

SKILLS

CLOSE COMBAT (STR)

Use CLOSE COMBAT when fighting an enemy up close and personal, with or without a melee weapon in hand. If the roll succeeds, you hit your adversary and inflict damage equal to your weapon's base damage rating on them. Each extra success rolled will increase the damage by 1.

HEAVY WEAPONS (STR)

Use the HEAVY WEAPONS skill to fire machine guns, rocket launchers, mortars, tank guns, howitzers, and other heavy weapons. Specialties apply to specific types of heavy weapons. If your roll succeeds, you hit your target and inflict damage equal to your weapon's base damage rating on it. Each extra success rolled will increase the damage by 1.

SPECIAL: When using HEAVY WEAPONS to fire mounted weapons, use AGL instead of STR, and when firing artillery, use INT.

STAMINA (STR)

When your physical toughness or endurance is tested, roll for STAMINA. For example, this skill is used to march hard, resist a disease or the effects of cold, or to cling to life after suffering a lethal critical injury.

DRIVING (AGL)

Use the DRIVING skill to maneuver motorcycles, cars, armored personnel carriers and even tanks. Specialties apply to specific types of vehicles.

MOBILITY (AGL)

When you jump, climb, run fast, or perform any other action that requires speed or motor control, you roll MOBILITY. The skill is also used for thrown weapons, and has other specific uses in combat.

RANGED COMBAT (AGL)

Use the RANGED COMBAT skill to use hand-held ranged weapons, such as pistols, bows, submachineguns, and assault rifles. Specialties apply to specific types of weapons. If the roll succeeds, you hit your adversary and inflict damage equal to your weapon's base damage rating on them. Each extra success rolled increases the damage by 1.

RECON (INT)

Use the RECON skill to spot concealed enemies, avoid ambushes, move silently and avoid being detected. Make an opposed roll against your adversary's RECON. If you win, you manage to avoid being spotted.

The person or group trying to stay hidden is always the active party in the opposed roll, i.e. they must roll more than the opponent to remain undetected, and only they can push the roll.

You can also use RECON when traveling, to spot another party on the trail before they spot you.

SURVIVAL (INT)

In TWILIGHT: 2000, civilization has collapsed. To survive, you need to know how to find food and shelter in the wild. You can roll SURVIVAL in a number of different situations when you are traveling.

TECH (INT)

Weapons and other gear are key to survival in TWILIGHT: 2000. Use the TECH skill to repair gear and scavenge parts. You can even use the skill to craft new items if you have access to a workshop.

COMMAND (EMP)

Any group of survivors in the world of TWILIGHT: 2000, soldiers or not, needs a good leader to inspire them. You can use your COMMAND skill to help a person who is incapacitated by stress get back on their feet. Your COMMAND score can also affect your unit morale, and the skill can be used in base building if you have the Logistician specialty.

MEDICAL AID (EMP)

The world of TWILIGHT: 2000 is a dangerous place. There is a significant risk that you and your friends will be injured, sooner or later. This is when the MEDICAL AID skill comes in handy. It can be used to help a friend who is incapacitated by damage get back on their feet, and to save the life of a fallen comrade who has suffered a critical injury.

PERSUASION (EMP)

Life in the aftermath of World War III is dangerous, but you can often reach your goals without violence, using charm, threats, or reason. Use PERSUASION to make others see things your way. Your chances can be affected by your bargaining position and military rank.

SPECIALITIES

ARCHER: Gives a +1 modifier to RANGED COMBAT rolls for bows and crossbows.

AUTHORITY¹: You can roll COMMAND to calm down a rowdy crowd. This specialty cannot be used on hostile enemies.

BIKER: Gives a +1 modifier to DRIVING all motorcycles and bicycles, on or off-road.

BLACKSMITH: Gives a +1 modifier to TECH rolls for metalworking, forging, casting, molding, and smelting.

BOATMAN: Gives a +1 modifier to DRIVING rolls for piloting boats, including sail and rowed boats.

BRAWLER: Gives you a +1 modifier to CLOSE COMBAT rolls in unarmed close combat.

BUILDER: Gives you a +1 modifier to STAMINA rolls made for base building.

