoured Cars and the like. This rule provides for such vehicles.

ROLL	LOCATION	GENERAL EFFECT
1-4	Hull	Refer to <i>Hull Hit Table</i>
5-6	Turret	Refer to <i>Turret Hit Table</i>

HULL HIT TABLE

ROLL	LOCATION	GENERAL EFFECT
1	Engine	<i>Engine shutdown</i>
2	Fuel	<i>Fuel Loss</i>
3	Passengers	<i>Passenger Injury</i>
4	Cargo	<i>Cargo damage</i>
5	Gizmo	<i>Gizmo damage</i>
6	Body	<i>Vehicle takes hits</i>

TURRET HIT TABLE

ROLL	LOCATION	GENERAL EFFECT
1	Main Weapon	<i>Weapon Damage</i>
2	Weapon	<i>Weapon Damage</i>
3	Crew	<i>Crew Injury</i>
4	Ammunition	<i>Ammo damage</i>
5	Gizmo	<i>Gizmo damage</i>
6	Body	<i>Vehicle takes hits</i>

Engine: As per EABA Core Rules.

Fuel: Most armoured vehicles have two or more fuel tanks, so assume that *half* of the fuel remaining in *one of them* is lost. Depending on the vehicle's fuel state, fuel is normally taken from one tank first, then from the second – so it is possible (determine randomly) that the *empty (emptier)* tank of the two will be hit. If this is the case, half of the *remaining fuel* is lost – if the tank is *completely empty*, then you lucked out and no fuel is lost (but the tank *leaks* and cannot be refilled).

Passengers: As per the EABA Core Rules.

Cargo/Ammunition: In fighting vehicles, the *cargo* is probably the *ammunition* for the vehicles' weapons. There is a chance that the attack will cause the ammo to explode. For most western designed combat vehicles, this is very low – Soviet *light armoured* vehicles have a somewhat higher chance of exploding.

Gizmo: As per the EABA Core Rules.

ARMAGEDDON

Body: As per the EABA Core Rules.

Weapon/Main Weapon: Either the main weapon the vehicle mounts is hit or one of the secondary weapons is. In either case, *half* of the damage is inflicted on the weapon (after taking armour protection into account) and *half* is inflicted on the *Crew*.

Crew: The vehicle's turret crew are attacked as per **Passengers** (see EABA Core Rules).

▼ ADVANCED TOPIC: FUEL CONSUMPTION

Fuel consumption figures are culled from the best information available – they are, at best, averages. The real rates vary according to vehicle speed, load, and terrain (for ground vehicles). If you (or the players) want the extra effort these optional rules add, then go for it. Just be warned – they are not necessarily more realistic than the basic averages.

... and Speed

If a vehicle is running at less than full speed, fuel consumption is reduced.

* At 80% of maximum speed it is 70% of the base rate of consumption.

* At 40% of maximum speed it is 25% of the base rate of consumption.

* At 10% of maximum speed it is 5% of the base rate of consumption.

... and Load

If a ground vehicle is running with up to half its rated load (including passengers, normal equipment, and an ammunition load if a combat vehicle), the base fuel consumption, as modified by speed and terrain, applies.

Otherwise, increase the base rate as follows –

* At 51-75% of maximum load, consumption increases by 10%.

* At 76-100% of maximum load, consumption increases by 25%.

* At 101+% of maximum load, consumption increases by 50%.

... and Terrain

If a ground vehicle is running on any terrain equal to or less than its suspension rating (as per **Stuff!**), the listed fuel consumption is unmodified. Otherwise, a 10% increase per level beyond the base level applies.

... and Fuel Type

Using fuels other than Petrol/Gasoline, Diesel, or Aviation Fuel (where possible) has an effect on fuel consumption –

* **IC plus Ethanol** triples basic fuel consumption.

* **IC plus Methanol** quadruples basic fuel consumption.

ARMAGEDDON

tion.

* **Steam Engines/Diesels plus Ethanol** doubles basic fuel consumption.

* **Steam Engines/Diesels plus Methanol** triples basic fuel consumption.

* **Steam Engines plus charcoal/coke** burn 1 kilo = 1 liter of gasoline. Solid fuel takes up 50% more storage space.

* **Steam Engines plus wood** burn 2 kilos = 1 liter of gasoline. Wood takes up twice the storage space.

* **Biodiesel** is treated as diesel in all ways.

* **Burning Water Plant (BWP) fuel** is treated as gasoline in all ways.

▼ VEHICLE DATA BLOCK: ADDITIONS

Size: This gives size in hexes.

Weight: Unloaded Weight, Cargo, Loaded Weight, in that order.

Crew: Number of crew plus number of passengers.

Speed: Top Speed in meters per second, acceleration in meters per second and deceleration in meters per second. Followed by top speed in kilometers per hour in brackets.

Maneuver: The maneuver rating of the vehicle (the AGL of the vehicle – maximum driver skill equals AGL of vehicle x2). See **Stuff!** for details.

Suspension: Type of suspension indicates the type of terrain the vehicle can traverse (see **Stuff!** for details).

Fuel: Capacity of the vehicle's fuel tank, in liters. Type of Fuel in brackets. **A** = Alcohol (Ethanol or Methanol), **AvG** = Aviation Fuel, **D** = Diesel, **P** = Petrol (Gasoline), **S** = Solid (Coal, Coke, Wood).

Fuel Consumption: In liters (or kilos) per hour.

Maintenance Interval: The time between major overhauls. See **Stuff!** for details.

Armour: As per the Core Rules.

Damage: Damage and Maximum Damage per hit (as per the Core Rules).

Cost: Cost in \$ and availability.

Armament: Weapons and ammunition carried.

Special Equipment: Any special items carried.

Notes: Anything not covered elsewhere.

▼ BICYCLE, HEAVY, MILITARY

A generic heavy (mountain or rough terrain) bicycle increasingly adopted by military forces on both sides during the 3WW in order to provide the maximum mobility for their infantry forces in an environment where fuel supplies for motorized units were becoming increasingly difficult to provide.

Folding Frame models (such as that illustrated) were pre-war military issue and cost more, but have substantially the same stats as a standard mountain bike variants that came into use as the 3WW progressed. They can fold into a duffel bag and were commonly carried as personal transportation by vehicle crews (especially armoured vehicle crews).

Size: 2. **Weight:** 13/see notes/90 kg. **Crew:** 1. **Speed:** 4/1/3 (16 kph). **Manoeuvre:** 3d+0. **Suspension:** Enhanced (off road).

Fuel: nil. **Fuel Consumption:** n.a. **Maintenance Interval:** 1000 hours.

Armour: 1d+0. **Damage:** 5/7. **Cost:** Mountain, \$500 (Common); Military (Folding), \$1500 (Scarce).

Armament: nil.

Special Equipment: Run-flat tyres (cannot be punctured).

Notes: Open Frame (rider sits astride). Up to 25 kilos of cargo may be carried at no reduction in performance; up to 50 kilos at 75% performance; and up to 100 kilos can be carried if the "rider" dismounts and simply pushes it at 50% of performance.



▼ MOPED

A small motor can be fitted to a standard or folding bicycle to convert it into a Moped. Such a motor (including gearbox and all parts) weighs around 6 kilos on top of the bicycle frame weight.

Size: 2. **Weight:** 20/see notes/100 kg. **Crew:** 1. **Speed:** 9/2/4 (32 kph). **Manoeuvre:** 3d+0. **Suspension:** Enhanced (off road).

Fuel: 5 (P, A). **Fuel Consumption:** ¼. **Maintenance Interval:** 100 hours (motor), 1000 hours (frame).

Armour: 1d+0. **Damage:** 5/7. **Cost:** Mountain, \$1500 (Scarce); Military (Folding), \$2500 (Rare).

ARMAGEDDON

Armament: nil.

Special Equipment: Run-flat tyres (cannot be punctured).

Notes: Open Frame (rider sits astride). Up to 25 kilos of cargo may be carried at no reduction in performance; up to 50 kilos at 75% performance; and up to 100 kilos can be carried if the "rider" dismounts and simply pushes it at 50% of performance.



▼ MOTORCYCLE, CROSS COUNTRY

A generic light "dirt bike" used, in one variant or another, for courier and scouting duties by military forces around the world. There is really no difference between civilian and military models except for the paint scheme and some trim details.

Size: 2. **Weight:** 165/150/400 kg **Crew:** 1 + 1 passenger. **Speed:** 33/6/11 (119 kph). **Manoeuvre:** 4d+0. **Suspension:** Enhanced (off road).

Fuel: 16 (P, A). **Fuel Consumption:** 2. **Maintenance Interval:** 1000 hours.

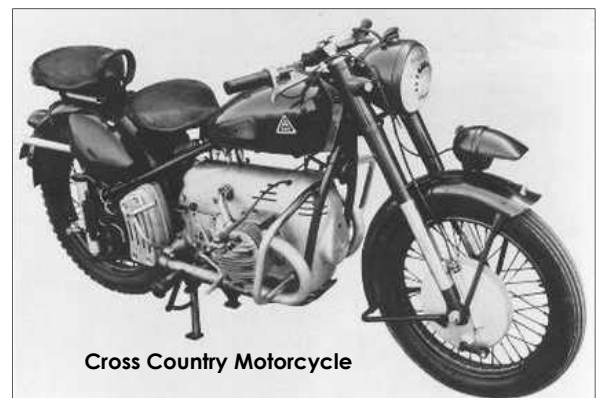
Armour: 1d+2 (see Notes). **Damage:** 8/7. **Cost:** \$7500 (Scarce).

Armament: nil.

Special Equipment: Headlights, push-button starter; Panniers (10kg cargo each, \$50 per pair, Scarce).

Notes: Extra cargo (or a passenger) over the base 150 kilos may be carried at a performance penalty. Up to 75 kilos extra may be carried at a 25% reduction; an extra 150 kilos may be carried at a 50% reduction.

Armour provides no protection for riders unless they are behind a stationary vehicle.



