

Encumbrance (UNITS)

The weight and bulkiness of your gear is measured in encumbrance units, or just units for short. One encumbrance unit represents an item of roughly 3kg that can be carried in one hand—an assault rifle is a typical example. Smaller items weigh ½ or even ¼ unit.

The gear section of your character sheet has three subsections – one each for combat gear, items in your backpack, and tiny items. Each row in a subsection represents one full encumbrance unit.

COMBAT GEAR: Here, you list what you carry in your combat webbing, holsters, slings, belts, pockets, or in hand.

Combat gear is easily accessible, and these items can be taken out with a fast action. You can only carry a number of encumbrance units equal to your STR die size as combat gear, e.g. eight units if you have STR C.

BACKPACK: If you have a backpack, **you can use it to carry an additional number of encumbrance units equal to your STR die size.** However, **carrying a backpack gives you a -2 modifier on all MOBILITY rolls.** Getting an item from your backpack during combat is a slow action (for you or another character in the same hex) and requires a MOBILITY roll. **Dropping your backpack to the ground is a fast action.** The backpack itself does not affect your encumbrance.

TINY ITEMS: Items with negligible weight, such as a photograph or a dog tag, are called tiny. They are so small they don't affect your encumbrance. Tiny items still need to be listed on your character sheet.

Ammunition

Ammunition inside the magazine of a loaded weapon is included in the weapon weight (except for ammo belts). One extra magazine of ammunition weighs ¼ unit. An ammo belt for a machinegun typically weighs one full unit. Ammo belts are never included in the weapon weight.

Reload	¼ unit
Ammo belt	1 unit

Food & Water

Daily Water ration	½ unit
Field Rations [MRE]	¼ unit
Domestic Food	½ unit
Wild Food	1 unit

Abbreviations

General	MRE	Meal, Ready-to-Eat (field rations)
Vehicle	AAVP	Amphibious Assault Vehicle (Personnel)
	ACAV	Armored Cavalry Assault Vehicle
	APC	Armored Personnel Carrier
	ATC	All-Terrain Carrier
	CUCV	Commercial Utility Cargo Vehicle
	HEMTT	Heavy Expanded Mobility Tactical Truck
	HMMWV	High Mobility Multipurpose Wheeled V.
	IFV	Infantry Fighting Vehicle
	ITV	Improved TOW Vehicle
	MBT	Main Battle Tank

Weapons	ATGM	Anti-tank guided missile
	ATRL	Anti-tank rocket launcher
	GL	Grenade launcher
	GPMG	General purpose machine gun
	HMG	Heavy machine gun
	LMG	Light machine gun
	RL	Rocket launcher
	SMG	Submachine gun
	TOW	Tube-launched, Optically-tracked, Wireless-guided

Other	FCS	Fire Control System
(p.115)	IR	Infrared
	R	Radio
	S	Stabilized gun
	SD	Smoke Discharger
	Tm	Thermal

Weapon Mounts	(T)	Turret
(p.84)	(C)	Coaxial
	(H)	Hull
	(P)	Pintle; (PG) is pintle with gun shield

Field Gear (p.131)

Item	Weight	Price
Backpack	0	50
Fatigues	0	20
Thermal fatigues	1	50
Sleeping bag	1	25
Blanket	1	10
Small tent	4	50
Large tent	8	150
Fishing gear	1	25

Explosives (p.131)

Item	Weight	Price
Plastic explosives	¼	25
Dynamite stick	¼	25
Chemicals	1	10
Improvised explosives	1	25

Electricity (p.131)

Item	Rel	Weight	Price
Small generator	3	5	200
Large generator	5	50	1,000
Small battery		¼	100
Car battery		5	1,000

Fuel & Stills (p.130)

Item	Rel	Weight	Price
Gasoline/diesel (1 liter)		¼	50
Alcohol fuel (1 liter)		¼	15
Small still	1	20	500
Large still	3	400	2,500
Industrial still	5	n/a	10,000

Tools & Spare Parts (p.130)

Item	Weight	Price
Basic tools	2	25
Vehicle tools	3	50
Weapon tools	2	50
Weapon spare part	½	25
Vehicle spare part	1	50
Electronic spare part	½	25
General spare part	1	10

Medical Supplies (p.130)

Item	Weight	Price
Personal medkit (disposable)	¼	25
Doctor's medical kit	2	250
Surgical instruments	1	50
Antibiotics (per dose)	0	25

2 T2K4 Equipment

Pain reliever (per dose)	0	15
Atropine auto-injector (per dose)	0	100

Protective Gear (p.129)

Item	Rel	Weight	Price
Radiacmeter	1	1/4	200
Chemical agent detector		1/4	75
Protective mask	1	1/2	150
Hazmat/mopp suit		1	500
Rain gear		1/2	25

Observation Gear (p.129)