CHEMIST: Gives a +1 modifier to TECH rolls for distilling grain alcohol for fuel. Also lets you identify chemical substances correctly.

CLOSE QUARTERS SPECIALIST¹: The penalty for shooting in close combat is reduced one step, i.e. no penalty for pistols, carbines and SMGs, and -1 for other ranged weapons.

COMBAT AWARENESS: When drawing initiative (page 54), you may draw two cards instead of one and choose which one to act on.

COMBAT ENGINEER: Gives a +1 modifier to TECH rolls for placing and disarming mines and explosive devices, and to RECON rolls to avoid mines.

COMBAT MEDIC: Gives a +1 modifier to MEDICAL AID rolls for helping an incapacitated character get back up. No effect on treating critical injuries.

COMMUNICATIONS: Gives a +1 modifier to TECH rolls for maintaining contact on radios, boosting a signal, using Morse code, setting up antennae, and using encryption equipment.

COMPUTERS: Gives a +1 modifier to TECH rolls for using or tampering with computers and ancillary devices.

COOK: Gives you one additional ration of food when you or someone else in your group successfully forages, hunts or fishes.

COUNSELOR: Gives a +1 modifier to MEDICAL AID rolls for counseling a person suffering from long-term mental trauma.

¹ Urban Operations expansion only.

2 T2K4 Character Creation Aid

CRYPTOGRAPHER²: Gives a +1 bonus to any TECH roll involving breaking or creating encrypted messages and codes.

DIVER: Gives a +1 bonus to MOBILITY rolls when swimming, both across the surface and under it. Includes use of SCUBA gear.

ELECTRICIAN: Gives a +1 modifier to TECH rolls for wiring, soldering, disabling, and repairing electrical devices.

FARMER: Gives a +1 modifier to SURVIVAL rolls for farming.

FIELD SURGEON: Gives a +1 modifier to MEDICAL AID rolls for treating critical injuries.

FISHER: Gives a +1 modifier to SURVIVAL rolls for fishing.

FORAGER: Gives a +1 modifier to SURVIVAL rolls for foraging to find food.

FORWARD OBSERVER: Your RECON skill level counts as one step higher when directing indirect fire.

FRONTLINE LEADER: Gives a +1 bonus to COMMAND rolls for helping someone who is incapacitated by stress (page 77). Does not affect unit morale.

GENERAL PRACTITIONER: Gives a +1 modifier to MEDICAL AID rolls for treating disease, poison, and NBC.

GUNSMITH: Gives a +1 modifier to TECH rolls for repairing firearms.

HISTORIAN: Roll RECON when you arrive at a new location. If you succeed, the Referee can tell you something significant that has happened here in the past (if anything ever did).

HUNTER: Gives a +1 modifier to SURVIVAL rolls for hunting to obtain food.

IMPROVISED MUNITIONS: Gives a +1 modifier to TECH rolls for making zip-guns and IEDs.

INFILTRATOR: Gives you a +1 modifier to RECON rolls when trying to remain undetected.

INTELLIGENCE: Roll RECON when you spot enemy troops, vehicles, and weapons. If you succeed, the Referee should tell you their stats.

INTERROGATOR: Gives a +1 bonus to PERSUASION rolls for extracting information from a prisoner.

INVESTIGATOR: Roll RECON when you spend a stretch or more investigating the scene of a crime or a battle. If you succeed, the Referee should give you some useful information about what has happened and when.

KILLER: You can kill an incapacitated person outright without suffering any negative effects.

LAUNCHER CREW: Gives a +1 modifier to HEAVY WEAPONS rolls for firing grenade launchers and missile launchers.

LIAR²: Gives a +1 bonus to any PERSUASION roll when lying to someone.

LINGUIST: You know another language of your choice, well enough to be taken as native on a successful PERSUASION roll.

LOAD CARRIER: You can carry four additional encumbrance units in your combat gear and four more in your backpack.

LOCKSMITH: Gives a +1 modifier to TECH rolls for picking locks, cracking safes, and disarming alarms.

LOGISTICIAN: When building a base (page 132), you can roll COMMAND instead of any listed skill, but only if you have help by at least one person.