ARMAGEDDON

▼ HEAVY SCOUT MOTORCYCLE

The heavy scout motorcycle was most commonly used in WW2 – today most armies prefer lighter cross-country designs (see above). Some armies, especially the Russians and their allies, still equipped some of their scouting forces with such vehicles.

Many Russian recon units normally equipped with specialized light armour were re-equipped with these vehicles during the 3WW. The main difference between the two types is the addition of a sidecar to the Heavy Scout.

Size: 2. **Weight:** 320/300/750 kg **Crew:** 1 + 1 passenger. **Speed:** 25/6/11 (90 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 20 (P, A). **Fuel Consumption:** 2½. **Maintenance Interval:** 1000 hours.

Armour: 1d+2 (see Notes). **Damage:** 9/7. **Cost:** \$12500 (Rare).

Armament: Pintle mount (forward offside arc only) for LMG (200 rounds ready, 800 as cargo).

Special Equipment: Headlights, push-button starter; Panniers (10kg cargo each, \$50 per pair, Scarce). Spare tyre (on sidecar).

Notes: Extra cargo (or a passenger) over the base 150 kilos may be carried at a performance penalty. Up to 75 kilos extra may be carried at a 25% reduction; an extra 150 kilos may be carried at a 50% reduction.

Armour provides no protection for the rider unless they are behind a stationary vehicle. The passenger gets 1d+2 protection, however.



Russian Scout Motorcycle and Sidecar

▼ ALL TERRAIN (4WD) VEHICLE

This class of vehicle is basically a four wheel, all terrain, motorcycle – very popular in civilian sports and commercial use in North America especially. The military soon found such vehicles to be of considerable utility during wartime, as well, supplementing motorcycles for scouting purposes and also providing some extra cross-country mobility for infantry units.

Two basic styles were in common use, a single seat version and a two seater. A variety of body styles could be found on either model and both had hitches for towing small trailers.



2 Seat 4WD ATV

Single Seat Model

Size: 4. **Weight:** 370/290/750 kg **Crew:** 1. **Speed:** 25/6/11 (90 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 60 (P, A). **Fuel Consumption:** 4. **Maintenance Interval:** 500 hours.

Armour: 1d+2 (see Notes). **Damage:** 9/6. **Cost:** \$15000 (Scarce).

Armament: nil.

Special Equipment: Headlights, push-button starter.

Notes: Armour provides no protection for the rider unless they are behind a stationary vehicle.

Two Seat Model

Size: 4. **Weight:** 370/290/750 kg **Crew:** 1. **Speed:** 23/5/9 (83 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 60 (P, A). **Fuel Consumption:** 8. **Maintenance Interval:** 500 hours.

Armour: 1d+2 (see Notes). **Damage:** 9/6. **Cost:** \$18000 (Scarce).

Armament: nil.

Special Equipment: Headlights, push-button starter.

Notes: Armour provides no protection for the rider unless they are behind a stationary vehicle.

▼ LIGHT 4WD JEEP

This represents a variety of vehicles (such as the US M-151 ¾ ton Jeep and British Short Wheelbase Landrover) used around the world since the end of WW2, they are all 4WD (cross country) capable but are no longer "state of the art."



WW2 US Jeep (Truck, ¾ ton, General Purpose)

Size: 8. **Weight:** 1680/750/2600 kg **Crew:** 1 + 3-5 passengers. **Speed:** 36/7/13 (130 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 96 (P, A). **Fuel Consumption:** 8. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 12/5. **Cost:** \$37500 (Scarce).

Armament: Pintle mount for LMG (none normally mounted).

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (1000 kg); Canvas Top.

Notes: Most "jeep" type vehicles mount a single spare tyre on their hull rear.

▼ MEDIUM PICKUP

These are mainly commandeered civilian vehicles, though some were used by militaries before the war in support roles in rear areas. Increasing losses of purpose built military vehicles has led to the increasing use of these handy civilian vehicles in front line support roles. Their main drawback is that they are not really designed for off-road use – though they can operate in such terrain in a pinch (see **Stuff!**)

Size: 8. **Weight:** 1500/750/2500 kg **Crew:** 1 + 1-2 passengers. **Speed:** 50/8/14 (165 kph). **Manoeuvre:** 2d+0. **Suspension:** Normal (Road).

Fuel: 132 (P, A). **Fuel Consumption:** 12. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 12/5. **Cost:** \$45000 (Scarce).

Armament: none.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (2000 kg); Canvas Top for rear tray.

Notes: Most "pickup" type vehicles mount a single spare tyre on their hull rear. Some models have an enclosed rear (armour for 2d+0 (HS/HR/HT/HB) and cost \$55000).

ARMAGEDDON

▼ GaZ "JEEPSKI"

The GaZ-69, -469 and -3250 light trucks are postwar Russian copies of the US "Jeep" concept. The so called "jeepski" is inferior in design and is closer to the WW2 jeep rather than the postwar M-151 in actual performance. These vehicles and their successors were in widespread use with Russian forces throughout the 3WW.

GaZ 69

Size: 8. **Weight:** 1500/800/2600 kg **Crew:** 1 + 2-6 passengers. **Speed:** 23/6/11 (83 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 80 (P, A). **Fuel Consumption:** 7. **Maintenance Interval:** 500 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 12/5. **Cost:** \$12000 (Scarce).

Armament: Pintle mount.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (1000 kg); Canvas Top for rear tray.

Notes: Mounts a spare tyre on hull rear.

GaZ 469

Size: 8. **Weight:** 1380/800/2500 kg **Crew:** 1 + 2-5 passengers. **Speed:** 30/7/13 (108 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 130 (P, A). **Fuel Consumption:** 9. **Maintenance Interval:** 500 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 12/5. **Cost:** \$16000 (Scarce).

Armament: Pintle mount.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (1000 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted on hull rear. Models with a hard top (2d+0 armour HS/HR/HT, \$20000, Scarce) are also available



GaZ 3250

Size: 8. **Weight:** 1500/800/2600 kg **Crew:** 1 + 2-6 passengers. **Speed:** 30/7/13 (108 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

ARMAGEDDON

Fuel: 105 (P, A). **Fuel Consumption:** 7. **Maintenance Interval:** 500 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 12/5. **Cost:** \$20000 (Common).

Armament: Pintle mount.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (1500 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted on hull rear. Models with a hard top (2d+0 armour HS/HR/HT, \$25000, Common) are also available

▼ GaZ 512

The successor to the GaZ-469, the -512 (and the civilian -31512), had improved engine and overall design and were replacing the older models in Russian and Russian allied service – though this process had not been finalized at the outbreak of the 3WW.



Size: 8. **Weight:** 1600/800/2750 kg **Crew:** 1 + 2-6 passengers. **Speed:** 33/8/14 (119 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 120 (P, A). **Fuel Consumption:** 12. **Maintenance Interval:** 750 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 12/5. **Cost:** \$20000 (Rare).

Armament: Pintle mount.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (2500 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted on hull rear. Models with a hard top (2d+0 armour HS/HR/HT, \$25000, Rare) are also available

▼ HUMVEE

The HMMWV was developed as a replacement for the M-151 and other light vehicles in US service – it is much larger than the M-151 Jeep, and has a tough diesel engine rather than a petrol one.

The basic chassis is used for a variety of specialist models – from ambulances to TOW carriers. Data is provided only for the basic chassis model – GMs are encouraged to use the vehicle design rules to modify this chassis to represent the specialist models.



Size: 12. **Weight:** 2275/1550/4100 kg **Crew:** 1 + 5-9 passengers. **Speed:** 30/7/13 (108 kph). **Manoeuvre:** 3d+0. **Suspension:** Enhanced (off road).

Fuel: 95 (D, P, A). **Fuel Consumption:** 8. **Maintenance Interval:** 1000 hours.

Armour: 3d+0 (HF), 2d+0 (HS), 2d+0 (HR), 2d+0 (HB). **Damage:** 14/5. **Cost:** \$62500 (Rare).

Armament: Pintle mount.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (1500 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted on hull rear. Models with a hard kevlar top (2d+2 armour HS/HR/HT, \$70000, Rare) are also available

▼ HEAVY PICKUP

Commonly, the *Long Wheelbase Landrover* (military), or a heavy civilian Pickup. These vehicles are similar to the HMMWV, but have a petrol rather than a diesel engine.

Size: 10. **Weight:** 2275/1550/4100 kg **Crew:** 1 + 5-9 passengers. **Speed:** 33/8/14 (119 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 150 (P, A). **Fuel Consumption:** 12. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 13/5. **Cost:** \$50000 (Rare).

Armament: Pintle mount.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (1500 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted on hull rear. Models with a hard top (2d+0 armour HS/HR/HT, \$57000, Rare) are also available.

▼ 2½ ton RUSSIAN OFF-ROAD TRUCK

A generic Russian 4x4 off-road cargo truck used by most Russian or Russian-allied. Based on the KAMAZ-4326 medium truck.

Size: 16. **Weight:** 7300/4000/11500 kg **Crew:** 2 + 30 passengers. **Speed:** 25/5/9 (90 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 250 (D, P, A). **Fuel Consumption:** 18. **Maintenance Interval:** 750 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 16/4. **Cost:** \$37500 (Rare).

Armament: Pintle mount over co-driver's position.

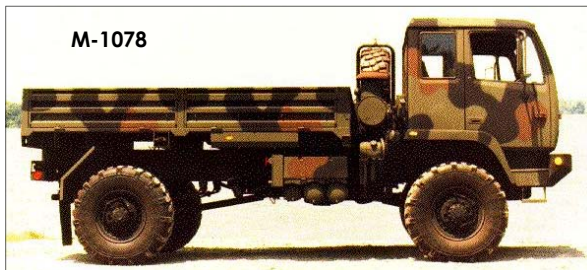


Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (10000 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted under hull or at the back of the cabin.

▼ 2½ ton ALLIED OFF ROAD TRUCK

A generic 4x4 off road truck used by most armies for rough terrain work – also found in widespread civilian use. Based on the US M1078.



