



Equipment v1.3.1
for
SH Rulebook v1.0+
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Overview

This extension to Retreat Hell deals with more or less important stuff (only stuff not known by everyone will be covered here) that you might need/encounter on your adventures, whether you play an anti-drug special forces campaign down in South America, a post-nuclear warfare game, are member of some S.W.A.T. team and hunt down the baddies or the gulf war (land warfare oriented), it doesn't matter; It should just cover the modern (20th – 21st century) era.

This handbook was updated to allow usage with Sierra Hell.

Use the PDF's bookmarks to navigate through this Sierra Hell Manual.

If there is any equipment you would like to see covered in Sierra Hell, drop me a note: b33fm41l@yahoo.de

Weapon (Direct Fire) Equipment

M1913 RIS (Rail Interface System)

Description: A rail interface system allows you to mount utilities (that comply with the specification of the RIS) to your rifle.

Weight:

- ∞ Short-barrelled rifle: 3/4 lbs
- ∞ Long-barrelled rifle: 1 lbs

Equipment

Number: 1



M92 Harris Bipod



Description:

A bipod supports most of the weight of your rifle and eases recoil suppression when employed. (Now weapon can be used in the "supported" mode)

Mount:

M1913 RIS

Weight:

1 lbs

Equipment

Number: 2

AN/PVS-4 NVS

Mount: M1913 RIS

Description: A Night-Vision-Sight, enables you to fire accurately (without penalty) in dark conditions. Imbues the penalty for not using sights at ranges of FR or greater.

Weight: 4 lbs

Operating time with one set of batteries: 48h (EU742 x2)

Equipment Number: 3



Suppressor



Description: Suppresses most sound created when firing your rifle/pistol (DC to hear firing increased by 35)

Restrictions: Autofire restricted to 5rnd bursts

Equipment Number: 4
Weight: 2 lbs

Sling

Description: You should know what a sling is, shame on you! (Sort of flat rope, attached to your rifle, allows you to shoulder it)

Weight: 1/4 lbs

SureFire Side-Mount Lamp

Mount: M1913 RIS
Weight: 1/2 lbs
Time of Light Production: 1 hour (EU742 x1)
Equipment Number: 5



SureFire Flashlight and Vertical Handgrip



Mount: M1913 RIS
Weight: 1lbs
Time of Light Production: 2 hours (EU742 x2 (stored in the handgrip))
Equipment Number: 6

SureFire Pistol Flashlight

Mount: Comes with Pistol Attachment Mount.
Time of Light Production: 1 hour (EU742 x1)
Weight: 1/2 lbs
Equipment Number: 7



ACOG (Advanced Combat Optical Gunsight)



Mount: M1913 RIS
Magnification: 2.0-6.0x (in 1.0x steps) (you choose which magnification you buy/acquire).

Weight: 1 1/2 lbs
Equipment Number: 8

AimPoint MPSII RedDot Sight

Mount: M1913 RIS
Description: NVD compatible, waterproof, this sight reduces your AP cost for aiming to 1 for distances upto 15 h/m.

Magnification: 1.0x
Battery life time: Approximately 6000 hours (EU742 x1)
Weight: 1/2 lbs
Equipment Number: 9



Speed Loader



Description: A speed loader features a complete perfect double of the appearance of your revolver's cylinder, it holds a full load (or less) of bullets, ready to be inserted. To use it, just place the bullets into the guns cylinder, press the release button on top of the Speed Loader and there you go. The speed loader greatly reduces the time to reload your revolver (see Retreat Hell Rulebook, Section: "Action Point Costs").

Weight: 1/4 lbs
Equipment Number: 10

Vertical Handgrip (as SureFire Flashlight, without the Flashlight)

Description: Available for M1913 RIS or M203/QD.
Weight: 1/2 lbs
Equipment Number: 11

M16 Mag coupler



Description: Can be used to "stagger" 2 mags (without using duct-tape *g*
Weight: -

Magpul



Description: A plastics-grip for 5.56/6.8/7.62mm rifle magazines. You can attach wire to the magpul on your magazine and then tie it to your rifle or LBB. Essentially allows you to perform a quick-reload action without having to pick up dropped magazines afterwards.
Weight: -

AN/PEQ-2



Description: Functions as both/either IR-illuminator or/and rangefinder. Can be attached to your M1913 RIS, shows the distance to the target in digital numbers (in meters).
An IR Illuminator adds a bonus of +12 on every small arms check for the weapon to which it was added (when used). Effective upto 50m.
Weight: 1/2 lbs. (appr. size of a cigarette packet)
Range: Laser Rangefinder: 1.3km, IR Illuminator: 16000m
Battery lifetime: 100hours (EU742 x2)

IR-/Laser-Illuminator (no picture necessary)

Description: A highlighting utility that will improve your ability to aim in on targets. This one has 2 operational settings: Visible (Red beam) and Non-visible IR beam (visible with night vision goggles only). Attachable to M1913 RIS (or by using duct-tape). Adds a bonus of +12 on every small arms check for the weapon to which it was added (when used, range: 10000m).