Item	Rel	Weight	Price
Binoculars	1	1/2	50
Night-vision goggles	1	1/2	250
Thermal optics	1	1	1,000
Flashlight	1	1/4	30
Searchlight	3	5	200
Compass	1	1/4	10
Global positioning system [GPS]		1/2	250

Communication Gear (p.127)

US Military Radios	Range	Rel	Weight	Price
AN/PRC-148 MBITR	10 km/1	1	1/2	500
AN/PRC-77	8 km/1	3	2	350
AN/PRC-119 SINCGARS	8 km/1	2	2	1,000
KY-57 VINSON add-on	n/a		1/2	2,500

Soviet Military Radios	Range	Rel	Weight	Price
R-105M	8 km/1	2	3	150
R-107	6 km/1	3	3	200
R-126	2 km/0	1	1	100
R-311	spc.	5	5	250
R-392A	5 km/0	1	1	350
R-198	4 km/0	1	1	400

Civilian Radios	Range	Rel	Weight	Price
Walkie-talkie	1 km/0	1	1/2	50
Ham radio (portable)	spc	2	3	200
Ham radio (fixed)	spc	4	5+	1,000

Signaling gear

	Weight	Price
Signal panels	1/2	10
Strobe light	1/4	20
Signal flare (disposable)	1/4	5

Civilian firearms (p.96)

Weapon	Type	Ammo	Rel	ROF	Damage	Crit	Blast	Range	Mag	Armor	Weight	Price
Service revolver	Revolver	.38 SPL	5	2	1	3	—	2	6	+2	1/2	75
Police pistol	Pistol	9x19	5	2	1	2	—	2	17	+1	1/2	125
Combat pistol	Pistol	9x19	5	2	1	2	—	2	15	+1	1/2	100
Bolt-action rifle	Hunting r.	.30-06	5	1	3	4	—	10	5	0	1	300
Lever-action rifle	Hunting r.	.30-30	5	1	3	4	—	5	8	0	1	250
Pipe gun rifle ¹	Hunting r.	Any rifle	3	1	3	4	—	3	1	+1	1	25
Semi-auto shotgun	Shotgun	12 GA	5	2	3	4	—	2	5	+1	1	225
Pump-action	Shotgun	12 GA	5	1	3	4	—	2	5	+1	1	200
Double-barrelled	Shotgun	12 GA	5	1	3	4	—	2	2	+1	1	150
Pipe gun shotgun ¹	Shotgun	12 GA	3	1	3	4	—	1	1	+1	1	25
Zip gun ¹	Pistol	Any pistol	3	1	1	3	—	1	1	+2	1/2	25

1: can be jury rigged.

US military weapons (p.101)

Weapon	Type	Ammo	Rel	ROF	Damage	Crit	Blast	Range	Mag	Armor	Weight	Price
M1911A1	Pistol	.45	5	2	2	3	—	2	7	+1	1/2	100
M9	Pistol	9x19	5	2	1	2	—	2	15	+1	1/2	100
M16A1	Assault rifle	5.56x45	5	6	2	3	—	5	30	0	1	400
M16A2	Assault rifle	5.56x45	5	3	2	3	—	6	30	0	1	400
M4	Carbine	5.56x45	5	3	2	3	—	4	30	0	1	350
M4A1	Carbine	5.56x45	5	6	2	3	—	4	30	0	1	375
M40A3	Sniper rifle	7.62x51	5	1	3	3	—	12	5	0	2	500

Weapons

Melee weapons (p.93)	Rel	Dam.	Crit	Armor	Weight	Price
Unarmed	5	1	4	+3	—	—
Rifle butt	5	2	4	+2	as rifle	—
Bottle	1	1	2	+3	1/4	—
Knife	5	2	3	+1	1/4	5
Club ¹	5	2	4	+2	1	1
Spiked bat ¹	5	2	3	+2	1	3
Bayonet	5	2	3	+1	1/4+rifle	5
Machete	5	3	4	+1	1/2	20
Axe	5	3	3	+1	1	30

1: can be jury rigged.

Bows & thrown (p.94)

	Rel	Dam.	Crit	Rgn	Armor	Wgt	Price
Rock	5	1	3	1	+2	1/2	—
Hunting bow	5	1	2	4	+1	1	150
Crossbow	5	2	3	4	0	1	200
Improvised bow ¹	3	1	3	2	+1	1	10

1: can be jury rigged with one general spare part. 2d6 arrows can be made from branches with a TECH roll and a shift of work.

Weapons gear (p.127)

	Weight	Price
Telescopic sight	0	100
Night vision sight	1/2	250
Bayonet	1/4	5
Bipod	1/4	10
Tripod	2	25
Suppressor	1/2	150

Hand grenades (p.112)

	Dam.	Crit	Blst	Rgn	Armor	Wgt	Price
Fragmentation	2	3	C	3	+1	1/4	30
Anti tank	6	3	D	3	-1	1/4	50
Smoke ¹	—	—	—	3	—	1/4	25
White phosphorous	—	—	Fire B ²	3	—	1/4	50
Improvised ³	2	3	C	2	+1	1	25
Molotov cocktail ⁴	—	—	Fire C ²	2	—	1	15

1: Fills the target hex with SMOKE (p.60).