Size: 16. **Weight:** 5680/4000/9700 kg **Crew:** 3 + 30 passengers. **Speed:** 27/6/11 (95 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 300 (D, P, A). **Fuel Consumption:** 12. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 16/4. **Cost:** \$45000 (Scarce).

Armament: Pintle mount over co-driver's seat in some models.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (5000 kg), Winch (4500 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted at back of cabin.

▼ 5 ton RUSSIAN OFF ROAD TRUCK

A generic Russian 6x6 cross-country truck used by most Russian and allied forces. Based on the KAMAZ-43101.



ARMAGEDDON

Size: 16. **Weight:** 9000/6000/16000 kg **Crew:** 3 + 30 passengers. **Speed:** 23/5/10 (83 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 250 (D, P, A). **Fuel Consumption:** 18. **Maintenance Interval:** 750 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 16/4. **Cost:** \$50000 (Rare).

Armament: Pintle mount over co-driver's seat in some models.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (12500 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted under hull or at the back of the cabin.

▼ 5 ton ALLIED OFF ROAD TRUCK

A generic 6x6 off road truck used extensively by western and western allied armies for rough terrain work. Based on the M-1083.

Size: 18. **Weight:** 8900/4500/13900 kg **Crew:** 3 + 30 passengers. **Speed:** 27/6/11 (95 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 300 (D, P, A). **Fuel Consumption:** 15. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 16/4. **Cost:** \$70000 (Scarce).

Armament: Pintle mount over co-driver's seat in some models.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (5000 kg), Winch (4500 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted at back of cabin.



▼ 8 ton RUSSIAN OFF ROAD TRUCK

A heavy duty off road truck used by Russian and Russian allied forces. Based on the URAL-4230.

Size: 24. **Weight:** 10000/9000/21000 kg **Crew:** 3 + 30 passengers. **Speed:** 23/5/9 (83 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 250 (D, P, A). **Fuel Consumption:** 20. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 16/4. **Cost:** \$75000 (Rare).

Armament: Pintle mount over co-driver's seat in some models.

Special Equipment: Headlights, push-button or key-

ARMAGEDDON

ignition starter; Tow Hitch (12000 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted at back of cabin.



▼ 8 ton ALLIED OFF ROAD TRUCK

A generic heavy duty off road truck used extensively by western and western allied armies for rough terrain work. Based on the 8 ton M985 HEMTT.

Size: 24. **Weight:** 21350/8000/32000 kg **Crew:** 3 + 30 passengers. **Speed:** 21/5/9 (76 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 400 (D, P, A). **Fuel Consumption:** 15. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 16/3. **Cost:** \$100000 (Rare).

Armament: Pintle mount over co-driver's seat in some models.

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (12000 kg); Canvas Top for rear tray.

Notes: Spare tyre mounted at back of cabin.



▼ LARC

US built replacement for the WW2 DUKW, the LARC (Lighter, Amphibious Resupply, Cargo) is an amphibious 4 x 4 wheel truck with a boat hull and propeller for water mobility.

Still in use by practically all western armies with pre-tensions to a seaborne transport capacity despite its age, the LARC remained in use throughout the 3WW.

Size: 24. **Weight:** 8920/4460/13380 kg **Crew:** 2 + 24 passengers. **Speed:** 14/4/7 (50 kph); 3/1/3 (11 kph) amphibious. **Manoeuvre:** 2d+0. **Suspension:** Enhanced (off road).

Fuel: 400 (D, P, A). **Fuel Consumption:** 16. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 1d+2 (HS), 1d+2 (HR), 1d+2 (HB). **Damage:** 16/3. **Cost:** \$75000 (Rare).

Armament: Pintle mount over co-driver's seat in some models.

Special Equipment: Headlights, push-button or key-ignition starter; Canvas Top for rear tray.

Notes: Spare tyre mounted on cabin roof or rear deck.



▼ SHORLAND ARMoured CAR

A standard LWB Landrover with an armoured super-structure and manual traverse one man turret transforming it into a basic internal security vehicle.

The increasing losses of more sophisticated and capable vehicles meant that any combat capable vehicle became a valuable force multiplier – so even Armoured Cars ended up supporting front line operations in the dying days of the 3WW.

A considerable number of conversions were provided for Canadian and Australian (converted locally) forces allocated to NYB-29 and also formed part of the cargo destined for US and NATO forces in Europe.

Size: 8. **Weight:** 2930/250/3500 kg **Crew:** 3. **Speed:** 28/6/11 (101 kph). **Manoeuvre:** 2d+0. **Suspension:** Normal (Road).

Fuel: 150 (P, A). **Fuel Consumption:** 15. **Maintenance Interval:** 1000 hours.

Armour: 4d+2 (HF), 3d+2 (HS), 2d+2 (HR), 2d+2 (HB), 2d+2 (HT); 4d+2 (Turret). **Damage:** 12/5. **Cost:** \$125000 (Rare).

Armament: 1 x 1 or 2 x 1 MMG (1500 rounds) or 1 x 1 HMG (700 rounds).

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (1500 kg); Vehicular Radio, Run Flat tyres.



Notes: Access through hatch in hull rear, driver's and passenger's doors, hull sides, and hatch in one man turret (top).

▼ "PINK PANTHER" PATROL VEHICLE

Used by the British SAS since the 1960's in the famous "desert pink" camouflage scheme, the models used in the Three Way War were in a more conventional sand/stone camouflage scheme.

The basic PP is extensively modified from basic LWB Landrovers.

Changes include – strengthened suspension; armoured differentials; runflat sand tyres; steering damper; beefed up electrics; sun compass; long-range fuel tanks; stowage for ammunition, weapons, camping gear, tools, and supplies.

A number of quickly converted civilian models were provided by Landrover (Canada) for use by Canadian, British and Australian SAS troops on NYB-29.



Pink Panther with full load

Size: 8. **Weight:** 2275/1550/4100 kg (routinely overloaded). **Crew:** 3 + 2 passengers. **Speed:** 28/6/11 (101 kph). **Manoeuvre:** 2d+0. **Suspension:** Off road.

Fuel: 2 x 50 and 2 x 100 liter tanks (300 liters total) (P, A). **Fuel Consumption:** 12. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 2d+2 (HS), 2d+2 (HR), 2d+2 (HB), . **Damage:** 12/5. **Cost:** \$175000 (Very Rare).

Armament: Passenger side front post mount; pintle mount on rear tray. Normal armament is 2 x MMG. Rifle buckets at crew positions. Flare Pistol on transmission bulkhead (next to commander). Carl Gustav RL (behind gunner). Grenade stowage between Driver and Commander (12 Grenades) and in rear (24 grenades).

Special Equipment: Headlights (inc. Night Driving Light); Searchlights (front and rear); inter-vehicle "jump start" socket; Push button starter; 2 x 3 smoke grenade launchers; Sand Channels (either side); Camouflage nets; Tactical and Long Range Radios; Sun Compass (front bulkhead); Magnetic Compass (next to driver); Theodolite; Towing Hitch (~5000 kg capacity); 1 Pick & 2 Shovels; two spare tyres, one either side (fold down as worktables); gear stowage; food/water stowage for 24 man days.

Notes: Passengers sit in collapsible seats over the left/right wheel wells.

ARMAGEDDON

▼ SPECIAL OPERATIONS VEHICLE

Based on Gulf War experience, the SAS decided that an improved version of the standard "Pink Panther" was needed.

The SOV (Special Operations Vehicle), with a tubular frame over the rear tray which can mount heavy weapons, was the result.

Extensively modified from the basic LWB, changes include strengthened suspension; armoured differentials; runflat sand tyres and steering damper.

A number of Ranger models were on NYB-29, and the British had quickly converted civilian models from stocks held by Land Rover (Canada).

Size: 8. **Weight:** 2275/1550/5100 kg (routinely overloaded). **Crew:** 3. **Speed:** 28/6/11 (101 kph). **Manoeuvre:** 2d+0. **Suspension:** Off road.

Fuel: 2 x 50 and 2 x 100 liter tanks (300 liters total) (P, A). **Fuel Consumption:** 12. **Maintenance Interval:** 1000 hours.

Armour: 2d+2 (HF), 2d+2 (HS), 2d+2 (HR), 2d+2 (HB), . **Damage:** 12/5. **Cost:** \$225000 (Very Rare).

Armament: Passenger side front post mount; heavy ring mount on tubular frame (behind/between Driver/Gunner). Normal armament is 1 x MMG for the vehicle commander and one heavy weapon for the gunner (20/30mm autocannon, HMG, Auto Grenade Launcher, or 2 x MMG). Rifle buckets for all crew. Flare Pistol "holster" (next to vehicle commander). Carl Gustav stowed behind rear gunner's seat. 60mm Commando or Standard Mortar and 12+ mortar bombs. Grenade Stowage between Driver and Commander (12 Grenades) and in rear (24 grenades).

Special Equipment: Headlights (inc. Night Driving Light); Searchlights (front and rear); inter-vehicle "jump start" socket; Push button starter; 4x3 unit smoke grenade launchers (each corner); Sand Channels (either side); Camouflage nets; Tactical and Long Range Radios; Desert Compass (front bulkhead); Damped Magnetic Compass (next to driver); Theodolite; Towing Hitch (~1500 kg capacity); 1 Pick & 2 Shovels; Gear stowage for crew, 24 man days food/water.

Notes: Passengers are not normally carried.



SOV ready for patrol

ARMAGEDDON

▼ BA-64 LIGHT ARMoured CAR

Obsolete WW2 Russian armoured car (one of the more successful designs used) – hastily put back in service from reserve stocks as war losses mounted.



Size: 6. **Weight:** 2000/250/2400 kg **Crew:** 2. **Speed:** 23/5/9 (83 kph). **Manoeuvre:** 2d+0. **Suspension:** Normal (Road).

Fuel: 96 (P, A). **Fuel Consumption:** 12. **Maintenance Interval:** 500 hours.

Armour: 5d+0 (HF), 3d+2 (HS), 2d+2 (HR), 2d+2 (HB), 2d+2 (HT); 4d+2 (Turret). **Damage:** 12/6. **Cost:** \$100000 (Very Rare).