Effective Range: 50m

Weight: 1/4 lbs
Equipment Number: 12 (Laser OR IR only)

Battery lifetime: 24hours (continual use) (EU742x1)

Holographic Gunsight



Description: A holographic gunsight like this works during day or night conditions and is NVD compatible. Reduces AP cost for aiming to 1AP for ranges upto 30 h/m. Works for pistols, assault rifles or smg's. Mounts to the M1913 RIS or directly to a pistol.

Equipment Number: 13
Weight: 1/4 lbs.
Battery lifetime: 100hours (EU742 x2)

Individual Equipment

Flint & Steel (renewed)



Description: Helps you to start a fire.
Weight: 1/4 lbs

Esbite Stove



Description: Nice utility to start larger fires under difficult conditions or to provide heat for small applications

Weight: 1/4 lbs

Combat Boots



Description: Available in black or desert optical outfit.
Weight: 3 lbs

BDU (Battledress Uniform)

Description: Plain clothing, just for professionals. Available in desert, urban and woodland camouflage style. Also available in new MARPAT digital camo style. Wearing normal camouflaged BDU (in the right environment) adds a bonus of 35 on every check to determine visibility (of the wearer). MARPAT digital camo (shown at the right) adds a bonus of 45.

Weight: 4 lbs (2 1/2 lbs without jacket -> trousers and shirt only)



Elbow & Knee Pads



Description: To endure long periods (or less) of kneeling or quick stance-changing and still be able to stand up afterwards, the use of kneepads is recommended. (Elbow pads for shooting prone or with support). These pads also protect against shrapnel. You also don't have to worry whether there is a sharp stone or a nail on the position where you're just kneeling.

Weight: 2 lbs (pair/set)
Covered Area: Elbows, Knees

Operators Radio Equipment

Description: To make inner-team communication a lot easier (you don't have to pull your radio and press buttons) use an "under-helmet" communication equipment.

Weight: 2/3 lbs



Ballistic Helmet PASGT



Description: Protects you against fragments and pistol bullets.

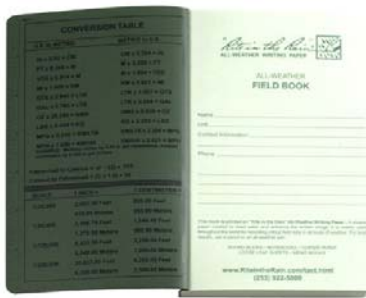
Weight: 3 lbs

Protection: Level III-A (Whenever your head would be normally hit, there is a 66% chance that the helmet is instead hit (Stops 2 bullets front/back, 3 left/right)

Covered Area: Head

Notes: There is a 40% chance (roll 1d100) that an incoming bullet, that would be able to penetrate the helmet (upto 1 level over the normal protectional level), is reflected instead of penetrating it.

"Rite in the Rain" All-weather Paper Tactical Fieldbook



Description: A fieldbook for making notes. This one is completely waterproof. Comes with a special all-weather pen. Features 75 (non-erasable) pages and important conversion tables and stuff.

Weight: 1 lbs (pen included)

MRSU: 2

Rappelling Harness

Description: Whenever you have to rappel from a helicopter (Note: the author does talk about one in the air) this harness will be your friend, comes with front or back D-ring (you choose).

Weight: 1 lbs



Tactical Goggles



Description: These goggles protect its wearer from blowing sands, rain, and other stuff "gone with the wind" AND shotgun and handgun bullets.
Protection: Level IIA (Goggles protect your eye region (AoP) or generally 1/2 of your head (provided that the rest is covered with a helmet) Stop 8 projectiles, that would otherwise hit your eyes (always, if the bullet isn't able to penetrate it).

Covered Area: Face 1/2 (Roll for 50% (you receive a "better" bonus from LUK)).

Weight: 1/2 lbs

Medipack

Description: A medipack is used to heal small and medium wounds (no crippled limbs for example), one successfully used (see "Taking damage and healing") charge heals any human completely.

Weight: 2 lbs

Number of charges: 4

MRSU: 2

Doctors Kit

Description: A doctors kit is used to heal heavy injuries (crippled limbs, for example), one successfully used (see again "Taking damage and healing") charge heals a crippled limb (restores it to normal) and resets your bandaged score to 0.

Weight: 2 lbs

Number of charges: 4

MRSU: 2

Flashlight

Description: A flashlight is used to illuminate dark areas (effective range: 5 hex cone). This one uses ultra-bright LEDs to shed light.