MACHINEGUNNER: Gives a +1 modifier to HEAVY WEAPONS rolls for firing all types of machine guns.

MARTIAL ARTIST: Your unarmed close combat attacks have a crit threshold of 3 instead of 4.

MECHANIC: Gives a +1 modifier to TECH rolls for repairing engines, vehicles, generators, and pumps.

MELEE: Gives you a +1 modifier to CLOSE COMBAT rolls for all hand-to-hand combat weapons, such as knives, bayonets, and clubs.

MOUNTAINEER: Gives a +1 bonus to MOBILITY rolls for rappelling, ascender-climbing, and knot-tying.

MUSICIAN: Gives a +1 bonus to PERSUASION rolls in situations where singing or playing an instrument is helpful. The Referee has final say.

NAVIGATOR: Gives a +1 modifier when using SURVIVAL rolls for navigation.

NBC: Gives a +1 modifier to STAMINA for all infection rolls, even those triggered by radiation or chemical agents. Also lets you identify nuclear, biological, and chemical weapon effects to personnel and equipment.

PARATROOPER: Gives a +1 bonus to MOBILITY rolls for skydiving, as well as for reducing damage from falling.

PILOT: Gives a +1 modifier to DRIVING rolls for flying fixed- and rotary-wing aircraft.

PITCHER: Gives a +1 modifier to MOBILITY rolls for thrown weapons, including knives and grenades.

PSY OPS: Gives a +1 bonus to PERSUASION rolls for changing someone's mind about a particular issue.

QUARTERMASTER: Gives you a +1 modifier to SURVIVAL rolls for making camp and establishing a home base.

RACER: Gives a +1 modifier to DRIVING all wheeled vehicles except motorcycles.

RANGER: Gives you a +1 modifier to STAMINA rolls made for marching, resisting hypothermia, and other hardships.

REDLEG: Gives a +1 modifier to HEAVY WEAPONS rolls when firing mortars and howitzers.

RELOADER: Gives a +1 modifier to RANGED COMBAT rolls made to reload your firearm.

RIDER: Gives a +1 bonus to MOBILITY rolls for riding fast and performing maneuvers on horseback. Also negates the negative modifier for shooting from horseback.

RIFLEMAN: Gives a +1 modifier to RANGED COMBAT rolls for firing assault rifles, carbines, submachine guns, and shotguns.

RUNNER: Gives a +1 bonus to MOBILITY rolls for running.

SCIENTIST: Roll TECH when you come across a phenomenon of any sort that requires knowledge of physics, biology, geology, or any other natural science. If you succeed, the Referee must give you some useful information about it.

SCOUT: Gives you a +1 modifier to RECON rolls for spotting others and avoiding ambushes.

SCROUNGER: Gives a +1 modifier to SURVIVAL rolls for scrounging.

SERE TRAINING: Gives you a +1 modifier to STAMINA rolls made to resist interrogation, Psy Ops, bluffing, and torture effects.

SIDEARMS: Gives a +1 modifier to RANGED COMBAT rolls for firing revolvers and pistols.

SNIPER: Gives a +1 modifier to RANGED COMBAT rolls for firing sniper rifles and hunting rifles.

TACTICIAN: Roll COMMAND when you spot an enemy force. If you succeed, the Referee must tell you something useful about their current organization and objectives.

TANKER: Gives a +1 modifier to DRIVING all tracked vehicles.

² Urban Operations expansion only.

TEACHER: Gives a +1 bonus to PERSUASION rolls for teaching someone a specialty.

THIEF²: Gives a +1 bonus to RECON rolls when picking pockets and TECH rolls when picking locks.

TRADER: Gives a +1 bonus to PERSUASION rolls when negotiating the price of an item.

VEHICLE GUNNER: Gives a +1 modifier to HEAVY WEAPONS rolls when firing vehicle-mounted cannons.

VETERINARIAN: Gives a +1 modifier to MEDICAL AID rolls for working on animals.

