

MODERN ARMY SOLDIER

TECH LEVEL 7
NON-MAGICAL

CLIMATE/TERRAIN: Any
FREQUENCY: Uncommon
ORGANIZATION: Squad
ACTIVITY CYCLE: Any
DIET: Omnivorous
INTELLIGENCE: Average to Very (8-12)
TREASURE: Incidental
ALIGNMENT: Any

NO. APPEARING: 5-20 per squad
ARMOR CLASS: 10 or 6
MOVEMENT: 12 or 9
HIT DICE: 2+2
THAC0: 19
NO. OF ATTACKS: 1 or by weapon type (see below)
DAMAGE/ATTACK: By weapon type (see below)
SPECIAL ATTACKS: Nil
SPECIALDEFENSES: Move Silently, Hide in Shadows
MAGIC RESISTANCE: Nil
SIZE: M
MORALE: Steady (10-12)
XP VALUE: 200

WEAPON

PROFICIENCIES: Rifle, Brawling, Pistol, Knife

NON-WEAPON

PROFICIENCIES: Area knowledge (11), Camouflage (11), Demolition (10), Driving (truck) (11), Scrounging (9), Swimming (10), Survival (pick one - forest, jungle, desert, etc.) (11), Tracking (9)

SPECIALABILITIES: Move Silently (as per thief) (20%)
 Hide in Shadows (as per thief) (20%)
 Climbing (as per thief) (80%)

SAVING THROWS: As 2nd-level warrior

EQUIPMENT:

Clothing: camouflage fatigues (pants, shift-jacket, underwear, sun hat), rank insignia removed; metal helmet with cloth covering; rubber band around helmet holds toothbrush and paste; jungle boots, socks, sunglasses; dogtags.

Attached gear on first belt: first aid dressing case, compass case, canteen, bayonet, weapon cleaning kit, eight ammo pouches with eight M-16 30-round clips, two smoke grenades and two fragmentation grenades.

Attached gear on second belt: .357 Colt backup revolver, 40 extra rounds of ammunition for revolver.

Rucksack: contains five extra ammo clips for rifle, extra canteen, an extra rifle bolt, a poncho, poncho liner, and five C-rations. On outside of rucksack dangle two smoke and two fragmentation grenades.

Pocket items: lighter, a fork, wire cutters, P-38 can opener, extra shoe-laces, wire, deck of playing cards, local paper money (if applicable), insect repellent, packets of powered drink mix, writing paper, pencil.

Strapped on back or carried: M-16 assault rifle, belt of .50-caliber ammo.



This kit description is based on a Vietnam-era United States Army infantry soldier after six months of active duty in the field. These soldiers have learned speed, stealth and cover are much better than their standard issue flak jackets; however, if worn, change AC 10 and move 12 to AC 6 and move 9.

Each squad will have a leader (sergeant or lieutenant) equal to a **3rd-level fighter** (THAC0 18, 3+3 HD). For green recruits fresh out of boot camp, treat them as **1st-level fighters** (THAC0 20, 1+1 HD) and have them make the usual mistakes - they wear their ranks openly, they carry too much gear into the field, etc.

Note using the basic weapons and statistics described here, just one soldier can inflict an average of 45 hit points of damage per minute against lightly protected targets.

| Weapon | Wght | Size | Type | Spd Fctr | Damage... | | L | RoF | Rnds | Range (to hit mod.)... | | | Reload Time |
|-------------------|----------|------|------|-------------|------------|-------------|----|----------|------|------------------------|--------|----------|----------------|
| | | | | | S-M | L | | | | S (0) | M (-2) | L (-5) | |
| M-16 Asslt Rifle* | 8 lbs. | M | P/B | 4 | 3-18 (3d6) | 4-24 (4d6) | 10 | 30/clip | 120y | 500y | 2,000y | 1/4 rnd. | |
| .357M Colt rvlr.* | 2 lbs. | S | P/B | 2 | 2-12 (2d6) | 3-18 (3d6) | 8 | 6/cylr. | 75y | 300y | 1,200y | 1 rnd. | |
| Bayonet | 1 lb. | S | P | 1 | 1-4 (1d4) | 1-3 (1d6/2) | 2 | -- | 11y | 22y | 35y | -- | |
| Smoke grenade | 1.5 lbs. | S | -- | 2 | -- | -- | 2 | -- | 10y | 20y | 30y | -- | |
| Frag. grenade | 1.5 lbs. | S | B | 2 | 5-30 (5d6) | 5-30 (5d6) | 2 | -- | 10y | 20y | 30y | -- | |
| .50 Machine gun* | 126 lbs. | L | P/B | 7 | 5-30 (5d6) | 6-36 (6d6) | 10 | 100/belt | 120y | 500y | 2,000y | 1/2 rnd. | |

* **Firearm "To-Hit" Bonus:** Because of their effectiveness, all guns give a +5 bonus "to-hit" targets, plus or minus other modifiers (armor classes, range, etc.).

OtherNotes on Modern Weapons: RoF (Rate of Fire): Number of attacks per round at full rate of fire, scaled down for AD&D purposes. Rnds (Rounds): Shots fired until gun must be reloaded. Range: Distance penalties as noted. Reload Time: In rounds (1/4 means it takes a quarter of a round to change clips).

.50 Machine Gun: One per squad, soldiers share carrying ammo and parts. Gun must be mounted on tripod, and takes one round to fully assemble.

Autofire: Bonuses for sustained fire at a single target and penalties for autofire vibration usually cancel out as modifiers. To do "sweeping" autofire, add -1 "to hit" per yard of target area width; i.e. to "sweep" over a 5-yard wide target space would make all attacks -5 "to hit."

Jams: The M-16 jams on any natural "1" attack roll; 1d6 rounds needed to fix weapon. A Colt revolver jams on a natural "1" only 50% of the time.

Grenades: Smoke grenades typically create a 5-yard radius thick white cloud lasting 2-4 rounds, depending on space and wind conditions. Fragmentation grenades do the listed damage in a 6- yard blast radius; half that damage to targets in a 6- to 12-yard blast radius, and one-fourth damage to targets in a 12- to 25-yard blast radius. A saving throw vs. dragon breath halves any of this damage. Delay grenades have a 1/2 round delay after the pin is pulled before blowing up; impact grenades go off as soon as they hit solid targets.