Weight: 1/2 lbs

Light producing time with one energy cell: 24 hours (EU742x2)

MRSU: 1

MRE

Description: A MRE is a Meal Ready to Eat, the successor to the so called "C-Ration", it provides approximately 1250kcal and is available in about 28 different styles. Humans undergoing high activity require 3 MREs per day.

Weight: 1 1/2 lbs

MRSU: 2



First Strike Ration



Description: Newest ration in development for the U.S. Armed Forces, the successor to the MRE, provides about 2950kcal and is available in 12 different styles (more to come). 1 pouch contains all food required for one day of high activity.

Weight: 2 1/2 lbs
MRSU: 3 (You can store 1 of them in an MRE pouch)

CommDevice



Description: A long-range half-duplex communication device. Produced by Midland. Allows your squad members to communicate over a self-defined frequency at ranges of upto 5km (in the open).

Weight: 1/2 lbs
MRSU: 1
Energy Source: EU742 (1x per unit) – lasts for 96 hours of constant use.

Rope (no picture required)

Description: A strong rope, 50m in length.

Weight: 7 lbs

MRSU: 4

Folding grappling hook

Description: Well it's a grappling hook, if you don't know what that is, I can't help you. This one folds it hooking parts into the rod, can be "flunged" open upon demand, and saves you heavily needed place in your ruck, savvy! Attachable to a piece of rope.

Weight: 4.5 lbs

MRSU: 3 (6 if carried unfolded)

HydroPack



Description: A HydroPack is a sealed pouch of laminated plastics, with one entry and one exit hose.

The HydroPack comes with 2x5 linked bags containing chemicals.

If you are low on water and come across a lake, you consider contaminated (but not salty!) you simple fill the HydroPack with one bag of decontamination chemical (red bag), add 1liter of water and shake. Subsequently wait 2 hours, drain the water (through the exit hose) to your camelbak or water flask, add 1 green bag, shake again, and wait another 5 minutes. Now your water is ready to be drunk.

Weight: 3/4 lbs
MRSU: 3

Dragon Runner

Description: The Dragon Runner is a 4-wheeled, portable, surveillance robot. It has an inbuilt camera (with NVD), temperature and audio sensors. The operator controls the Dragon Runner via the OCS, the UHF (military encoded) control has a maximum range of 250m.

Energy Source: EU742 (4x) – lasts for 4hours of constant use.

Weight:

∞ Dragon Runner: 30 lbs
∞ Operator Control System (OCS): 1 lbs

MRSU:

∞ Dragon Runner: 10
∞ OCS: 2



Binocular



Zoom Factor: 20-80x

Weight: 1 lbs

MRSU: 2

Energy Source: EU742 (2x) – lasts for 24 hours of constant use.

Leatherman Wave

Description: Multitool, for opening locks, cutting ropes or whatever else (ask your GM). This one offers access to 2 blades without opening the whole tool. Can be packed into 1 individual or flashbang pocket. Comes with a leather or nylon sheath (that you can "hook" up to your belt).

Weight: 1/2 lbs
MRSU: 0.5 (Folded)



Handcuffs



Description: For restricting human actions.
Weight: 1/2 lbs

LBV shotshell adapter

Description: You can "clip" the 6 rnd shotshell adapter into an AR Mag pouch (vertically), to access it from the outside, or you can wrap it to your shotgun buttstock, whatever.

Weight: 1/4 lbs



EU742 Batterie (fictional)

Description: This is a 5V battery, it is used in many devices in this rulebook extension, for ease of use.
Weight: 1/2 lbs (5x)

Laser Rangefinder

Description: Shows the distance to the target in digital numbers. (in meters)
Weight: 1 lbs (Size of a cigarette packet)
Range: 2 1/2 km
Battery lifetime: 12 hours (EU742 x1)

Ghillie Suit



Description: Worn by military or sometimes law enforcement snipers, to "melt" with the surrounding area (usually medium to heavy canopy or sand). Usually self-made to fit perfectly. Using a ghillie suit (in the right environment) adds a bonus of 55 on every check to determine visibility (of the wearer). This bonus does not stack with the bonus provided by camouflage BDU.

When wearing a ghillie suit and operating on a load bearing vest underneath add 2AP for every access to a pocket.

Weight: 8 lbs

Ammunition belt links

Description: Most machine guns and SAWs use belts of ammunition, instead of magazines. To create such a belt you need belt links, 1 link for every bullet you want to "belt". (this type of links generate a disintegrating-type belt.).

Weight: Add the weight of 2 bullets to every 10 bullets linked to account for the links.



Fibre optic cable (no picture available)

Description: One of those cables that you can insert under doors (provided that there is enough space) or put around corners, to see whats going on there, this one is 1.5m of length.