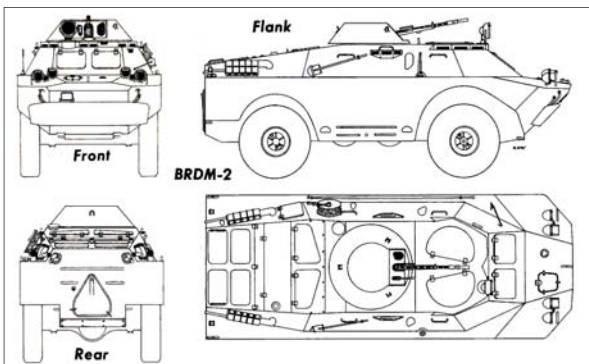
Armament: 1 x 1 or 2 x 1 MMG (1500 rounds) or 1 x 1 HMG (700 rounds).

Special Equipment: Headlights, push-button or key-ignition starter; Tow Hitch (750 kg); Vehicular Radio.

Notes: Driver's hatch (hull top, front); open topped turret; two doors (hull sides).

▼ BRDM-2bis SCOUT CAR

The BRDM Recon vehicles were brought back into Russian and Russian allied service as wartime losses of better and more modern vehicles mounted. The BRDM was basically a four wheeled light truck chassis with an armoured body and improved cross country suspension and mobility.



The original model was considerably improved by the addition of a 20mm autocannon in place of the original 14.5mm machinegun in an improved turret (with a hatch in the turret top, unlike the original models which had none).

Size: 13. **Weight:** 5000/750/7000 kg **Crew:** 4. **Speed:** 28/6/11 (101 kph). **Manoeuvre:** 2d+0. **Suspension:**

Enhanced (Off road).

Fuel: 290 (P, A). **Fuel Consumption:** 20. **Maintenance Interval:** 750 hours.

Armour: 4d+2 (HF), 3d+2 (HS), 2d+2 (HR), 2d+2 (HB), 2d+2 (HT); 4d+2 (Turret). **Damage:** 16/5. **Cost:** \$137500 (Very Rare).

Armament: Full traverse Powered Turret with 1 x 20 mm Autocannon (500 rounds), co-axial PKM MMG (2000 rounds); some have improvised pintle mount for MMG at Turret Hatch..

Special Equipment: Headlights, Night driving Gear, Push-button starter, Towing hitch (2500 kg), Vehicular Radio.

Notes: Two hatches in Hull Top (front); Hatch (turret top).

▼ TENIX S600 4x4 ARMoured PERSONNEL CARRIER

Originally developed by Shorlands (the designers of the Shorland Armoured Car, amongst other things), the S600 and the whole product line was sold to Tenix Systems of Australia. The S600 is basically a 4 x 4 Unimog truck chassis extensively rebuilt with an all new armoured superstructure to turn it into an inexpensive Armoured Personnel Carrier for second line troops or security forces.



As losses of better combat vehicles mounted in the Sino-Korean theater, Tenix systems went into full production and sold a large number of these vehicles to allied forces in the region. A number were retained by the Commonwealth Government as an emergency reserve and were sent with the Australian forces that were to form part of NYB-29 and the reinforcement effort for the European theater.

Size: 17. **Weight:** 9500/1500/12500 kg **Crew:** 2 + 10 passengers. **Speed:** 30/6/11 (108 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 320 (D, P, A). **Fuel Consumption:** 18. **Maintenance Interval:** 1000 hours.

Armour: 4d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+2 (HB), 3d+2 (HT); 4d+2 (Turret). **Damage:** 17/4. **Cost:** \$150000 (Very Rare).

Armament: 1 x pintle mount (usually with HMG) over co-driver's seat.

Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg capacity), Vehicular Radio,

Water Cooling System, Air Conditioning.

Notes: Two split doors (opening up/down) in hull sides; One split door (opening up/down) in hull rear (bottom half of doors fold down as steps); Three hatches (Driver, Commander, Gunner) in hull top.

▼ AT-105 SAXON WHEELED APC

The Saxon Armoured Personnel Carrier was standard British army issue for motorized infantry (mech infantry were issued with the Warrior APC) – mainly second line and Territorial units or for Security duties in Northern Ireland.

Like the S600 it is basically a 4x4 truck chassis with an armoured hull. Because of this, production continued well into the chaotic middle years of the 3WW. These later production models were supplied to NATO allies to supplement their own production.

Size: 13. **Weight:** 9940/1000/11660 kg **Crew:** 2 + 8-10 passengers. **Speed:** 27/6/11 (96 kph). **Manoeuvre:** 2d+0. **Suspension:** Normal (Road).

Fuel: 155 (D, P, A). **Fuel Consumption:** 10. **Maintenance Interval:** 1000 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+2 (HB), 3d+2 (HT); 4d+2 (Turret). **Damage:** 17/5. **Cost:** \$125000 (Very Rare).

Armament: 2 x MMG or 1 x HMG in 360° traverse cupola (1200 rounds).

Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg capacity), Vehicular Radio.

Notes: Two doors (hull sides); Two doors (hull rear); Driver's Hatch (hull top); Commander's Cupola and Hatch (hull top).



▼ ADI BUSHMASTER WHEELED APC

The Bushmaster is a wheeled APC designed to meet Australian Army requirements – based on a heavily modified truck chassis but with improved performance and a different layout than the S600. It was even provided to US forces in the Asian theater. A number were part of the Australian contingent sent to support NATO and a part of NYB-29.

Size: 18. **Weight:** 11300/2000/14000 kg **Crew:** 2 + 7 passengers. **Speed:** 33/6/11 (119 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 385 (D, P, A). **Fuel Consumption:** 16. **Maintenance Interval:** 1000 hours.

ARMAGEDDON

Maintenance Interval: 1000 hours.

Armour: 4d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+2 (HB), 3d+2 (HT). **Damage:** 17/4. **Cost:** \$175000 (Very Rare).

Armament: 1 x pintle mount (usually with HMG), forward hatch (1000 rounds).

Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg capacity), Vehicular Radio, Water Cooling System, Air Conditioning.

Notes: Door (hull rear); 1x Circular Hatch (centre front hull top); 4 x Rectangular hatches (1 x 2 each side, hull top, rear).

A version with a one-man, full 360° rotation, power traverse, cupola armed with a 20mm autocannon (200 rounds) is available. Turret armour is (4d + 2) all round and the cost is \$200,000 (Very Rare).



▼ BTR-60 WHEELED APC

Obsolete 8x8 wheeled APC used by the Russians and allies – mostly replaced by the BTR-70 and -80. Some had been given upgraded diesel engines to replace the twin petrol engines.

At the outbreak of the 3WW large stockpiles were still held and, as losses of more up to date vehicles mounted, they have reappeared.

Petrol Engine Model

Size: 22. **Weight:** 8250/1500/10300 kg **Crew:** 2 + 14 passengers. **Speed:** 23/6/11 (83 kph), road; 3/1/3 (11 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 300 (P, A). **Fuel Consumption:** 45. **Maintenance Interval:** 250 hours.

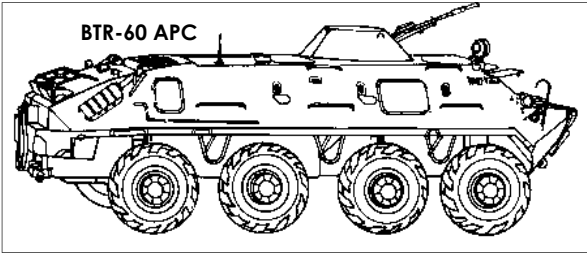
Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+2 (HB), 3d+2 (HT); 4d+2 (Turret). **Damage:** 16/4. **Cost:** \$137500 (Rare).

Armament: full traverse powered Turret, 1 x 20 mm autocannon (500 rounds), co-ax PKM MMG (2000 rounds).

Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg capacity), Vehicular Radio.

Notes: Four hatches, hull top (2 Front/2 Rear); 2 doors, one each left/right, between front and rear pairs of wheels).

ARMAGEDDON



BTR-60 bis (Diesel Engine Upgrade)

Size: 22. **Weight:** 8250/1500/10300 kg **Crew:** 2 + 14 passengers. **Speed:** 23/6/11 (83 kph), road; 3/1/3 (11 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 300 (D, P, A). **Fuel Consumption:** 20. **Maintenance Interval:** 750 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+2 (HB), 3d+2 (HT); 4d+2 (Turret). **Damage:** 16/4. **Cost:** \$165000 (Very Rare).

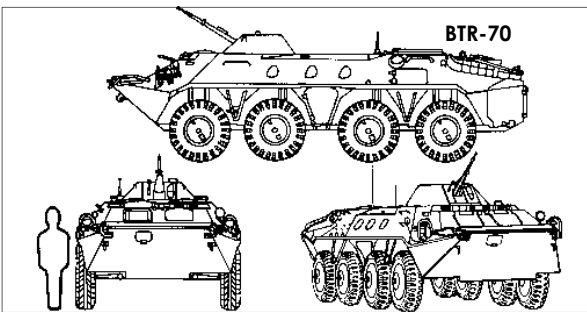
Armament: full traverse powered Turret, 1 x 20 mm autocannon (500 rounds), co-ax PKM MMG (2000 rounds).

Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg capacity), Vehicular Radio.

Notes: Four hatches, hull top (2 Front/2 Rear); 2 doors, one each left/right, between front and rear pairs of wheels).

▼ BTR-70/80 WHEELED APC

The BTR-70 replaced the BTR-60 in Russian service and was being replaced, in turn, by the BTR-80 at the outbreak of the 3WW. Some -70's had been upgraded to -80 standards with Diesels replacing the twin petrol engines.



BTR-70

Size: 22. **Weight:** 9580/1500/13600 kg **Crew:** 2 + 16 passengers. **Speed:** 23/6/11 (83 kph), road; 3/1/3 (11 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 300 (P, A). **Fuel Consumption:** 45. **Maintenance Interval:** 250 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+2 (HB), 3d+2 (HT); 4d+2 (Turret). **Damage:** 16/4. **Cost:** \$150000 (Rare).