MILITARY RANKS

#	Rank
1	Private
2	Private 1st Class
3	Corporal
4	Sergeant

5	Staff Sergeant
6	Sergeant 1st Class
7	Master Sergeant
8	First Sergeant
9	1st Sergeant
10	Sergean Major
11	2nd Lieutenant
12	1st Lieutenant
13	Captain
14	Major
15	Lieutenant Colonel
16	Colonel
17	Brigadier General
18	Major General
19	Lieutenant General
20	General

CHILDHOOD

D6	1. Street Kid	2. Small Town	3. Working Class	4. Intellectual	5. Military Family	6. Affluence
SKILLS	Close Combat, Mobility, Recon	Driving, Ranged Combat, Survival	Close Combat, Stamina, Tech	Tech, Medical Aid, Persuasion	Stamina, Mobility, Ranged Combat	Mobility, Command, Persuasion
SPECIALITY (D6)						
1	Brawler	Biker	Brawler	Historian	Brawler	Boatman
2	Melee	Racer	Builder	Communications	Martial Artist	Rider
3	Runner	Sniper	Load Carrier	Computers	Ranger	Runner
4	Infiltrator	Farmer	Scrounger	Scientist	Mountaineer	Linguist
5	Scrounger	Hunter	Blacksmith	Linguist	Runner	Musician
6	Locksmith	Quartermaster	Mechanic	Musician	Rifleman	Trader

FOR EACH CAREER: Remember that you can always choose among the skills listed for the career OR the generally available skills STAMINA, MOBILITY, and DRIVING.

MILITARY CAREERS

CAREER	Combat Arms	Combat Support	Combat Service Support	Special Operations	Officer
REQUIREMENTS	STR or AGL B+	INT B+	None	STR and AGL B+, INT C+, at least one term in Combat Arms	INT B+, no D attribute, at least one term in Education, requirements for the functional area
STARTING RANK	Private (1)	PFC (2)	PFC (2)	Sergeant (4)	2nd Lieutenant (11)
SKILLS	Close Combat, Heavy Weapons, Ranged Combat, Recon	Recon, Survival, Tech	Medical Aid, Tech	Close Combat, Ranged Combat, Recon, Survival	Ranged Combat, Command, Persuasion
SPECIALITY (D6)					
1	Rifleman	Intelligence	Mechanic	Paratrooper	Sidearms
2	Redleg	Linguist	Gunsmith	Ranger	Intelligence
3	Tanker	Communications	Electrician	Infiltrator	Tactician
4	Machinegunner	NBC	Computers	Combat Awareness	Logistician
5	Launcher Crew	Psy Ops	Combat Medic	Sniper	Frontline Leader
6	Combat Engineer	Interrogator	Field Surgeon	SERE Training	Quartermaster

OFFICERS must qualify for both the Officer career path and for the functional area (career) in which they want to serve. They also get to choose which of the two columns to use for each career bonus. NON-COMMISSIONED OFFICERS: At the rank of Corporal (3) or above, you can always choose COMMAND as a skill increase.

POLICE

CAREER	Police Officer	Detective	SWAT
REQUIREMENTS	No D attribute, no terms in prison	EMP B+, at least one term as Police Officer	STR and AGL B+, at least one term as Police Officer
SKILLS	Close Combat, Ranged Combat	Ranged Combat, Recon, Persuasion	Close Combat, Ranged Combat, Recon

SPECIALITY (D6)

1	Sidearms	Infiltrator	Martial Artist
2	Melee	Interrogator	Rifleman
3	Runner	Intelligence	Sniper
4	Racer	Investigator	Combat Awareness
5	Biker	Locksmith	Infiltrator
6	Scout	Linguist	Scout

CRIME

CAREER	Gang Member	Burglar	Hustler	Prisoner
REQUIREMENTS	STR and AGL C+	AGL and INT C+	INT and EMP C+	None
SKILLS	Close Combat, Ranged Combat	Recon	Recon, Persuasion	Close Combat

SPECIALITY (D6)

1	Brawler	Thief (Brawler) ³	Sidearms	Brawler
2	Melee	Sidearms	Interrogator	Melee
3	Killer	Mountaineer	Scout	Killer
4	Martial Artist	Infiltrator	Liar (Interrogator) ⁴	Ranger
5	Rifleman	Electrician	Psy ops	SERE Training
6	Sidearms	Locksmith	Trader	Scrounger

PRISON: After a term in a career of crime, if war does not break out, roll a D6: on an odd result, you must spend the next term in prison.