Weight: 1/4 lbs

GPS / PPS Receiver (no picture necessary)

Description: Allows you to specify your position very easily and precisely (GPS upto 5m precision, PPS upto 1m precision), usually available with standard/automobile/tactical maps. You can also enter hotspots on the map that other players communicating with your device can see (discuss effective implementation into game with GM).

Weight: 3/4 lbs

M51/M2044 Replacement Filter (no picture necessary)

Description: This filter (either of them) comes in a sealed pouch, has to be opened and placed on/into one of the filter slots of your mask. It will provide another 12hours of healthy breathing.

Weight: 1/4 lbs

AN/PVS-7 NVG

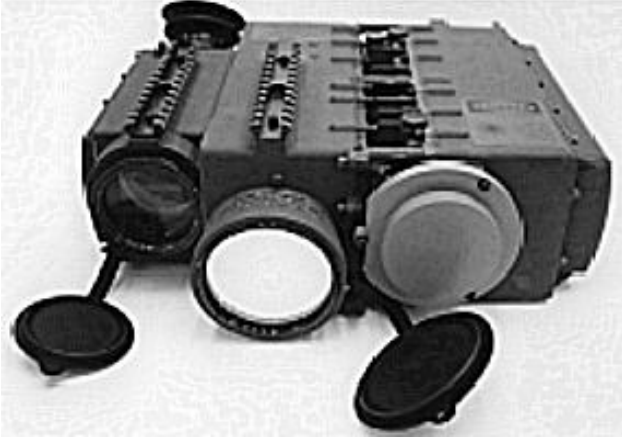
Description: State-of-the-Art Night Vision Goggles, negate penalties connected to low-light or dark conditions. Imbues the penalty for not using sights at SR. Absolutely waterproof (can stay submerged (maximum depth: 1 meter) for 30min. without damage).

Weight: 1 2/3 lbs

Battery lifetime: 40 hours (EU742x2)



PEQ-1A Special Operation Forces Laser Marker (SOFLAM)



Description:

Allows ground troops to mark targets for engagement by aerial laser-guided bomb.

Weight:

12 lbs

Range:

200 to 9995 meters

Precision:

5 meters

Sight:

10x

Battery lifetime:

4 hours (1x 24Volt NiCad)

Battery size:

like smoke grenade

Battery weight:

1 lbs

Notes:

Can be equipped with AN/PVS-13 NV sight.

AN/PVS-13 Night Vision Sight

Description:

Provides the PEQ-1A with night capability.

Weight:

2.5lbs

Range:

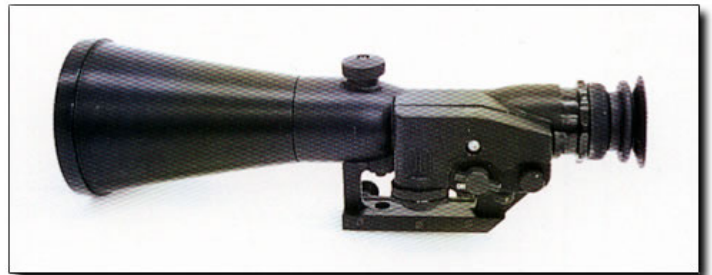
50m – Infinity

Magnification:

6x

Battery lifetime:

40hr (2xEU472)



Thermite Tape

Description:

Works like normal duct tape but is pre-cut and comes with an ignitor cord. Can be taped to the height of door locks (for example) and then ignited, the thermite burns through 1 ½ inch of steel (a door bolt in this case).

Weight:

10 uses/1 lbs

Water Canteen



Description:

Flexible, plastic water canteen, comes with a belt strap (to mount to LBVs). Can also be carried in the MOLLE water canteen pocket. Holds 1 liter of water.

Weight:

0.25 lbs

Tactical Gloves

Hellstorm S.O.L.A.G.s



Description: The special operations light assault gloves are sturdy and lightweight gloves that fit perfectly to it's users hands (provided you bought the right size). You will never drop your handgun again because of sweaty hands when wearing these.

Weight: ½ lbs

Hellstorm High Risk Surgical Gloves

Description: These are basically one-use surgical gloves but are more resistant and made of a higher thickness than regular ones so they will not tear so easily when used in tactical environments. They will provide protection against viral/bacterial threats (like HIV) and contain your own DNA information.

Weight: 1/8 lbs



Hellstorm Spectra Slash-resistant Glove-liners



Description: Glove-liners are worn under a second pair of gloves and protect your hands against knife-slashes.

Weight: ¼ lbs

LBE (Load Bearing Equipment)

Modern Soldiers, Marines or police personnel in hostile or high-risk situations have to carry vast loads of equipment. Equipment includes their weapon and enhancements, ammunition and tactical utilities.