Armament: full traverse powered Turret, 1 x 20 mm autocannon (500 rounds), co-ax PKM MMG (2000

rounds).

Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg capacity), Vehicular Radio.

Notes: 2 x Hatches (hull top, front); Turret hatch (turret top), 4 (2 each side) rear hatches (hull top).

BTR-80 (and BTR-70 bis)

Size: 22. **Weight:** 9580/1500/13600 kg **Crew:** 3 + 7 passengers. **Speed:** 25/6/11 (90 kph), road; 3/1/3 (11 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 300 (P, A). **Fuel Consumption:** 20. **Maintenance Interval:** 750 hours.

Armour: 4d+2 (HF), 3d+2 (HS), 2d+2 (HR), 2d+2 (HB), 2d+2 (HT); 4d+2 (Turret). **Damage:** 16/4. **Cost:** \$175000 (Very Rare).

Armament: full traverse powered Turret, 1 x 20 mm autocannon (500 rounds), co-ax PKM MMG (2000 rounds).



Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg capacity), Vehicular Radio.

Notes: 2 x Hatches (hull top, front); Turret hatch (turret top), 4 (2 each side) rear hatches (hull top).

▼ RAM V-1/2 bis SCOUT VEHICLE

Israeli scout vehicle built with standard truck components, designed to allow the crew to survive mine blasts. The V-2 bis is a stretched model with a larger troop carrying capacity.

Driver and commander face forward, passengers in rows facing outward (this is so that they can fire outwards, sitting or standing).

RAM V-1

Size: 11. **Weight:** 3900/1300/5400 kg **Crew:** 2 + 6 passengers. **Speed:** 29/6/11 (96 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 160 (D, P, A). **Fuel Consumption:** 8. **Maintenance Interval:** 1000 hours.

Armour: 4d+0 (HF), 3d+1 (HS), 2d+1 (HR), 2d+1 (HB), 2d+1 (HT). **Damage:** 14/5. **Cost:** \$50000 (Rare).

Armament: 4 x pintle mount, 3 x MMG (5000 rounds).

Special Equipment: Headlights, Night Vision Gear, Push-button starter, Vehicular Radio, Winch (3269 kg), 60mm Commando Mortar (36 bombs).

Notes: open top crew compartment; fold down sides.



RAM V-1

RAM V-2bis

Size: 12. **Weight:** 4300/1500/6000 kg **Crew:** 2 + 8 passengers. **Speed:** 29/6/11 (96 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 160 (D, P, A). **Fuel Consumption:** 8. **Maintenance Interval:** 1000 hours.

Armour: 4d+0 (HF), 3d+1 (HS), 2d+1 (HR), 2d+1 (HB), 2d+1 (HT). **Damage:** 15/4. **Cost:** \$75000 (Rare).

Armament: 4 x pintle mount, 3 x MMG (5000 rounds).

Special Equipment: Headlights, Night Vision Gear, Push-button starter, Vehicular Radio, Winch (3269 kg), 60mm Commando Mortar (36 bombs).

Notes: open top crew compartment; fold down sides.



RAM V-2

▼ RAM V3bis WHEELED APC

A stretched version of the RAM V2, with dual axles at the rear. The Driver's compartment is roofed, troop compartment has fold down top and sides. Driver and commander face forward, passengers in rows facing outward (so they can fire outwards).

Size: 11. **Weight:** 8000/1700/9700 kg **Crew:** 2 + 10 passengers. **Speed:** 29/6/11 (96 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 240 (D, P, A). **Fuel Consumption:** 10. **Maintenance Interval:** 1000 hours.

Armour: 4d+0 (HF), 3d+1 (HS), 2d+1 (HR), 2d+1 (HB), 2d+1 (HT). **Damage:** 14/5. **Cost:** \$100000 (Rare).

Armament: 1 x Ring Mount; 3 x pintle mounts, 1x HMG (1200 rounds), 3 x MMG (5000 rounds).

Special Equipment: Headlights, Night Vision Gear, Push-button starter, Vehicular Radio, Winch (5000 kg), 60mm Commando Mortar (36 bombs).

Notes: open top crew compartment; fold down sides.

ARMAGEDDON

▼ COMMANDO V-150 & ASV-150

The ASV-150 (Armoured Security Vehicle) was in service with the US armed forces as a MP vehicle and had was soon pressed into service as a frontline APC, as were many MP units.

The US government also federalized many V-150 wheeled personnel carriers owned by police forces to replace war losses – and many were aboard NYB-29.

Data for the ASV is first, with data for the V150 in brackets where it differs.

While there are some slight differences, they look the same except on a close visual examination.

ASV-150

Size: 16. **Weight:** 11884/1000/13408 kg **Crew:** 4. **Speed:** 28/6/11 (101 kph). **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 264 (D, P, A). **Fuel Consumption:** 12. **Maintenance Interval:** 1000 hours.

Armour: 5d+0 (HF), 4d+0 (HS), 3d+0 (HR), 2d+2 (HB), 2d+2 (HT). **Damage:** 17/4. **Cost:** \$150000 (Rare).

Armament: 40mm Auto Grenade Launcher (600 rounds), with .50 cal HMG coaxial (1800 rounds) in a powered, 360° traverse turret.

Special Equipment: Headlights, Push-button starter, Vehicular Radio, Front mounted Winch (4500 kg capacity), Tow Hitch (5000 kg); central tyre pressure regulation system.

Notes: Driver's and Commander's hatches, hull top (front); two doors (one each hull side); Gunner's hatch, turret top.

V-150

Size: 16. **Weight:** 8750/750/10450 kg **Crew:** 3 + 9 passengers. **Speed:** 25/5/9 (90 kph), road; 2/1/2 (5 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 350 (D, P, A). **Fuel Consumption:** 10. **Maintenance Interval:** 1000 hours.

Armour: 4d+2 (HF), 3d+1 (HS), 2d+2 (HR), 2d+1 (HB), 3d+2 (HT). **Damage:** 16/4. **Cost:** \$75000 (Rare).

Armament: 2 x MMG (3600 rounds) or 1 x HMG and 1 x MMG (1800 rounds each), 360° traverse turret.

Special Equipment: Headlights, Push-button starter, Vehicular Radio, Front mounted Winch (4500 kg ca-



Commando V-150

ARMAGEDDON

capacity), Tow Hitch (5000 kg); central tyre pressure regulation system.

Notes: Driver's and Commander's hatches, hull top (front); two doors (one each hull side); Gunner's hatch, turret top.

▼ BMD-2bis LIGHT APC

Obsolete when the war started, the BMD-1 airtransportable APC was issued mainly to paratroop forces as losses mounted (though some infantry units informally "acquired" these vehicles as well). However, the vehicle was provided with a modified turret and upgraded armament (20mm Autocannon and MMG instead of the original 73mm smoothbore) – and with general upgrades to engine and transmission to bring it closer to BMD-3 standards.

Visually, the BMD-2bis is similar enough to the BMD-3 to pass for it except on a close visual examination.



Size: 14. **Weight:** 5850/1500/8000 kg **Crew:** 2 + 5 or 6 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (5 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 320 (D, P, A). **Fuel Consumption:** 20. **Maintenance Interval:** 500 hours.

Armour: 5d+0 (HF), 4d+0 (HS), 3d+1 (HR), 3d+0 (HB), 2d+2 (HT); 5d+2 (TF), 5d+0 (TS), 4d+0 (TR), 3d+1 (TT). **Damage:** 16/5. **Cost:** \$625000 (Very Rare).

Armament: full traverse powered Turret, 1 x 20 mm Autocannon (500 rounds), co-axial PKM MMG (2000 rounds).

Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg capacity), Vehicular Radio.

Notes: Driver's and Commander's hatches, hull top (front); two doors (one each hull side); Gunner's hatch, turret top.

▼ LAV-25

In service with the US, Canadian and Australian forces, it is based on the Swiss MOWAG Pirhana – an 8 wheel ATV vehicle capable of carrying six troops, a crew of three, in a modern IFV hull with autocannon mounted turret.

Specialist vehicles have also been based on the hull – Mortar carriers, ARV, ATGM, Command, AA.

Size: 17. **Weight:** 10932/1000/12972 kg **Crew:** 3 + 6 passengers. **Speed:** 28/6/11 (101 kph), road; 3/1/3

11 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 300 (D, P, A). **Fuel Consumption:** 15. **Maintenance Interval:** 1000 hours.



Australian LAV-25

Armour: 5d+1 (HF), 4d+1 (HS), 3d+1 (HR), 2d+2 (HB), 2d+2 (HT); 5d+2 (TF), 4d+1 (TS), 4d+0 (TR), 2d+2 (TT). **Damage:** 17/4. **Cost:** \$250000 (Very Rare).

Armament: Full traverse powered Turret, 1 x 25 mm autocannon (650 rounds), 1 x co-ax MMG (1500 rounds); optional AAMG at Commander's position (1500 rounds).

Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg), Vehicular Radio, Air conditioning, Run-flat tyres.

Notes: 1 x Hatches (hull top, front); 2 x Turret hatches (turret top), Door (hull rear).

▼ BTR-90 INFANTRY FIGHTING VEHICLE

The BTR-90 is a development of the BTR-60-70-80 family – and is basically a much enlarged BTR-80 (with 12-13m³ cargo space). The twin water jets are sufficiently powerful to allow the vehicle to be launched in deep water, directly from the ramp of a transport vessel, and to safely swim ashore through sea states up to ST3.

Size: 17. **Weight:** 13000/7000/21000 kg **Crew:** 3 + 8 passengers. **Speed:** 28/6/11 (101 kph), road; 3/1/3 11 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Enhanced (Off road).

Fuel: 400 (D, P, A). **Fuel Consumption:** 40. **Maintenance Interval:** 1000 hours.

Armour: 5d+1 (HF), 4d+1 (HS), 3d+1 (HR), 2d+2 (HB), 2d+2 (HT); 5d+2 (TF), 4d+1 (TS), 4d+0 (TR), 2d+2 (TT). **Damage:** 17/4. **Cost:** \$325000 (Very Rare).