2: Fire effect in target hex only.

3: Can be jury rigged, using one encumbrance unit of improvised explosives (or equivalent), and one general part for shrapnel.

4: Can be jury rigged, using one liter of fuel and a bottle.

Body armor (p.127)

	Location	Armor	Weight	Price
Steel helmet	Head	1	1	25
Kevlar helmet	Head	1	1/2	100
Flak jacket	Torso	1	1	150
Plate vest	Torso	2	3	250

M21	Sniper rifle	7.62x51	5	2	3	3	—	10	20	0	2	450
M82A1	Sniper rifle	.50 M2	5	1	4	3	—	20	10	0	3	1,000
M79	GL	40x46	5	1	3	3	D	5	1	0	1	250
M203 (rifle-mounted)	GL	40x46	5	1	3	3	D	4	1	0	1/2	300
Mk 19	GL ⁴	40x53 ¹	5	4	3	3	D	20	32	0	6 ³	2,500
M249	LMG	5.56x45	5	6	2	3	—	6	200 ¹	0	2	1,000
M60	GPMG	7.62x51	4	4	3	4	—	8	100 ¹	0	3	1,250
M240B	GPMG	7.62x51	5	4	3	4	—	8	100 ¹	0	3	1,500
M2HB	HMG	.50 M2	5	4	4	4	—	15	100 ¹	0	7 ³	2,000
M72A3 LAW	ATRL	66mm	5	1	6	3	C	3	1 ²	-1	1	100
M136 AT4	ATRL	84mm	5	1	8	2	C	5	1 ²	-1	2	200
FGM-148	ATGM	127mm	5	1	10	1	B	40	1	-1	3	7,500
M47 Dragon	ATGM	140mm	5	1	11	1	B	25	1	-1	3	5,000
BGM-71 TOW	ATGM	152mm	5	1	11	1	B	50	1	-2	15 ³	10,000

1: Ammo belt (one encumbrance unit).

2: Disposable. Can be fired only once.

3: Needs to be fired from a tripod or vehicle mount.

4: Automatic grenade launcher. Uses ammo dice (p. 63).

Soviet military weapons (p.104)

Weapon	Type	Ammo	Rel	ROF	Damage	Crit	Blast	Range	Mag	Armor	Weight	Price
PM	Pistol	9x18	5	2	1	3	—	2	8	+2	1/2	75
PSM	Pistol	5.45x18	5	2	1	4	—	2	8	+2	1/4	75
AKM	Assault rifle	7.62x39	5	4	2	3	—	5	30	0	1	300
AK-74	Assault rifle	5.45x39	5	5	2	3	—	6	30	0	1	400
PP-19	SMG	9x18	5	5	1	3	—	3	64	+2	1	350
GP-25	GL	40mm	5	1	3	4	D	4	1	0	1	250
AGS-17	GL ⁴	30x29 ¹	4	4	3	4	D	15	29	0	5 ³	2,000
SVD-63	Sniper rifle	7.62x54	5	2	3	3	—	10	10	0	2	500
RPK	LMG	7.62x39	5	4	2	3	—	6	75	0	2	600
RPK-74	LMG	5.45x39	5	5	2	3	—	7	45	0	2	750
PKM	GPMG	7.62x54	5	5	3	4	—	8	100 ¹	0	3	1,250
DShK-38	HMG	12.7x108	5	4	4	4	—	15	50 ¹	0	7 ³	1,750
NSV	HMG	12.7x108	5	6	4	4	—	15	50 ¹	0	6 ³	2,000
KPV	HMG	14.5x114	5	4	4	3	—	20	40 ¹	0	9 ³	2,500
RPG-7V	ATRL	83mm	5	1	7	2	C	6	1	-1	2	750
RPG-16	ATRL	58mm	5	1	5	3	C	8	1	-1	2	1,000
9M113 Konkurs	ATGM	135mm	5	1	10	1	B	40	1	-1	3	5,000

Swedish military weapons (p.107)