The individual must be able to acquire most of his equipment directly and fast and without incurring penalties on his combat abilities due to high encumbrance/movement hinderance. For this purpose Load Bearing Equipment was created, LBE comes in various forms and shapes and not every piece of LBE might be useful for every situation.

The next pages gives you many choices of equipment in which you can invest your money/choose from.

All equipment carried in LBE weighs (for Maximum Load purposes) only 2/3 of its original weight.

Tactical Vests



SWAT Vest



Assault Vest



Operators Vest I



Operators Vest II

Vest Description

Vest Type	Storage				Weight
	AR Mags/Flashbangs	SMG/Pistol Mags	Individual	40mm Grenades	
SWAT	6	0	2x2 + 1	0	2 ½ lbs
Assault	6	0	1	3	3 lbs
Operators I	3	0	2x2	0	2 ½ lbs
Operators II	6	0	0	0	2 ½ lbs

Note:

- ∞ AR Mags Pouches can be filled with either 1 AR Mag, 2 SMG/Pistol Mags or 1 Flashbang
- ∞ All vests feature front and back velcro areas to attach unit insignia (or "Shoot Me" stickers)
- ∞ All vests can hold 2 back pouches on the rear (attached to the belt).

Enhanced Tactical Vests/Chest Rigs



2-piece MAV



Silverthroner Rig



Silverthroner 40mm Attachment



Omega 40mm Operator (st)



SF Enhanced (st)



ISAAK AR (st)

Vest Description

Vest Type	Storage AR Mags	Grenades	SMG/Pistol Mags	Individual	40mm Grenades	Weight
2-piece MAV	4x3 M16 (or similar)	0	0	4x1 + 2x0.5	0	1 ¾ lbs
Omega 40mm Op	3x2 M16 (or similar)	0	0	1x1	8	3 ¼ lbs
SF Enhanced	4x2 M16 (or similar)	0	0	2x0.5	0	2 ¾ lbs
Silverthroner Rig	3x3 M16 (or similar)	4	2	2+3x1	0	6 ½ lbs
Silverthroner Rig 40mm Attachment	0	0	0	-2x1	12	+1 lbs
ISAAK AR	2+2 x 200rnd SAW	1	0	3x1 + 2x05	0	5 ½ lbs

Note:

- ∞ AR Mags Pouches can be filled with grenades as well or 4 pistol mags each (with retention loops).
- ∞ All vests (except 2-piece MAV) can hold hydration system & 2 butt packs at the back area.
- ∞ **Silverthroner Rig**, +3 Individuals are at the back of the rig.
- ∞ When using the **40mm Attachment** for the **Silverthroner Rig**, 2 individual pocket sfrom the front are subtracted.
- ∞ **ISAAK AR**: +2 x200rnd SAW accessible on the back of the vest, 1x1 Individual at the back as well.
- ∞ Add 1 AP for every accessing action when dealing with the Silverthroner vest or with the 1 individual pockets of the 2-piece MAV.
- ∞ Vests marked with an "st" feature 2 slings to add hang equipment, like ropes or ammo bandoleers to the vest (at the shoulder area.)
- ∞ The Silverthroner Rig in both it's standard and 40mm configuration decreases the attack roll bonus normally granted by the prone position from 35 to 25, the MSP is that of the Crouching position

Tactical Holsters

Both can be hold 1 Pistol (no over or undersized ones, ask your GM) and one additional mag.

Weight: 2/3lbs (each)



This "advanced" sling allows you to undercover-carry an SMG and 2 magazines (Right side: SMG, Left Side: 2 mags).

Weight: 2/3 lbs

Tactical Ammunition Carrying Equipment

40mm belt

Weight: 1/3 lbs

Storage Capability: 12 40mm rounds.



Ammunition Carrying Equipment Description



AR Double Pockets



Double SMG/AR Pockets



Double SMG/Flashbang Pockets



12gauge Shotgun Pockets



AR Double/Flashbang Pockets



Triple SMG/Pistol Pockets

Type	Storage			Weight
	AR Mags	SMG/Pistol Mags	Flashbang/Other	
AR Double	2	0	0	½ lbs
Double SMG/AR	1	2	0	½ lbs
Double SMG/Flashbang	0	2	2	¾ lbs
12gauge Shotgun	0	0	20 12gauge Shotshells	¾ lbs
AR Double/Flashbang	2	0	1	½ lbs
Triple SMG	0	3	0	½ lbs

Note:

⌘ AR Mags Pouches can be filled with either 1 AR Mag, or 2 SMG/Pistol Mags

Misc. Ammunition Carrying Equipment



Buttstock Pocket (strips to Rifle Buttstock)



Brass Bag

Type	Storage	Weight
Buttstock Pocket	1 AR Mag	¼ lbs
Brass Bag	6 AR Mags	½ lbs

MOPP (Mission Oriented Protective Posture)

MOPP describes 5 (MOPP-0 to MOPP-4) different environmental conditions related to NBC (nuclear, biological chemical) threats which require increasingly better protection.