Armament: Full traverse powered Turret, 1 x 30 mm autocannon (500 rounds), co-ax PKM MMG (2000 rounds), 1 x AGS-17 Auto Grenade Launcher (400 rounds), 1 x ATGM launcher (4 missiles).

Special Equipment: Headlights, Push-button starter, Towing Hitch (~2500 kg capacity), Vehicular Radio,



Run-flat tyres, 2 x 3 Smoke Grenade Launchers, Air conditioning.

Notes: 2 x Hatches (hull top, front); Commander and Gunner's Hatches (turret top), 4 (2 each side) rear hatches (hull top); 2 (1 each side) doors (hull side, middle).

▼ M-113a2/3 ARMoured PERSONNEL CARRIER

A 1950's design, the M-113 was still in use at the outbreak of the 3WW in a wide variety of models based on the standard chassis.

These include Mortar carriers, TOW ATGM carriers, AA vehicles, Command vehicles, Logistics carriers and more – subtypes, including the M-113 ACCV and M-113 FSV are detailed below.

M-113a2

Size: 13. **Weight:** 9702/1250/11156 kg **Crew:** 2 + 11 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 240 (D, P, A). **Fuel Consumption:** 25. **Maintenance Interval:** 1000 hours.

Armour: 5d+1 (HF), 4d+1 (HS), 3d+1 (HR), 2d+2 (HB), 2d+2 (HT). **Damage:** 17/5. **Cost:** \$275000 (Rare).

Armament: Commander's Hatch Ring Mount (360° Manual Traverse), 1 HMG (1000 rounds); two Pintle mounts at rear hull-top hatch, 2 x 1 MMG (2000 rounds each).

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's and Commander's Hatches (hull top, front); Passenger Hatch (hull top, rear); Cargo Ramp (rear hull); Door in Cargo Ramp.



M-113a3

Size: 13. **Weight:** 10500/1250/13000 kg **Crew:** 2 + 11 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 360 (D, P, A). **Fuel Consumption:** 30. **Maintenance Interval:** 1000 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+0 (HB), 2d+2 (HT). **Damage:** 17/4. **Cost:** \$325000 (Rare).

ARMAGEDDON

Armament: Commander's Hatch Ring Mount (360° Manual Traverse), 1 HMG (1000 rounds); two Pintle mounts at rear hull-top hatch, 2 x 1 MMG (2000 rounds each).

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's and Commander's Hatches (hull top, front); Passenger Hatch (hull top, rear); Cargo Ramp (rear hull); Door in Cargo Ramp.

▼ MT-LB ARMoured PERSONNEL CARRIER

The MT-LB is a light AFV intended to perform roles inappropriate for the more expensive BMP series – such as artillery tractor, cargo carrier, engineer vehicle command vehicle and as a second line Armoured Personnel Carrier.



Size: 18. **Weight:** 9700/2000/11900 kg **Crew:** 2 + 11 passengers. **Speed:** 17/5/9 (61 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 520 (D, P, A). **Fuel Consumption:** 30. **Maintenance Interval:** 1000 hours.

Armour: 4d+2 (HF), 3d+1 (HS), 2d+1 (HR), 2d+1 (HB), 2d+0 (HT). **Damage:** 17/4. **Cost:** \$375000 (Scarce).

Armament: 360° manual traverse one man turret with 1 x MMG (2500 rounds).

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's Hatch (hull top, front); Commander's Turret (hull front); Twin Doors (rear hull); Two Hatches (hull top, rear).

▼ M-113 ACCV

The M-113 Armoured Cavalry Combat Vehicle is a highly modified standard chassis with appliqué armour (treated as Ablative armour – losing 1d per hit by AP or HEAT weapons), an armoured, full traverse turret for the commander and armoured shields for the waist gunners.

The basic idea harkens back to the days of the Vietnam war – revived to provide more firepower for an Infantry squad unlucky enough to have scored an M-113 instead of a Bradley.

ARMAGEDDON

M-113a2 ACCV

Size: 13. **Weight:** 9702/1250/11156 kg **Crew:** 2 + 11 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 240 (D, P, A). **Fuel Consumption:** 25. **Maintenance Interval:** 1000 hours.

Armour: 5d+1 (HF), 4d+1 (HS), 3d+1 (HR), 2d+2 (HB), 2d+2 (HT); +2d Ablative to HF/HS/HR; 5d+1 (Turret), 4d+2 (Gun Shields). **Damage:** 17/5. **Cost:** \$375000 (Very Rare).

Armament: Commander's Turret Ring Mount (360° Power Traverse), 1 HMG (1500 rounds) or Auto GL or 2 x MMG (5000 rounds); two Pintle mounts at rear hull-top hatch, 2 x 1 MMG (2500 rounds each).

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's and Commander's Hatches (hull top, front); Passenger Hatch (hull top, rear); Cargo Ramp (rear hull); Door in Cargo Ramp.

M-113a3 ACCV

Size: 13. **Weight:** 10500/1250/13000 kg **Crew:** 2 + 11 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 360 (D, P, A). **Fuel Consumption:** 30. **Maintenance Interval:** 1000 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+0 (HB), 2d+2 (HT); +2d Ablative Armour to HF/HS/HR; 5d+1 (Turret), 4d+2 (Gun Shields). **Damage:** 17/4. **Cost:** \$400000 (Rare).

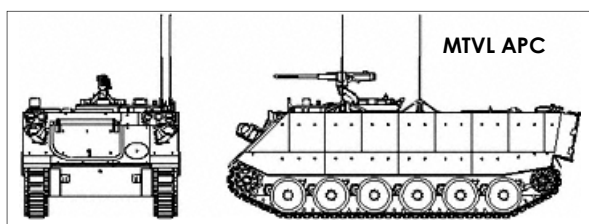
Armament: Commander's Turret Ring Mount (360° Power Traverse), 1 HMG (1500 rounds) or Auto GL or 2 x MMG (5000 rounds); two Pintle mounts at rear hull-top hatch, 2 x 1 MMG (2500 rounds each).

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's and Commander's Hatches (hull top, front); Passenger Hatch (hull top, rear); Cargo Ramp (rear hull); Door in Cargo Ramp.

▼ MTVL ARMoured PERSONNEL CARRIER

The MTVL Armoured Personnel Carrier is based on the M-113 chassis, with improved armour and a more powerful engine. Only a small number had entered service at the outbreak of the 3WW, and production of the new vehicle never came close to satisfying demand.



Size: 18. **Weight:** 10390/7750/18140 kg **Crew:** 2 + 11 passengers. **Speed:** 17/5/9 (61 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 360 (D, P, A). **Fuel Consumption:** 30. **Maintenance Interval:** 1000 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+0 (HR), 3d+1 (HB), 3d+0 (HT); +2d Ablative Armour HF/HS/HR. **Damage:** 18/4. **Cost:** \$425000 (Very Rare).

Armament: Commander's Hatch Ring Mount (360° Manual Traverse), 1 HMG (1000 rounds); two Pintle mounts at rear hull-top hatch, 2 x 1 MMG (2000 rounds each).

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's and Commander's Hatches (hull top, front); Passenger Hatch (hull top, rear); Cargo Ramp (rear hull); Door in Cargo Ramp.

▼ TYPE 73 ARMoured PERSONNEL CARRIER

A 1960's Japanese design of an M-113 style APC, intended to replace the earlier Type 60.

Though it was being replaced by the more modern Type 89 MICV at the outbreak of the 3WW, large numbers were still in service – and many more were reactivated as losses of the newer vehicles soon outstripped production.

Unlike the M-113, the Type 73 was used only as an APC – there are no other variants based on the chassis.



Size: 16. **Weight:** 10750/2500/13300 kg **Crew:** 3 + 9 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 450 (D, P, A). **Fuel Consumption:** 25. **Maintenance Interval:** 1000 hours.

Armour: 5d+1 (HF), 4d+1 (HS), 3d+1 (HR), 2d+2 (HB), 2d+2 (HT). **Damage:** 17/4. **Cost:** \$350000 (Very Rare).

Armament: Commander's Hatch Ring Mount (360° Manual Traverse), 1 HMG (1000 rounds); two Pintle mounts at rear hull-top hatch, 2 x 1 MMG (2000 rounds each); 1 x MMG, hull front (2000 rounds).

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's and Commander's Hatches (hull top, front); Passenger Hatch (hull top, rear); Cargo Ramp (rear hull); Door in Cargo Ramp.

▼ M-113 FIRE SUPPORT VEHICLE

The Fire Support Vehicle is a modified M-113 with upgraded appliqué armour of the ACCV coupled with a Bradley IFV turret. Most FSVs are retrofits on standard M-113 hulls, a common improvisation during the chaotic middle phases of the 3WW.

M-113a2 FSV

Size: 13. **Weight:** 10500/1250/12500 kg **Crew:** 2 + 11 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

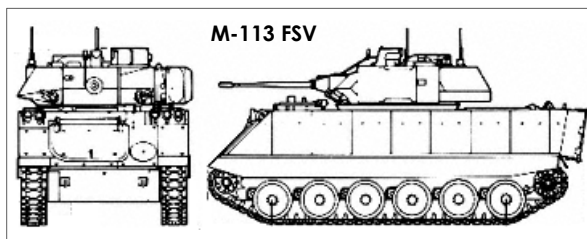
Fuel: 240 (D, P, A). **Fuel Consumption:** 25. **Maintenance Interval:** 1000 hours.

Armour: 5d+1 (HF), 4d+1 (HS), 3d+1 (HR), 2d+2 (HB), 2d+2 (HT); +2d Ablative to HF/HS/HR; 5d+2 (TF), 4d+1 (TS), 4d+0 (TR), 2d+2 (TT). **Damage:** 17/5. **Cost:** \$475000 (Very Rare).

Armament: 1 x 25mm Autocannon (900 rounds) with coax MMG (2500 rounds) in 360° traverse turret; 1 x HMG or MMG (1500 or 2400 rounds) or Auto GL (120 rounds), pintle mount, commander's position.