Weapon	Type	Ammo	Rel	ROF	Damage	Crit	Blast	Range	Mag	Armor	Weight	Price
Pist 88	Pistol	9x19	5	2	1	2	—	2	17	+1	1/2	100
Ak 4	Battle rifle	7.62x51	5	4	3	4	—	8	20	0	2	500
Ak 5	Assault rifle	5.56x45	5	5	2	3	—	6	30	0	1	400
Psg 90	Sniper rifle	7.62x51	5	1	3	3	—	12	10	0	2	750
Ag 90	Sniper rifle	.50 M2	5	1	4	3	—	20	10	0	3	1,000
Grsp 40	GL	40x53 ¹	5	4	3	3	D	20	32	0	6 ³	2,500
Kpist m/45	SMG	9x19	5	4	1	2	—	3	36	+1	1	350
Ksp 90	LMG	5.56x45	5	6	2	3	—	6	200 ¹	0	2	1,000
Ksp 58B	GPMG	7.62x51	5	4	3	4	—	8	100 ¹	0	3	1,500
Ksp 88	HMG	.50 M2	5	4	4	4	—	15	100 ¹	0	7 ³	2,000
Grg m/48	ATRL	84mm	5	1	7	2	C	5	1	-1	3	1,000
Pskott m/86	ATRL	84mm	5	1	8	2	C	5	1 ²	-1	2	200

Polish military weapons (p.110)

Weapon	Type	Ammo	Rel	ROF	Damage	Crit	Blast	Range	Mag	Armor	Weight	Price
P-83	Pistol	9x18	5	2	1	3	—	2	8	+2	1/2	75
AKM (AK-47)	Assault rifle	7.62x39	5	4	2	3	—	5	30	0	1	300
PMK-60	Assault rifle	7.62x39	5	4	2	3	—	5	30	0	1	350
PM-84	SMG	9x18	5	4	1	3	—	3	25	+2	1	300
wz. 1974	GL	40x47	5	1	3	4	D	5	1	0	1/2	350
SWD	Sniper rifle	7.62x54	5	2	3	3	—	10	10	0	2	500
RPK	LMG	7.62x39	5	4	2	3	—	6	75	0	2	600
PKM	GPMG	7.62x54	5	5	3	4	—	8	100 ¹	0	3	1,250
DSzKM	HMG	12.7x108	5	4	4	4	—	15	50 ¹	0	7 ³	1,750
NSW	HMG	12.7x108	5	6	4	4	—	15	50 ¹	0	6 ³	2,000
RPG-7V	ATRL	83mm	5	1	7	2	C	6	1	-1	2	750

4 T2K4 Equipment

Other military weapons (p.112)

Weapon	Type	Ammo	Rel	ROF	Damage	Crit	Blast	Range	Mag	Armor	Weight	Price
FN FAL	Battle rifle	7.62x51	5	4	3	4	—	8	20	0	2	500
FAMAS	Assault rifle	5.56x45	5	6	2	3	—	5	25	0	1	400
Vz 61	SMG	7.65x17	5	6	1	3	—	2	20	+2	1/2	200
Uzi	SMG	9x19	5	4	1	2	—	3	32	+1	1	350
PSG-1	Sniper rifle	7.62x51	5	1	3	3	—	12	20	0	2	1,000
Armbrust	ATRL	67mm	5	1	6	3	C	4	1 ²	-1	1	100
PzF 3	ATRL	110mm	5	1	8	1	C	7	1	-1	1	250

Mines (p.114)

Mine	Nation	Type	Damage	Crit	Blast	Armor	Weight	Price
M16	US	Anti-personnel	5	3	C	+1	1/2	50
M18 Claymore	US	Directional	—	—	B	0	1/2	75
M21	US	Anti-tank	7	2	B	-1	1	150
M67 ADAM*	US	Anti-personnel	3	4	D	+2	1/2	25
OZM-4	USSR	Anti-personnel	5	3	C	+1	1/2	50
MON-50	USSR	Directional	—	—	B	0	1/2	75
TM-72	USSR	Anti-tank	7	2	B	-1	1	150
PFM*	USSR	Anti-personnel	2	2	D	+2	1/4	10

Artillery

Vehicle cannons (p.113)	Ammo	Rel	ROF	Damage	Crit	Blast	Range	Mag
Armor								
20/23mm	AP	5	6	5	3	—	20	100
	HE	5	6	4	3	D	25	100
25mm	AP	5	4	5	3	—	30	300
	HE	5	4	4	3	D	35	300
30mm	AP	5	3	6	3	—	20	500
	HE	5	3	5	4	D	25	500
40mm	AP	5	3	6	3	—	35	500
	HE	5	3	5	4	D	40	500
73mm	AP	5	0	6	3	—	10	1
	HE	5	0	5	3	C	10	1
76.2mm	AP	5	0	7	2	—	10	1
	HE	5	0	6	3	C	15	1
	HEAT	5	0	7	2	C	15	1
100mm	APDS	5	0	8	2	—	25	1
	HE	5	0	7	3	B	30	1
	HEAT	5	0	7	2	B	25	1
105mm	APDS	5	0	8	2	—	30	1
	HE	5	0	7	2	B	40	1
	HEAT	5	0	8	2	B	30	1
115mm	APDS	5	0	9	2	—	25	1
	HE	5	0	8	2	B	30	1
	HEAT	5	0	9	2	B	25	1
120mm	APFSDS	5	0	10	1	—	40	1
	HEAT	5	0	10	1	B	40	1
125mm	APFSDS	5	0	11	1	—	30	1
	HE	5	0	10	1	B	40	1
	HEAT	5	0	11	1	B	30	1