JSLIST (Joint Service Lightweight Integrated Suit Technology)

Description: The JSLIST is the successor to the BDO (Battle Dress Overgarment) and is considerably lighter, more durable and provides less encumbrance than its predecessor. It is packed in a protective packaging. It provides the wearer with protection against most chemical or biological agents and nuclear fallout. The suit comes with a pair of rubber gloves and boots (to be worn over your normal equipment). (The suit shown is in combination with an older gas mask, the M2044 or M51 replaces this piece of equipment).

Penalties: The JSLIST has only 6 SU for purposes of storing equipment. While wearing the JSLIST you receive a penalty to AGI saves of 10 and your running speed is reduced by 1 level (from 1/4 to 1/3 for example).

Duration of protection: 24hours (afterwards wash (before undressing, to avoid self-contamination), then incinerate or bury)

Weight: Suit: 6 lbs, Boots: 2 lbs, Gloves: 1 lbs (Total: 9 lbs)
MRSU: 6



M51 JSGPM (Joint Services General Protective Mask)



Description: A 2-filter modern gas mask providing protection against most inhalation BC agents.

Penalties: While wearing the M51 you have to rest more often (ask your GM on this issue) and you can only actively take part in combat for a block of $END \times 1.5$ rounds, at the beginning of a combat round $(END \times 1.5) + 1$ you have to make an END check (DC 40), if you fail, you have to rest for the rest of the round, if you succeed, you have to make an END check the next round, DC 50, the DC increases by 10 every round, until you rest. Then the counter is reset. While wearing the JSPGM you receive a penalty of 40 on passive spot checks.

Filter Duration: 12 hours / filter (Attachable: 2)

Weight: 1 lbs
MRSU: 4

NAPP (Nerve Agent Pretreatment Pyrodostigmine)

Description: These pills should be taken before exposure to chemical or biological agents.

Packaging: 1 box holding 4 pills.

Weight: 1/4 lbs/box

MRSU: 0.5

NAAK (Nerve Agent Antidote Kit)

Description: This kit consists of an injector (to ease injection) and 1-n (n>1) syringes and should be injected immediately into the quadriceps after exposure to chemical or biological nerve agents. The injector is reloadable with NAKK modules. (and can be used multiple times). After injecting make an EN check DC 35 (GM should make this roll in secret) then apply direct pressure to the point of injection for 2 rounds. When feeling BC agent effects (GM will tell you, failed check: yes, passed check: no), you should inject another dose of MK1 (minimum of 25 rounds between injections). The maximum number of injects is 3. (The 4th would kill the receiver).

Weight: Injector: 1/4 lbs
Syringe holding MK1: 1/4 lbs

MRSU: Injector (loaded): 1

M291 SDK (Skin Decontamination Kit)

Description: Kit contains 6 pads of non-woven fiber fill (in an aluminium box) laminated and impregnated with the decontamination compound that reacts with chemical agents to absorb and neutralize them in a single step. Comes in a soft protective package.

Weight: 1/4 lbs
Charges: 6
MRSU: 1



M295 IEDK (Individual Equipment Decontamination Kit)

Description: Description as M291 SDK but contains DS2, for decontaminating equipment.

Weight: 1/4 lbs
Charges: 4
MRSU: 1



M542 Geiger Counter

Description: A geiger counter the size of a small pen. Can be attached to everything you could attach a pen to, warns you of radiation in dangerous levels. Works 48 hours before requiring to be recharged. Auto-recharges when exposed to direct sunlight.

Weight: 1/4 lbs

M9 Chemical Agent Detection Paper

Description: A paper that warns you of the presence of chemical or biological agents by turning red or pink (normal color: white). Can be attached to BDU or other clothing, or directly around your arms or ankles. Comes in a pack of 10.

Weight: 1/2 lbs
Charges: 10
MRSU: 2

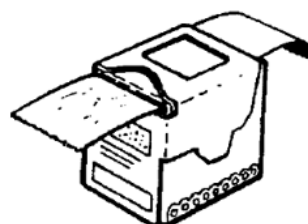


Figure 1-15. M9 chemical agent detector paper.

ALICE (All-Purpose Lightweight Individual Carrying Equipment)

Was introduced (to the US Army and US Marines) in 1974. Made up of components for two types of load: the "fighting load" and the "existence load". The ALICE system was designed for use in all environments, whether hot, temperate, cold-wet or even cold-dry arctic conditions.

ALICE *Fighting Load* (FL) is the minimum needed by a combat soldier who has to be able to move quickly and with agility. It is anchored by the Individual Equipment Belt, successor to the Utility Belt of the two World Wars. The Individual Equipment Belt Suspenders attach to the belt with snap hooks and shift the load to the shoulders. The suspenders allow many other attachment points for additional gear.

