PHOENIX COMMAND COMBAT STATUS SHEET

Name: Rookie US Marine

Characteristics

Strength	STR	14
Intelligence	INT	11
Will	WIL	10
Health	HLT	11
Agility	AGI	11

Base Speed		1
Maximum Speed	MS	2
Gun Combat Skill Level		3
Hand-to-hand Skill Level		3
Skill Accuracy Level	SAL	9
Combat Efficency	CE	9
INT Skill Factor	ISF	20
AGI Skill Factor	ASF	20

Combat Actions

Gun Combat	CA	2
Hand-to-Hand	CA	2
Damage Bonus	DB	1

COMBAT ACTIONS PER IMPULSE

	Impulse			
	1	2	3	4
Gun Combat	1		1	
Hand-to-Hand	1		1	

Knockout Value KV 15

Body Armor	PF	BPF	Armor Class	Weight
Helm:	6	4	PL	2.5
Body:				
Visor:				
Arms:				
Legs:				

Equipment	Weight
3 belts	19.5
3 canteens	7.5
4 2 Gren. pouch w/shoulder strap	8.0
Field Pack	1.0
Rations, Flash light, Insect Repellant,	2.0
2 first aid pouches	
Weapons Cleaning equipment	3.0
Claymore Mine	3.5
M60	29.7
Uniform	5.0
Helmet	2.5
K - bar	0.6
Encumbrance:	82.3

Physical Status

PD Total:

Disabling injuries:

Ammunition:

KNOCKOUT TABLE

PD Total	Odds
Under 1.5	00
Over 1.5	10
Over 15	25
Over 30	75
Over 45	98

GUN COMBAT DATA

Weapon			Aim Time	Shot Accuracy
M 60	L	44	1	-30
	W	29.7	2	-20
	RT	12	3	-14
	ROF	*5	4	-10
			5	-8
	Cap	100	6	-6
	AW	6.5	7	-5
		Blt	8	-4
	MR		10	-2
	KD	10	12	
	SAB	3		

		Target Range in Hexes							
		10	20	40	70	100	200	300	400
FMJ	PEN	20	19	18	16	15	11	7.7	
	DC	8	8	8	7	7	7	6	
JHP	PEN	19	19	17	16	14	10	7.4	
	DC	9	9	9	9	9	8	8	
AP	PEN	28	27	25	23	21	15	11	
	DC	8	8	7	7	7	6	6	
	MA	.3	.5	1	2	3	5	8	
	BA	61	53	45	37	32	23	17	
	TOF	0	0	1	2	2	5	8	

HAND-TO-HAND WEAPON DATA

Weapon	Weap Speed (WS)	Weap Class (WC)	Attack Level (AL)	Action Costs: Parry	Set	Strike	Recvr	Impact Damage: Cutting (IDc)	Stabbing (IDs)	Range 2' hex
K - bar	2.8	+2	5	1	1	.5	.5	(1d3)+3	(1d3)	1
Entrench. t.	2.5	-1	2	1	1	1	1	(1d3)+1	(1d3)	1
- " - 2 hands	2.6	-1	2	1	1	1	1	(1d5)+5	(1d4)	1