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's and Commander's Hatches (hull top, front); 2 x Turret hatches (turret top); Cargo Ramp (rear hull); Door in Cargo Ramp.

**M-113a3 FSV**

Size: 13. **Weight:** 11500/1250/14500 kg **Crew:** 2 + 11 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 360 (D, P, A). **Fuel Consumption:** 30. **Maintenance Interval:** 1000 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+0 (HB), 2d+2 (HT); +2d Ablative Armour to HF/HS/HR; 5d+2 (TF), 4d+1 (TS), 4d+0 (TR), 2d+2 (TT). **Damage:** 17/4. **Cost:** \$500000 (Very Rare).

Armament: 1 x 25mm Autocannon (900 rounds) with coax MMG (2500 rounds) in 360° traverse turret; 1 x HMG or MMG (1500 or 2400 rounds) or Auto GL (120 rounds), pintle mount, commander's position.

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

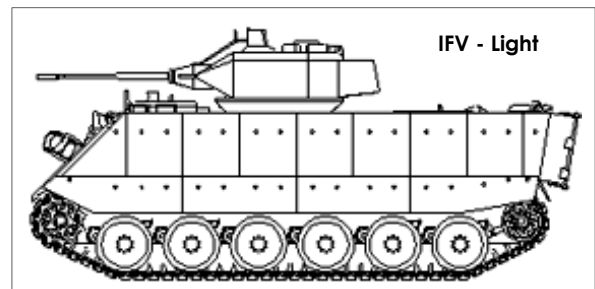
Notes: Driver's and Commander's Hatches (hull top, front); 2 x Turret hatches (turret top); Cargo Ramp (rear hull); Door in Cargo Ramp.

ARMAGEDDON

▼ LIGHT INFANTRY FIGHTING VEHICLE

Based on the MTVL chassis, the Infantry Fighting Vehicle, Light was intended to be a cheaper alternative to the Bradley IFV.

Normally equipped with a one man turret, some MTVLs were converted to this standard in the field by installing the turret from a destroyed M-2 Bradley hull – in much the same way as the M-113 FSV was converted.

**Standard LIFV**

Size: 13. **Weight:** 10390/7750/18410 kg **Crew:** 3 + 6 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 360 (D, P, A). **Fuel Consumption:** 35. **Maintenance Interval:** 1000 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+0 (HB), 2d+2 (HT); +3d Ablative Armour to HF/HS/HR; 5d+2 (Turret). **Damage:** 17/4. **Cost:** \$525000 (Very Rare).

Armament: Commander's Hatch pintle mount, 1 x HMG (1250 rounds); 1 x 25mm Autocannon (full traverse powered turret, 800 rounds), co-axial MMG (3850 rounds).

Special Equipment: Headlights, IR Lights Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's and Commander's Hatch (hull top, front); Commander's/Gunner's Hatch (turret top); Cargo Ramp (rear hull); Door in Cargo Ramp.

LIFV FSV

Size: 13. **Weight:** 10390/7750/18410 kg **Crew:** 3 + 6 passengers. **Speed:** 19/5/9 (68 kph), road; 2/1/2 (7 kph), water. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 360 (D, P, A). **Fuel Consumption:** 35. **Maintenance Interval:** 1000 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+0 (HB), 2d+2 (HT); +3d Ablative Armour to HF/HS/HR; 5d+2 (TF), 4d+1 (TS), 4d+0 (TR), 2d+2 (TT). **Damage:** 17/4. **Cost:** \$600000 (Very Rare).

Armament: 1 x 25mm Autocannon (900 rounds) with coax MMG (2500 rounds) in 360° traverse turret; 1 x HMG or MMG (1500 or 2400 rounds) or Auto GL (120 rounds), pintle mount, commander's position.

Special Equipment: Headlights, IR Lights Push-button

ARMAGEDDON

starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's and Commander's Hatch (hull top, front); Commander's/Gunner's Hatch (turret top); Cargo Ramp (rear hull); Door in Cargo Ramp.

▼ TYPE 89 MICV

Japanese Mechanised Infantry Combat Vehicle designed along the same design theories as the US Bradley or German Marder, it had largely replaced the Type 73 APC by the outbreak of the 3WW.

The main differences are a 35mm autocannon and homegrown ATGMs instead of TOW.

Size: 22. **Weight:** 23500/1500/27000 kg **Crew:** 2 + 8 passengers. **Speed:** 20/6/11 (72 kph), road. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 650 (D, P, A). **Fuel Consumption:** 45. **Maintenance Interval:** 1000 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+0 (HB), 2d+2 (HT); +4d Ablative Armour to HF/HS/HR; 5d+2 (TF), 4d+1 (TS), 4d+0 (TR), 2d+2 (TT). **Damage:** 19/3. **Cost:** \$650000 (Very Rare).

Armament: 1 x 35mm Autocannon (1000 rounds) with coax MMG (2500 rounds) in 360° traverse turret; 1 x HMG (1500 rounds) or Auto GL (120 rounds), pintle mount, commander's position. Some models have 2 x ATGM launchers mounted one per side on the turret.



Special Equipment: Headlights, IR Sights, Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's Hatch (hull top, front); Commander's and Gunner's Hatch (turret top); Double Door (rear hull); Hatch (hull top, rear).

▼ M-2 BRADLEY IFV

The Bradley Infantry Fighting Vehicle was intended to replace the older M-113 APC, but proved too expensive, so most units retained (partly or completely) the M-113s. The design concept was also flawed – the armament encouraged the crew (and unit commanders) to see it as a "tank", a role for which it is not suited.

Size: 24. **Weight:** 18875/1500/22500 kg **Crew:** 3 + 7 passengers. **Speed:** 20/6/11 (72 kph), road. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced

(Tracked).

Fuel: 650 (D, P, A). **Fuel Consumption:** 25. **Maintenance Interval:** 1000 hours.

Armour: 5d+2 (HF), 4d+2 (HS), 3d+2 (HR), 3d+0 (HB), 2d+2 (HT); +4d Ablative Armour to HF/HS/HR; 5d+2 (TF), 4d+1 (TS), 4d+0 (TR), 2d+2 (TT). **Damage:** 17/4. **Cost:** \$750000 (Very Rare).

Armament: 1 x 25mm Autocannon (900 rounds) with coax MMG (4500 rounds) in 360° traverse turret; 1 x HMG (1500 rounds) or MMG (2500 rounds) or Auto GL (120 rounds), pintle mount, commander's position. 2 x ATGM launchers (7 TOW ATGM).



Special Equipment: Headlights, IR Sights, Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's Hatch (hull top, front); Commander's and Gunner's Hatches (turret top); Drop Ramp (hull rear).

▼ STINGRAY 2 LIGHT TANK

A private venture, the Stingray is called a light "tank", but is really no better armed than most modern IFVs or APCs – but with a 105mm tank gun as the main armament. The Stingray I was sold to Thailand and was successful enough to justify a design upgrade to the Mk II, with improved armour.

The widening local conflicts that preceded what eventually became the 3WW led to a number of orders being placed for what was a poor man's tank – and, when the war spread and expanded, and losses of real tanks became critical, the US government federalised all stock on hand and the entire production line.

The Stingray appeared in small numbers in all theaters of war where the US was involved, but mainly in the European theater – but late enough in the 3WW such that they represented a large percentage of remaining armour.

Size: 18. **Weight:** 19387/1500/21500 kg **Crew:** 4. **Speed:** 19/5/9 (68 kph), road. **Manoeuvre:** 2d+0. **Suspension:** Very Enhanced (Tracked).

Fuel: 750 (D, P, A). **Fuel Consumption:** 30. **Maintenance Interval:** 1000 hours.

Armour: 6d+2 (HF), 5d+2 (HS), 4d+2 (HR), 4d+2 (HB), 3d+2 (HT); +2d Ablative Armour to HF/HS/HR; 7d+2 (TF), 4d+2 (TS), 4d+2 (TR), 3d+2 (TT). **Damage:** 18/4. **Cost:** \$1250000 (Very Rare).

Armament: 1 x 105mm Low Pressure Tank Gun (32 rounds) with coax MMG (2400 rounds) in 360° traverse turret; 1 x HMG (1500 rounds), pintle mount,

commander's position.

Special Equipment: Headlights, IR Sights, Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's Hatch (hull top, front); Commander's and Gunner's Hatches (turret top).



Stingray Light Tank

▼ SPRUT-SD LIGHT TANK

The SPRUT-D is classified as a "self-propelled anti-tank gun" by the Russians, but is an upgraded and redesigned PT-76 hull with mounting a 125mm low pressure gun firing the same ammunition as the 125mm gun on Russian MBTs.

Size: 16. **Weight:** 16500/1500/18000 kg **Crew:** 4.
Speed: 20/6/11 (70 kph), road. **Manoeuvre:** 2d+0.
Suspension: Very Enhanced (Tracked).

Fuel: 750 (D, P, A). **Fuel Consumption:** 30. **Maintenance Interval:** 1000 hours.

Armour: 6d+2 (HF), 4d+2 (HS), 4d+2 (HR), 3d+2 (HB), 2d+2 (HT); +4d Ablative Armour to HF/HS/HR; 7d+2 (TF), 4d+2 (TS), 4d+1 (TR), 2d+2 (TT). **Damage:** 18/4.
Cost: \$1500000 (Very Rare).

Armament: 1 x 125mm Low Pressure Tank Gun (40 rounds) with coax MMG (2400 rounds) in 360° traverse turret; 1 x MMG (1500 rounds), pintle mount, commander's position.

Special Equipment: Headlights, IR Sights, Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's Hatch (hull top, front); Commander's & Gunner's Hatches (turret top).



SPRUT-SD Light Tank

ARMAGEDDON

▼ TH-301 LIGHT TANK

A progressive development of the German Marder IFV via the Argentinian TAM light tank development, the Th-301 was initially a private venture but was rapidly snapped up by a variety of nations as the conflicts that preceeded the 3WW spread.