Mortar (p.113)	Ammo	Rel	ROF	Damage ¹	Crit ¹	Blast	Range	Mag	Armor ¹	Weight	Price
60mm	HE/WP/CHEM/ILLUM	5	1	5	3	C	35	1	+2	6 ²	1,000
81mm	HE/WP/CHEM/ILLUM	5	1	6	3	B	65	1	+2	10 ³	2,500
82mm ⁵	HE/WP/CHEM/ILLUM	5	1	6	3	B	40	1	+2	10 ³	2,500
4.2 inch	HE/WP/CHEM/ILLUM	5	1	8	2	A	75	1	+2	100	5,000
120mm	HE/WP/CHEM/ILLUM	5	1	9	2	A	75	1	+2	50	7,000
Improvised	HE/WP/CHEM/ILLUM	3	1	4-6 ⁴	4	A-C ⁴	15	1	+2	5	200

1: HE only. WP, CHEM, and ILLUM rounds have no direct damage effect.

2: Can be broken down into tube (2), bipod (2), baseplate (1), and sight (1). Takes one stretch to assemble/disassemble.

3: Can be broken down into tube (4), baseplate (3), bipod (2), and sight (1).

4: Depends on ammunition used.

5: The Vasilek semi-automatic 82mm mortar system has a RoF of 2 and Mag of 4. It must be towed and can't be broken down. It uses ammo dice just like small arms. On a hit, each success on an ammo die lands an additional grenade in the target hex or a hex adjacent to it. On a miss, deviation is rolled one additional time for each success rolled on the ammo dices.

Howitzers (p.114)	Ammo	Rel	ROF	Damage ¹	Crit ¹	Blast	Range	Mag	Armor ¹	Price
105mm	HE/WP/CHEM/ILLUM	5	1	8	2	B	150	1	+2	10k
122mm	HE/WP/CHEM/ILLUM	5	1	10	1	B	200	1	+2	15k
152mm	HE/WP/CHEM/ILLUM	5	1	11	1	A	250	1	+2	20k

155mm	HE/WP/CHEM/ILLUM	5	1	11	1	A	250	1	+2	25k
203mm ²	HE/WP/CHEM/ILLUM	5	1	12	1	A	400	1	+2	30k

1: HE only. WP, CHEM, and ILLUM rounds have no direct damage effect.

2: Capable of firing atomic shells.

Heavy weapons ammunition (p.114)

Type	Caliber	Weight	Price
GL	40mm	1/4	25
ATRL	58-110mm	1	150
ATGM	127-152mm	4	500
HE	20-40mm	1/4	25
	41-60mm	1/2	50
	61-75mm	2	100
	76-90mm	4	150
	91-114mm	6	200
	115-125mm	8	250
	126-139mm	10	350
	140mm+	12	500
HEAT	61-75mm	2	150
	76-90mm	4	200
	91-114mm	6	250
	115-125mm	8	350
	126-139mm	10	500
	140mm+	12	750
AP	20-40mm	1/4	25
	41-60mm	1/2	50
	61-75mm	2	100
	76-90mm	4	150

APDS	91-114mm	6	250
APFSDS	115-125mm	8	500
	126-139mm	10	750
	140mm+	12	1,000
CHEM	61-75mm	2	150
	76-90mm	4	250
	91-114mm	6	350
	115-125mm	8	450
	126-139mm	10	750
	140mm+	12	1,000
WP	61-75mm	2	100
	76-90mm	4	150
	91-114mm	6	200
	115-125mm	8	250
	126-139mm	10	350
	140mm+	12	500
ILLUM	61-75mm	2	25
	76-90mm	4	50
	91-114mm	6	75
	115-125mm	8	100
	126-139mm	10	150
	140mm+	12	200

Civilian vehicles (p.116)

Vehicle type	Rel	Combat Speed	Travel Speed	Front Armor	Side Armor	Rear Armor	Fuel Type	Fuel Cap	Fuel Cons	Crew	Cargo	Price
Horse	—	2/2	3/2	—	—	—	—	—	—	1+1	25	500
Wagon	5	1/1 W	2/1	—	—	—	—	—	—	1+4	100	250
Bicycle	5	2/1 W	4/2	—	—	—	—	—	—	1	25	50
Motorcycle	5	6/1 W	9/2	—	—	—	G	20	0.5	1+1	25	3,000
Dirt bike	5	4/3 W	6/4	—	—	—	G	10	0.5	1	25	2,000
2WD Car	5	6/1 W	10/1	1	1	1	G or D	60	1	1+3	75	4,000
4WD Car	5	6/3 W	10/6	1	1	1	G or D	80	2	1+3	75	10,000
Pickup truck	5	5/3 W	9/4	1	1	1	G	100	2	1+5	250	8,000
Light truck	5	3/2 W	8/1	1	1	1	G	150	3	1+14	500	20,000
Heavy truck	5	2/1 W	6/1	1	1	1	D	300	4	1+16	1,500	30,000
Bus	5	2/1W	6/1	1	1	1	D	300	8	1+50	1,250	25,000
Rowboat	5	1 ¹	2 ¹	—	—	—	—	—	—	1+4	100	100
Small sailing boat	5	3 ¹	3 ¹	1	1	1	—	—	—	1+7	250	250
Small motorboat	5	4 ¹	5 ¹	1	1	1	G	80	5	1+7	250	4,000
Tugboat	5	2 ¹	4 ¹	1	1	1	D	1,000	50	4+16	5,000	15,000