INTELLIGENCE

CAREER	Agent	Assassin	Paramilitary
REQUIREMENTS	INT B+, at least one term in Education	EMP C or D, AGL B+, one or more terms as an Agent	STR and AGL B+, one or more terms in the military
SKILLS	Ranged Combat, Recon, Persuasion	Close Combat, Ranged Combat	Heavy Weapons, Ranged Combat, Survival

SPECIALITY (D6)

1	Intelligence	Killer	Brawler
2	Locksmith	Close Quarter Specialist (Interrogator) ⁵	Rifleman
3	Investigator	Sniper	Machinegunner
4	Cryptographer (Scout) ⁶	Martial Artist	Combat Engineer
5	Liar (Psy Ops) ⁷	Thief (Improvised Munitions) ⁸	Authority (Improvised Munitions) ⁹
6	Sidearms	Infiltrator	Tactician

³ Use Thief if using the Urban Operations expansion; use Brawler otherwise.

⁴ Use Liar if using the Urban Operations expansion; use Interrogator otherwise.

⁵ Use Close Quarter Specialist if using the Urban Operations expansion; use Interrogator otherwise.

⁶ Use Cryptography if using the Urban Operations expansion; use Scout otherwise.

⁷ Use Liar if using the Urban Operations expansion; use Psy Ops otherwise.

⁸ Use Thief if using the Urban Operations expansion; use Improvised Munitions otherwise.

⁹ Use Authority if using the Urban Operations expansion; use Improvised Munitions otherwise.

BLUE COLLAR

CAREER	Driver	Farmer	Mechanic	Construction
REQUIREMENTS	AGL B+	None	None	STR B+
SKILLS	Tech	Survival	Tech	Close Combat, Tech

SPECIALITY (D6)

1	Biker	Cook	Blacksmith	Brawler
2	Boatman	Farmer	Gunsmith	Builder
3	Navigator	Fisher	Locksmith	Load Carrier
4	Pilot	Hunter	Mechanic	Blacksmith
5	Racer	Forager	Scrounger	Electrician
6	Tanker	Rider	Improvised Munitions	Improvised Munitions

EDUCATION

CAREER	Liberal Arts	Sciences
REQUIREMENTS	INT and EMP C+	INT B+
SKILLS	Persuasion	Tech

SPECIALITY (D6)

1	Historian	Chemist
2	Cook	Communication
3	Linguist	Computers
4	Musician	Electrician
5	Psy Ops	Scientist
6	Counselor	Linguist

WHITE COLLAR

CAREER	Doctor	Professor	Manager
REQUIREMENTS	Two terms in Education (Sciences), EMP B+	Two terms in Education (Liberal Arts), INT B+	One term in Education (any), EMP B+
SKILLS	Medical Aid, Persuasion	Persuasion	Tech, Command, Persuasion

SPECIALITY (D6)

1	Linguist	Historian	Quartermaster
2	Combat Medic	Chemist	Computers
3	Counselor	Scientist	Frontline Leader
4	Field Surgeon	Linguist	Logistician
5	General Practitioner	Psy Ops	Teacher
6	Veterinarian	Teacher	Counselor

AT WAR

LAST CAREER	Military	Blue Collar	White Collar	Other ¹⁰
1	Brawler	Brawler	Scout	Authority (Racer)
2	Ranger	Rider	Fisher	Hunter
3	NBC	Runner	Forager	Liar (Forager)
4	Rifleman	Quartermaster	Scrounger	Cryptographer (Quartermaster)
5	Scrounger	Gunsmith	Frontline Leader	Thief (Scrounger)
6	Improvised Munitions	Mechanic	Interrogator	Close Quarters Specialist (Improvised Munitions)

For the final At War term, you may increase any two skills of your choice by one step each (you cannot increase one skill two steps). In addition, roll a D6 on the table above for a final new specialty (or choose, if the Referee allows). Re-roll if you get a specialty you already have. Use the column corresponding to your most recent career term.

¹⁰ Use speciality in parenthesis if not using the Urban Operations expansion.