The *Existence Load* components carry all the equipment, food, and other essentials to maintain a soldier in the field until resupply is possible. The Combat Pack comes in two sizes to be used depending on the length of the mission and weather conditions (If the existence load is used, the recon pack is strapped onto the large pack).

Configurations/Weight:

Fighting Load

- > Harness/Belt
- > 2 canteens, or 1 canteen and 1 entrenching tool
- > 4 ammo pockets (2x30rnd 5.56) or 2 SAW pockets (200 round 5.56/100 round 7.62 belts)
- > 1 recon pack (containing food, clothes, medicine, ...)
- > 2 individual pockets on chest level

Weight (carrying equipment only): 2 1/2 lbs

Existence Load (supplements the FL)

Contains an "Approaching March Load"

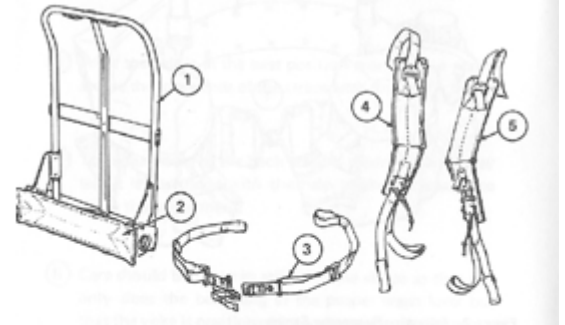
Among others:

- > Hard carrying rack
- > Food
- > Spare clothes
- > Bedroll
- > Sleeping bag
- > Entrenching tool
- ... (upto 50 lbs)

Weight (carrying equipment only): 7 3/4 lbs



ALICE Fighting Load



ALICE existence load upgrade

MOLLE (MOdular Lightweight Load-carrying Equipment)

Storage units, MOLLE webbing (Bottom to Top)

Row	Front	Back	Tighs
1	7 + 2x1/2	4	2x2
2	4 x 1/2	4	

It is possible to directly access the front and thigh storage units in combat. (Total = 11 + 6x1/2).

If you want to access row 1 on your back, multiply all AP costs (like reloading or picking up (and stuffing) things) by 1.5 (round down).

MOLLE pockets are attachable to the OTV.

All equipment carried in MOLLE bags weighs only 2/3 of its original weight. (The MOLLE ruck doesn't count as a MOLLE bag).

The MOLLE ruck has 14 SU (so-called: MRSU).

For purposes of determining filling status of your ruck, add together the MRSU units given for each item. Those equipment not given a MRSU should be given an appropriate one together with the GM. For individual items (found on your adventures, ask you GM on purposes of determining MRSU)



MOLLE bags

Type	CanStore	Unit cost	Front/Back Availability	Weight (lbs)
Assault Rifle (1)	2 5.56mm (or similar) 30rnd mags	1	*/*	1/4
40mm (1)	6 40mm grenades	2	*/*	1/3
40mm (2)	2 40mm grenades	1	*/*	1/4
40mm (3)	1 40mm grenade	1/2	*/*	1/8
40mm (4)	8 40mm grenades	3	*/*	1/3
Individual	1 compass/zippo/flashlight	1/2 /1	*/*	1/8 or 1/4
Grenade	1 M67/M34/.. grenade	1	*/*	1/4
25mm	1 6rnd M25 mag	1 1/2	*/*	1/4
M8 SAW	1 100rnd M8 mag	3	*/*	1/3
SAW	1 100 (7.62)/200(5.56/6.8) rnd SAW mag	3	*/*	1/3
Medipak/Doc's Kit	1 Medipak/Doc's Kit	2	*/*	1/3
MRE	1 MRE	2	*/*	1/3
FSR	1 First Strike Ration	3	*/*	1/3
Camelbak	2.0L Water camelbak	Row 2	-/*	4 (filled)
Rucksack	14 MRSU	Row 2	-/*	4
Water canteen	1.0L Water canteen	2	*/*	1/3

Notes:

- ∞ A camelbak is a ruck containing a bag of sturdy material equipped with a drinking hose. It is able to hold 3.0l of liquid (preferably water). It can be attached to any standard MOLLE webbing.
- ∞ All MOLLE bag weights are empty, unless otherwise noted.
- ∞ A camelbak can be carried under a ruck (So you double-occupy these MOLLE units).

Body Armour

Through the ages, many armies have used various types of body armour. Today, body armour has to face ballistic threats (usually in the form of fast flying projectiles). To allow ballistic protection without heavy encumbrance special garments and materials have been developed. These materials can stop different (increasing) types of ballistic threats, but stopping a bullet is not enough, they also have to stop the energy projected by the bullet, if they fail to do so you will sustain "Trauma Damage" (blunt damage), that might knock you off your feet but won't kill you (usually).