1: On water only.

US military vehicles (p.119)

Vehicle	Type	Rel	Combat Speed	Travel Speed	Front Armor	Side Armor	Rear Armor	Fuel Type	Fuel Cap	Fuel Cons	Crew	Cargo	Main Weapon	Secondary Weapon	Price
M151	Car	5	6/3 W	10/6	1	1	1	G	65	2	1+3	75	—	—	10k
CUCV	Pickup	5	5/3 W	9/4	1	1	1	G	90	2	1+3	75	—	—	8k
M998	4WD Car	5	5/4 W	10/8	1	1	1	G	95	3	1+4	250	M240B (P)	R	15k
HMMWV															
M1114	4WD Car	5	4/3 W	9/7	3	3	3	G	95	3	1+4	250	M2HB (PG)	R	20k
HMMWV															
M35	Light truck	5	3/2 W	8/3	1	1	1	D	190	3	1+14	400	—	—	20k
2.5 ton truck															
M939	Heavy truck	5	2/1 W	5/3	1	1	1	D	300	4	1+16	1,100	—	—	30k
5 ton truck															
M977	Heavy truck	5	2/1 W	5/3	1	1	1	D	585	8	1+20	2,500	—	R	40k
HEMTT															
LAV-25	APC	5	4/3 W	10/6	4	4	4	D	270	6	3+6	300	25mm (T)	M240B x2 (P), SD, R	100k
AAVP-7A1 ¹	APC	5	4/3 T	8/5	5	4	4	D	650	12	4+25	500	Mk 19 (T)	M2HB (C), R	150k
M113A3	APC	5	4/3 T	8/6	4	4	4	D	360	8	2+11	250	M2HB (PG)	SD, R	125k
M113	APC	5	4/3 T	8/6	4	4	4	D	360	8	2+9	250	M2HB (PG)	M60 x2 (PG), SD, R	125k
ACAV															
M901 ITV	APC	5	4/3 T	8/6	4	4	4	D	360	8	4	150	TOW x2 (T)	SD, R	100k

6 T2K4 Equipment

Bradley M2/M3	IFV	5	5/4 T	9/8	5	4	4	D	360	12	3+7	250	25mm (T), FCS, Tm	M240B (C), TOW x2 (C), SD, R	250k
M60A3	MBT	5	4/3 T	8/7	9	7	5	D	1,425	25	4	300	105mm (T), FCS, Tm	M2HB (T), M240B (C), SD, R	500k
M1 Abrams	MBT	5	5/4 T	10/9	11	8	6	G	1,915	40	4	300	105mm (T), FCS, Tm	M2HB (PG), M240B (C), M240B (PG), SD, R	900k
M2A1 Abrams	MBT	5	5/4 T	10/9	12	8	6	G	1,915	40	4	300	120mm (T), FCS, Tm	M2HB (PG), M240B (C), M240B (PG), SD, R	1,000k

1: Amphibious vehicle—can move through shallow water and swamp unhindered.

Soviet military vehicles (p.122)