When the main conflict started, existing stocks were rapidly requisitioned by the German government, and production continued for use by the Bundesheer to replace Leopard II MBTs losses.

Size: 30. **Weight:** 28000/1500/32000 kg **Crew:** 4.
Speed: 21/6/11 (76 kph), road. **Manoeuvre:** 2d+0.
Suspension: Very Enhanced (Tracked).

Fuel: 650 (D, P, A). **Fuel Consumption:** 40. **Maintenance Interval:** 1000 hours.

Armour: 8d+2 (HF), 6d+2 (HS), 5d+2 (HR), 4d+1 (HB), 3d+1 (HT); +4d Ablative Armour to HF/HS/HR; 9d+2 (TF), 6d+2 (TS), 5d+1 (TR), 3d+1 (TT). **Damage:** 20/3.
Cost: \$1750000 (Very Rare).



TH-301 Light Tank

Armament: 1 x 105mm Low Pressure Tank Gun (50 rounds) with coax MMG (3000 rounds) in 360° traverse turret; 1 x MMG (3000 rounds), pintle mount, commander's position.

Special Equipment: Headlights, IR Sights, Push-button starter, Tow Hitch (7500 kg), Vehicular Radio.

Notes: Driver's Hatch (hull top, front); Commander's & Gunner's Hatches (turret top).

ARMAGEDDON

▼ RIDING AND PACK ANIMALS

As the war spread and modern vehicles fell prey to combat, wear and tear, and the degradation (or destruction) of the vital logistic support systems they relied on armies gradually fell back on the tried and true methods of the past – animals.

The Russians were the first to deploy Cavalry units, drawn from their ethnic Cossacks – but soon all of the armies involved in the TWW were deploying Cavalry (or, more correctly, Dragoons – Mounted Infantry) in the Line, and animal based logistic units (vehicle or pack) in support.

▼ RIDING HORSE

When the first mounted units were deployed, they relied mainly on plain old riding horses, with no combat (or even Police/Security) training to speak of. **Cost:** \$1000-\$1500 (Scarce).



Strength	15	5d+0	Enc.50	-0d
Agility	6	2d+0	Enc. 100	-1d
Awareness	5	1d+2	Enc. 200	-2d
Will	5	1d+2	Enc. 400	-3d
Health	7	2d+1	Running x 3	4d+1
Fate	1	0d+1	Brawling	2d+0
Hits	7/13/19/25		Bite	2d+0
Armour	0d+1		Kick	4d+0

▼ CAVALRY HORSE

With time for training, most armies were able to quickly provide real *combat trained* “cavalry” horses for their units. Or the units that were “early adopters” trained their own horses up to these standards. The main difference is that they have a greater WILL (to withstand the distractions of combat) and, of course, that the cost more. **Cost:** \$2000-\$3000 (Rare).



Strength	15	5d+0	Enc.50	-0d
Agility	6	2d+0	Enc. 100	-1d
Awareness	5	1d+2	Enc. 200	-2d
Will	7	2d+1	Enc. 400	-3d
Health	7	2d+1	Running x 3	4d+1
Fate	1	0d+1	Brawling	3d+1
Hits	7/13/19/25		Bite	2d+0
Armour	0d+1		Kick	4d+0

▼ PACK HORSE

Pack Horses are generally not trained for riding or for speed, but for hauling cargo. **Cost:** \$500-\$750 (Scarce).

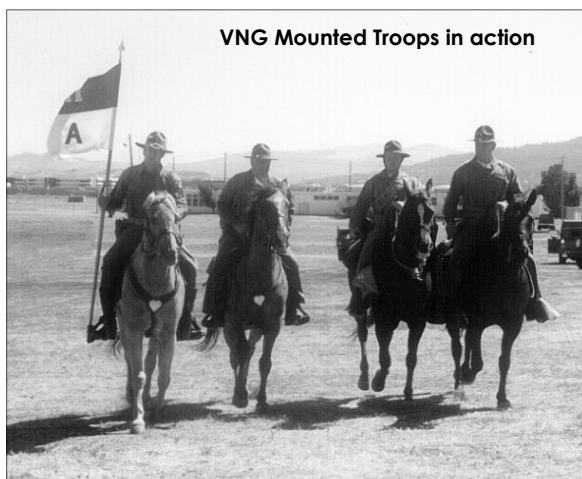
Strength	17	5d+2	Enc. 79	-0d
Agility	5	1d+2	Enc. 159	-1d
Awareness	5	1d+2	Enc. 318	-2d
Will	4	1d+1	Enc. 636	-3d
Health	7	2d+1	Running x 3	4d+1
Fate	1	0d+1	Brawling	2d+0
Hits	6/11/16/21		Bite	1d+2
Armour	0d+1		Kick	3d+2

ARMAGEDDON

▼PACK MULE

Mules were extremely rare at the beginning of the deployment of animal transport assets, their being no need for them prior to the TWW. They are, however, more efficient load carriers than horses, being both stronger and less fragile. **Cost:** \$2500-\$3000 (Rare).

Strength	17	5d+2	Enc. 79	-0d
Agility	5	1d+2	Enc. 159	-1d
Awareness	5	1d+2	Enc. 318	-2d
Will	6	2d+0	Enc. 636	-3d
Health	8	2d+2	Running x 3	4d+1
Fate	2	0d+2	Brawling	2d+0
Hits	8/15/22/31		Bite	1d+2
Armour	0d+1		Kick	3d+2



ARMAGEDDON

-- A --

Academic Skills 2.19
Accessories 6.7
Autofire 7.5
Alt. Hit Location 8.2
Artillery Barrages 7.3
Artillery Near Misses . 7.4
Age 2.19
Air Force Career 2.13
All Terrain Vehicle 8.5
Allied & NATO Scrip . 6.2
Ammunition 6.3
An Alliance is formed 1.2
Army Career 2.10
Artificial Lighting 6.5
Artillery & Indirect Fire 7.2
Atomic Era & Junior High Background..... 2.2
Autocannon 7.28

-- B --

BA-64 Arm'd Car 8.11
Barter 6.3
Bedding 6.7
BMD-2bis Light APC . 8.15
BRDM Scout Car 8.11
BTR-90 IFV 8.15

-- C --

Camping Equipment 6.7
Career Packages 2.4
Cash & Goods 2.20
Cavalry Horse 8.21
Civilian Currencies ... 6.3
Commando V-150 & ASV-150 8.14
Computer Chips 6.4
Computers & Calculators 6.9
Cycle/Motorcycle 8.4-5

-- D --

Demolitions & Mines 7.29
Diving Equipment 6.9
Draft, The 2.15
Draft Table, The 2.15
Dry Rations 6.3

-- E --

Electric Lights 6.5

-- F --

Fog Of War 7.7
Food 6.10
Francs & Krona 6.3
Fuel 6.11
Fuel Consumption 8.2
Fuel Lanterns 6.6

-- G --

General-Unskilled Career 2.15
Generators 6.12
Grenade Launchers 7.25
Grenades 7.29

-- H --

Hand Tools 6.13
Handguns 7.8
Hard Cover 7.4
Heaters & Coolers .. 6.14
Heavy Pickup 8.7
High School 2.3

-- I --

Intelligence Career 2.14

-- J --

Jeeps, Pickups & 4WD Vehicles 8.6-7

-- L --

LARC 8.9
LAV-25 8.15
Light Mortars 7.27

-- M --

Machineguns 7.23
Marines Career 2.12
Medical Equipment 6.14
Medicines 6.14
Melee Weapons 7.29
Military Rank 2.20
Military Scrip 6.2

-- N --

Navy & Coastguard Career 2.11

-- O --

Off Road Trucks 8.7-9
Organised Crime Career 2.8
Orienteering 6.8
Other Light Sources .. 6.6
Other Power Supplies 6.12
Other Skills 2.19

-- P --

Pack Horse 8.22
Pack Mule 8.22
Paramilitary Career .. 2.9
Petrol Generators ... 6.12
Photographic & Video Equipment 6.15
Pink Panther Patrol Vehicle 8.10
Post High School Careers 2.3
Postgraduate Degree ... 2.6
Power Storage 6.16
Precious Metals 6.4
Precision Instruments 6.17
Pre-Transfer Availability . 6.2
Pre-Transfer Money .. 6.2
Printing & Writing 6.17
Professional Career .. 2.8

-- R --

Radio Sets 6.17
RAM Scout Vehicles 8.13
RAM Wheeled APC..... 8.14
Rank Tables 2.16
Recoilless Rifles 7.28
Riding & Pack Animals ... 8.21
Riding Gear 6.20
Riding Horse 8.21
Rifles 7.15
Rocket Launchers .. 7.26
Russian Scrip 6.3

-- S --

Senior High Background 2.3
Service Academy 2.7
Shorland Armoured Car 8.9
Shotguns 7.21
Skill List 2.19
Skills Tree 2.17
Smallarms Ammunition .. 7.30
Special Operations Vehicle 8.10
Sprut SD Light Tank . 8.20
Starting Characters .. 2.2
Status 2.19
Stingray 2 Light Tank 8.19
Submachineguns ... 7.12

-- T --

Tank/Anti-Tank Guns 7.29
Telegraphs & Telephones 6.18
Tentage 6.7
TH-301 Light Tank 8.20
Timekeeping 6.18
Tracked APCs & IFVs 8.16-19
Trade & Technical Career 2.5
Traits..... 2.19

-- U --

Undergrad Degree Package 2.6
Uniforms 6.19

-- V --

Vehicle Data Block Additions 8.3
Visible Light Communications 6.19
Vision Aids 6.20

-- W --

Weapon Data Block Additions 4.7
What Does Availability Mean? 6.2
Wheeled APCs ... 8.11-13

INDEX



INDEX

RANGED WEAPONS	ACCURACY	DAMAGE	SHOTS	WEIGHT	COST	ARMOUR	HITS	STATUS
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P

MELEE WEAPONS	TYPE	DAMAGE	LENGTH	WEIGHT	COST	ARMOUR	HITS	STATUS
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P
		d+		kg	Cr	d+		A C P

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