

Commando Gear:

I don't particularly expect people to keep super-careful track of stuff. In general I'll assume the "regular" characters have all the standard stuff and the weight is fine for normal activities. Normal for Commandos is pretty extreme... The list is detailed mostly for flavor, and so you can be inspired to be properly innovative - in the commando fashion.

The number after the item is weight in pounds.

Commando Gear:

Personal weapon (player choice from British list)

Personal side arm (player choice from British list)

Grenades (player choice from British list)

Bladed weapon (player choice, commandos had access to any one-handed blade listed in rule book including short sword or longsword)

STANDARD KIT:

uniform, wool pants, tunic, and assorted - ignore weight

poncho, balaclava, blanket - 8

6' rope with loop one end, toggle the other - 2 (combine to make long rope ladders)

combat webbing, pouches, and pack - 1 (reduce load penalty by 1)

entrenching tool, folding - 4

bayonet - 2 (optional, useful as a tool)

Fairbairn-Sykes dagger - 2

Steel Pot helmet - 5

Canteen - 3 (1 day)

Mess kit - 3

Water - 3 per day

Food tins - 2 per day

Gas Mask - 3

Gas Cape - 3

Compass

Watch

Torch with batteries - 3

Medical pack - 3

AVAILABLE EXTRAS:

10 foot ladder - 15

Wireless - 25 (replaces pack)

Wireless battery (3 hours) - 50 (replaces pack)

Folding hand cart - 6 (can move up to 250lb over moderate ground at pace)

Leather vest - 5 Armor 2

Large digging tools, wire cutters, demolition equipment, small repair tools, hand cuffs, signal flares, field glasses (binocs), signal mirrors - anything you can imagine.

AMMO:

10 round enfield clip – 1

30 round Bren mag – 3

7 round .45 mag – 1

100 round Bren drum – 10

20 round Thompson mag – 3

50 round Thompson drum – 7

10 loose revolver rounds - .5

10 loose .455 rounds – 1

(in general 1 pound per 10 rounds including magazine or clip, half that bulk in card box)

(in general commandos carry at least 300-400 rounds, half in mags/clips half in boxes)

(in general the squad carries 700-1000 Bren gun rounds between gunner and loader)

(if crew weapon [mortar, Vickers] is present extra ammo spread among men)

HELMETS:

If you looked at all at the equipment list, you'll see helmet listed. The way SW rules work the helmet protects (adds its armor to toughness) against head hits 50% of the time. That is probably about right on direct fire.

However helmets were not to protect against direct fire, they were to protect against shrapnel from exploding artillery/mortars/grenades. At this they were extremely effective. So the helmet rule for area attacks is this: If NOT wearing a helmet when under an area effect template the attack is assumed to hit the head and gets the "Vital Area" damage bonus. If wearing a helmet the head is protected and there is no "Vital Area" bonus.

The helmet, by the way, is also the absolutely perfect "Soak" excuse to explain how a bennie was able to negate a wound. "The round bounced off my helmet, destroying it in the process."

Helmets are a Str+1 melee weapon in the hands of a trained commando.

If it seems like I'm encouraging helmet use I am merely conveying what your character would learn in training. There can be a down side to using a helmet on stealth missions, but in any sort of real battle they are essential.