Vehicle	Type	Rel	Combat Speed	Travel Speed	Front Armor	Side Armor	Rear Armor	Fuel Type	Fuel Cap	Fuel Cons	Crew	Cargo	Main Weapon	Secondary Weapon	Price
UAZ-469B	Car	5	6/3 W	10/6	1	1	1	G	75	2	1+6	150	—	—	7.5k
GAZ-66	Truck	5	3/2 W	8/3	1	1	1	G	210	3	1+12	375	—	—	15k
ZIL-131	Truck	5	2/1 W	5/3	1	1	1	G	340	4	1+16	1,250	—	—	25k
BRDM-2 ¹	Arm. Car	5	5/4 W	9/6	3	3	3	G	290	4	4	150	KPV (T)	R	50k
BTR-60 ¹	APC	5	4/3 W	9/6	4	4	4	G	290	6	2+12	300	KPV (T)	R	75k
BTR-70 ¹	APC	5	4/3 W	9/6	4	4	4	G	350	6	3+7	300	KPV (T)	R	90k
BTR-80 ¹	APC	5	4/3 W	10/6	4	4	4	D	300	6	3+7	300	30mm (T)	PKM (C), R	100k
BMP-1 ¹	IFV	5	4/3 T	8/6	5	5	4	D	425	8	3+7	300	73mm (T), IR	PKM (C), R	150k
BMP-2 ¹	IFV	5	4/3 T	8/7	5	5	4	D	425	8	3+7	300	30mm (T), IR	PKM (C), AGS-17 (P), SD, 9M113, R	175k
BMP-3 ¹	IFV	5	5/4 T	9/8	5	5	4	D	700	8	3+7	300	100mm (T), Tm	30mm (C), PKT (C), SD, R	200k
BMD-2 ²	IFV	5	4/3 T	8/6	3	3	3	D	300	5	4+4	200	30mm (T), IR	PKM (C), R	150k
PT-76 ¹	L. Tank	5	4/3 T	9/7	5	4	3	D	250	6	3	300	76.2mm (T)	PKM (C), R	150k
T-55	Med. Tank	5	4/3 T	7/6	6	5	4	D	965	24	4	300	100mm (T), IR	PKM (C), DShK-38 (P), SD, R	350k
T-62	Med. Tank	5	5/4 T	8/7	7	6	5	D	580	24	4	300	115mm (T), S, IR	PKM (C), DShK-38 (P), SD, R	500k
T-64	MBT	5	5/4 T	9/8	8	7	5	D	1,000	24	3	300	125mm (T), FCS, IR	PKM (C), NSV (P), SD, R	600k
T-72	MBT	5	5/4 T	9/8	9	8	5	D	1,200	24	3	300	125mm (T), FCS, IR	PKM (C), NSV (P), SD, R	700k
T-80	MBT	5	6/5 T	10/9	10	8	5	G	910	24	3	300	125mm (T), FCS, Tm	PKM (C), NSV (P), SD, R	800k

1: Can be made amphibious by one stretch of preparations. Amphibious vehicles can move through shallow water and swamp unhindered.

2: Amphibious with no preparation required.

Swedish military vehicles (p.124)

Vehicle	Type	Rel	Combat Speed	Travel Speed	Front Armor	Side Armor	Rear Armor	Fuel Type	Fuel Cap	Fuel Cons	Crew	Cargo	Main Weapon	Secondary Weapon	Price
Tgb 11	L. Truck	5	5/3 W	9/6	1	1	1	G	80	2	1+6	150	¹	—	15k
Tgb 13	L. Truck	5	5/3 W	8/6	1	1	1	G	80	3	1+6	350	¹	—	15k
Bv 206	ATC	5	4/3 T	5/4	1	1	1	G	160	3	1+17	600	¹	—	40k
Bv 206 S	APC	5	3/3 T	4/4	3	3	3	G	160	4	1+12	300	Ksp 88 (P)	R	50k
Patgb 180	APC	5	4/3 W	8/4	4	4	4	D	140	6	2+16	400	Ksp 88 (T)	R	100k
PBV 302	APC	5	4/3 T	6/5	4	4	4	D	285	8	3+8	200	23mm (T)	Ksp 58 (P), R	125k
Strf 90	IFV	5	5/4 T	8/7	5	4	3	D	520	10	3+8	250	40mm (T), Tm	Ksp 58 (C), SD, R	200k
Strv 103C	MBT	5	4/3 T	9/7	8	6	4	D	960	12	3	300	105mm ² (H), FCS, IR	Ksp 58 x2 (C), Ksp 58 (P), R	600k
Strv 121	MBT	5	5/4 T	10/9	12	10	6	D	1,200	30	4	300	120mm (T), FCS, Tm	MG3 (C), MG3 (P), SD, R	1,000k

1: Can be fitted with a Ksp 58 (P).

2: Due to the hull-mounted configuration, the FCS on the Strv 103C does not allow firing and moving in the same round.

Polish military vehicles (p.125)

Vehicle	Type	Rel	Combat Speed	Travel Speed	Front Armor	Side Armor	Rear Armor	Fuel Type	Fuel Cap	Fuel Cons	Crew	Cargo	Main Weapon	Secondary Weapon	Price
UAZ 469B	Car	5	6/3 W	10/6	1	1	1	G	75	2	1+6	150	—	—	7.5k
Honker 4012L	Truck	5	5/2 W	8/3	1	1	1	G	110	2	1+10	300	—	—	20k
GAZ-66	L. Truck	5	3/2 W	8/3	1	1	1	G	210	3	1+12	375	—	—	15k
Star 266	H. Truck	5	2/1 W	5/2	1	1	1	G	300	4	1+12	850	—	—	25k
ZIL-131	H. Truck	5	2/1 W	5/3	1	1	1	G	340	4	1+16	1,250	—	—	25k