See the SH Weapons Manual for a description of Trauma Damage.

Level I body armour can be considered inadequate for all current threats and is no longer addressed in this manual.

Covert Armour

Covert (worn under clothing), soft body armour is quite elastic and does not hinder movement, however at greater levels of protection it becomes thicker and will be easier to spot). Soft body armour does not provide protection against blunt trauma.



SFT829 & SFT830



SFTC841 (can take 2 SAPI plates)

Type	Level	Projectiles	Concealability	Weight	Stab resistant
SFT829	II	16	1	3 ½ lbs	No
SFT830	III-A	16	2	6 lbs	Yes
SFTC841	III-A	16	3 (w.o. inserts)	6.5 lbs (w.o. inserts)	Yes

Covered

Area: Torso

Notes:

- ∞ Projectiles states the number of projectiles this vest can take (per side)
- ∞ Concealability is only a logical reference value (see "Concealability" in the Retreat Hell Handbook)
- ∞ Inserts: This vest can hold SAPI plates.

Trauma Pack

Description: A Trauma Pack reduces trauma damage (which can knock you out/down), one pack can stop blunt trauma damage for up to 16 projectiles (per pack) before it has to be replaced (larger trauma packs for greater areas are available (if your body armour covers a larger area you will also be able to buy a compatible set of Trauma Packs.)

Weight: 1/2 lbs/pack, 1 lbs front and back.

Armor Upgrades

Some soft body armour suits can be upgraded with Small Arms Protective Inserts (SAPI). These plates out of kevlar-encased ceramic give a Level III-A vest the capability to stop ballistic threats upto and including Level IV. A standalone SAPI plate has Level III protection.

They also halven blunt trauma damage received when hit.



Weight: 1 plate weighs 3.5 lbs, 2 plates are required for front (1) and back (1) protection.
Projectiles: 16 per plate.

Overt Armour

Overt (usually worn over clothing, because it is bulky), body armour can be easily spotted by enemies, but can provide protection against rifle bullets and has trauma and stab protection already included.

M577 Interceptor + OTV (Outer Tactical Vest)



The Interceptor OTV consists of 2 ceramic plates (SAPI (Small Arms Protective Insert)) carried in the Outer Tactical Vest. The OTV allows attachment of a full MOLLE set (described some pages above).

Defensive capabilities:

A standard sized SAPI plate has Level III defensive capabilities, together with an OTV (alone III-A) this is increased to Level IV. Added equipment can have a lower defensive value.

Protection (in number of stoppable projectiles)				
	Front	Back	Protective Level	Weight
OTV (empty)	16	16	III-A	6.5 lbs
OTV (+ 2 SAPI plates)	16	16	IV	13.5 lbs
The OTV includes				
Throat/Neck Protector (removable)	1	1	III-A	0.5 lbs
Groin Protector (removable)	8	0	III-A	2.5 lbs

Note:

∞ As soon as "all projectiles are used up", the whole combination has to be replaced.

Covered Area:

Torso, (Groin protection covers groin, Neck/Throat ...)

Weight:

16 ½ lbs (OTV + f/b plates, throat, neck and groin protection)

Pinnacle Armor – Dragon Skin



Defensive capabilities:

Level IV.

Stoppable

Projectiles: Front/Back: (Level III) 100/100 (Level IV) 20/20, Axiliary: (Level III) 30/30, (Level IV) 6/6

Covered

Area: Torso, Axiliary

Note: MOLLE compatible

Weight: 18 ½ lbs

Deltoid and Axiliary Protection (DAP)



The DAP set can be carried in addition to the Interceptor OTV body armour, giving the wearer protection for his sides and upper arms.

Projectiles: 8/8 (Front/Back)

Weight: 5 1/2 lbs

Covered

Area: Shoulders, Upper Arms, Axiliary

Protective

Level: III-A

“Thick Skin” Impact Resistant Combat Clothing

A set of BDUs featuring full ballistic protection against threats upto and including Level II. Worn instead of regular BDU. Projectiles are only used up by penetrating (> Level III-A+) hits.

Projectiles: 55/55 (Front/Back)

Weight: 9 1/2 lbs

Covered

Area: Torso, Shoulders, Upper Arms, Lower Arms, Hands, Axiliary, Groin, Upper Legs, Knees, Lower Legs (AoP =76%)

Protective

Level: II

“Dragon Leather’s” Impact Resistant Combat Boots

Same appearance and function as regular combat boots but with integrated ballistic protection against Level II threats.

Projectiles: 5/5 (Front/Back)

Weight: 4 1/2 lbs

Covered

Area: Feet

Protective

Level: II