THE DRAFT: If your final term before war breaks out was spent as a civilian (except Intelligence careereers), and if your character is not a local of the country here your game is set, your At War term will be spent as a draftee or volunteer in the military. In this case, one of the two skill in creases for the At War term must be RANGED COMBAT—unless you already have a level of D or better in the skill—and you roll for your specialty (or choose) using the Military column. Also, in this case you get starting gear as if your final pre-war term had been Combat Arms instead of your civilian career.

STARTING GEAR

AGENT: Pistol, D6 reloads, lockpicks, knife or explosives, personal medkit.

ASSASSIN: Sniper rifle or submachinegun (suppressed), D6 reloads, radio or binoculars, knife or explosives, personal medkit.

BURGLAR: Pistol or revolver, D6 reloads, lockpicks.

COMBAT ARMS: Assault rifle or LMG or ATRL, D6 reloads, Flak jacket and helmet, knife or D6 hand grenades, personal medkit, backpack.

COMBAT SERVICE SUPPORT: Assault rifle, D6 reloads, Flak jacket and helmet, knife or D6 hand grenades, personal medkit, basic tools, vehicle tools or weapon tools or surgical instruments, backpack.

COMBAT SUPPORT: Assault rifle, D6 reloads, Flak jacket and helmet, knife or D6 hand grenades, personal medkit, MOPP suit or manpack radio, backpack.

CONSTRUCTION: Any civilian firearm, D3 reloads, crowbar, pickup truck, basic tools.

DETECTIVE: Pistol, D6 reloads, lockpicks.

DOCTOR: Any civilian firearm, D3 reloads, D6 personal medkits, pain relievers, surgical instruments.

DRIVER: Any civilian firearm, D3 reloads, any civilian car or truck, vehicle tools.

FARMER: Any civilian firearm, D3 reloads, pickup truck, basic toolkit, 2D6 rations of food.

GANG MEMBER: Any civilian firearm, D6 reloads, knife.

HUSTLER: Pistol or revolver, D6 reloads.

LIBERAL ARTS: Any civilian firearm, D3 reloads, dictionary in any language, bicycle.

MANAGER: Any civilian firearm, D3 reloads, pocket calculator, 2WD car with half a tank of gasoline.

MECHANIC: Any civilian firearm, D3 reloads, pickup truck, basic tools, vehicle tools or weapon tools.

OFFICER: Pistol or submachine gun, D6 reloads, manpack radio or night vision goggles, flak jacket, knife or D6 hand grenades, personal medkit.

PARAMILITARY: Assault rifle or LMG or ATRL, D6 reloads, knife or D6 hand grenades, personal medkit.

POLICE OFFICER: Pistol, D6 reloads, handcuffs, baton (club), patrol car with half a tank of gasoline.

PRISONER: Any civilian firearm, D6 reloads, knife.

PROFESSOR: Any civilian firearm, D3 reloads, 2WD car with half a tank of gasoline.

SCIENCES: Any civilian firearm, D3 reloads, bicycle or 2WD car with half a tank of gasoline.

SPECIAL OPERATIONS: Assault rifle or sniper rifle, any pistol or D6 hand grenades or rifle-mounted grenade launcher, D6 reloads for each weapon, binoculars or night vision goggles, flak jacket and helmet, knife, personal medkit, backpack.

SWAT: Assault rifle or submachinegun, D6 reloads, night vision goggles, flak jacket and helmet, knife, personal medkit.

ENCUMBRANCE

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 $\frac{1}{2}$ or even $\frac{1}{4}$ 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, a ring, 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. One extra magazine of ammunition weighs $\frac{1}{4}$ unit. An ammo belt for a machinegun typically weighs one full unit. Ammo belts are never included in the weapon weight.

LOOSE AMMO: For loose small arms ammunition, the rule of thumb is that every 25 rounds weigh $\frac{1}{4}$ unit.

ARTILLERY SHELLS: Shells for heavy weapons weigh much more of course: the weight of each shell depends on the caliber of the shell. See the table on page 114.

FOOD AND WATER: One daily ration of food weighs from $\frac{1}{4}$ for Field Rations, $\frac{1}{2}$ for Domestic Food, and a full encumbrance unit for Wild Food. A daily water ration weighs $\frac{1}{2}$ unit.