BRDM-2	Arm. Car	5	5/4 W	9/6	3	3	3	G	290	4	4	150	KVP (T)	R	50k
MT-LB	APC	5	4/3 T	6/5	4	4	4	D	450	6	2+11	400	NSW (P)	AGS-17, R	75k
BWP-1	IFV	5	4/3 T	8/6	5	5	4	D	460	8	3+7	300	73mm (T), IR	PKM (C), R	150k
T-72 M	MBT	5	5/4 T	9/8	8	7	5	D	1,200	24	3	300	125mm (T), FCS, IR	PKM (C), NSW (P), SD, R	650k
PT-91Twardy	MBT	5	6/5 T	10/8	10	8	5	D	1,000	30	3	300	125mm (T), FCS, Tm	PKM (C), NSW (P), SD, R	850k

Other military vehicles (p.126)

Vehicle	Type	Rel	Combat Speed	Travel Speed	Front Armor	Side Armor	Rear Armor	Fuel Type	Fuel Cap	Fuel Cons	Crew	Cargo	Main Weapon	Secondary Weapon	Price
Land Rover	Car	5	6/3 W	10/6	1	1	1	G	75	2	1+3	75	M240B	—	10k
AMX-10 RC	Arm. Car	5	4/3 W	7/3	4	4	4	D	700	4	4	250	105mm (T)	M240B (C), M2HB (P), SD, R	125k
Wiesel	L. Tank	5	4/3 T	6/4	3	3	3	D	80	4	3	150	20mm (T) or TOW (P)	MG3 (P), R	75k
TPz Fuchs	APC	5	4/3 W	7/4	4	4	3	D	390	4	2+10	250	M240B (P)	SD, R	100k
AMX-10P	APC	5	4/3 T	7/5	4	4	4	D	530	8	3+8	250	20mm (T),Tm	M240B (C), SD, R	125k
Saracen	APC	5	4/3 W	7/4	4	4	3	G	200	6	2+9	250	M240B (T)	R	100k
Marder	IFV	5	4/3 T	8/7	5	4	4	D	650	12	3+16	250	20mm (T),Tm	Milan (C), MG3 (C), SD, R	225k
Warrior	IFV	5	5/4 T	8/7	5	5	4	D	770	12	3+7	250	30mm (T),Tm	M240B (C), M240B (P), SD, R	250k
Challenger-1	MBT	5	5/4 T	10/8	11	8	6	D	1,800	40	4	300	120mm (T), FCS, Tm	M240B (C), M240B (P),SD,R	900k
Leclerc	MBT	5	6/4 T	10/9	11	8	5	D	1,300	25	3	300	120mm (T), FCS, Tm	M2HB (C), M240B (P),SD,R	1,000k
Leopard 2A4	MBT	5	5/4 T	10/9	12	10	6	D	1,200	30	4	300	120mm (T), FCS, Tm	MG3 (C), MG3 (P),SD,R	1,000k

Miscellaneous (p.91)

Gun Care

Every week in which you have used a firearm at least once, you must spend a stretch servicing it and make a TECH roll. If you don't, or the roll fails, its reliability rating drops one step. The Referee can call for gun care after extraordinary exposure of some sort, like moving through water or mud.

Vehicle Maintenance

During each week that a vehicle has been driven one hex or more on the travel map, a mechanic needs to spend a shift to service it and make TECH roll. If you don't, or if the roll fails, the reliability rating of the vehicle is decreased one step.

Gear damage and repair

Repairing a broken item typically requires a shift of work, tools of some sort (page 130), a TECH roll, and a spare part (page 130) of the relevant type: vehicle, weapon, electronic or general, if none of the others apply. If your roll is successful, the spare part is consumed, and the piece of gear is restored to working order, with a reliability equal to the number of successes you rolled. The reliability can never go above the listed value. If the roll fails, you can try again in the next shift.

Restoring a reduced reliability rating before the item is broken also requires a shift of repairs and a TECH roll, but no spare part is needed. The reliability is increased by 1 for every success rolled, up to its list value.

Scavenging for parts

You can scavenge spare parts from items that you come across. If you spend a shift scavenging parts from one or several pieces of gear and make a TECH roll, you manage to extract a number of spare parts of the corresponding type (weapon, vehicle, electronic – or general, if none of the others apply) equal to the number of successes you roll, up to a maximum total weight equal to the items themselves.

You can scavenge an item even if it's inoperable. The item you scavenge is permanently destroyed in the process, and can never be scavenged again, even by another person.

Jury Rigging

If you can't find the gear you need, you might have to build it for yourself. Some items in this list can be jury rigged, if so indicated in the gear lists. This includes crude weapons, but also larger items such as stills for distilling fuel (page 130). Jury rigging an item requires a TECH roll, a number of shifts of work and spare parts as indicated by the item's description. You can try again if you fail.

Workshop

If you have access to a workshop with advanced tools, you can build even advanced gear, given time and the right raw materials. Read more about this in the section about base building later in chapter 5.