

Expanded Morrow Project

Weapons Packages

by [Garry Gerrett](#)

I've come up with some new equipment packages over the years, some of which I've found quite useful, some of which I've found didn't pan out so well, but I'm posting the whole list for your use/feedback/etc. Most of them are derived from items found in TM1-1 (though not offered in these combinations) with a few additions.

[Package 21](#)

- 1 x M29-6 1/4 Revolver, 24 rds.
- 1 x M79 Grenade Launcher, 36rds.
- 2 x M26A1 Grenades
- 2 x M34,WP Grenades
- 2 x M72A2 LAWs

Rationale:

Originally, I had not quite figured out that an M79 was included in the standard vehicle load. It's hinted at, but not really stated. This lead me to wonder why it was included if it was never used anywhere. I also noticed that the M29-6 1/4 was not used anywhere either (has since been used in the "Contact pack" along with a carbine that was not listed in TM1-1). I got to thinking about how the two would not make a bad combination. I had also originally included 2 M9A1,BZ grenades, but had to loose them due to the weight. I forget if the weight listed is with the BZ grenades or without. I'll have to add up the weight again.

[Package 22](#)

- 1 x M16A1, 12 mag.
- 1 x HP-35, 3 mag.
- 4 x M26A1 Grenades
- 4 x M34,WP Grenades
- 2 x An-M8,HC Grenades
- 2 x M6,CN-DM Grenades
- 2 x M9A1,BZ Grenades
- 2 x AN-M14,TH3 Grenades
- 2 x Mk.3A2 Grenades
- 4 x Mk.1 Grenades

Rationale:

I had a player (who's character had a 20 strength) who was quite fond of hand thrown grenades (as he could throw them quite far) and he said to me, "why so few grenades? I'd like to see an equipment package with a rifle, a pistol, and a whole lot of grenades." I mulled it over, and didn't see anything wrong with that. I also found it interesting that the M16 was only offered in combo with the M203.

[Package 23](#)

- 1 x XM177E2 SMG, 12 mag.
- 1 x M27-3 Revolver, 24 rds.
- 2 x M72A2 LAWs
- 3 x HAFLA-35Ls
- 4 x M26A1 Grenades
- 2 x M34,WP Grenades

Rationale:

Well, if you can make an M16, you can make an XM117E2 - mostly the same parts - different barrel & stock, perhaps a few other parts. You see these things in the hands of Guerilla organizations all the time, so they must be available on the black market at worst. Anyway, I was thinking, if the rest of your team has 5.56x45mm ammo, and you are the only guy with an SMG, why make yours be a 9x19mm gun? In retrospect, all of the 5.56x45mm rifles have 9x19mm sidearms, so I'm not sure this is a good reason. It's also the reason I chose the revolver instead of the HP-35. (note: at one point in time, I had the XM177E2 confused with the XM231 firing port weapon).

Package 24

- 1 x AN/PPS-12 Radar with battery
- 1 x CP-7 Laser Rangefinder/Binoculars
- 1 x HP-35, 3 mag.
- 1 x HK.69A1, 36 rds.
- 2 x M26A1 Grenades
- 2 x M34,WP Grenades

Rationale:

I had in mind a scout/sentinel type role. You would send this person to some high lookout type place and have them signal the rest of the team of danger, etc. Really more of an NPC type role if you ask me. Well suited to give them an ATV (3-wheeler/4-Wheeler) or something like a WASP II, or some other single person type vehicle, stealth is preferred. I envision the HK.69A1 having a higher number of signal flare / illumination flare type grenades (though that would give one's position away, primary contact would be via radio) to signal the rest of the team with or to light up an enemy picked up by radar. Any type of personal transportation would need to be something that could be carried by the regular vehicle as this person may need to sleep during the day and stay up all night, etc. Might be good to pair this with a person carrying a stinger (#16) if air threats are a consideration.

Package 25

- 1 x M174E3, 3 drums (36 rds)
- 1 x HP-35, 3 mag.
- 2 x M26A1 Grenades
- 2 x M34,WP Grenades

Rationale:

I read that the M174E3 could be tripod mounted and I tried to make a package out of it. Has not proved to be very practical, but I had to try.

Package 26

- 2 x M27-3 Revolver, 60 rds.
- 2 x M72A2 LAWs
- 3 x HALFA-35Ls

- 4 x M26A1 Grenades
- 2 x M34,WP Grenades
- 2 x Mk.3A2 Grenades
- 4 x M9A1,BZ Grenades
- 2 x M18A1 Claymore Mines

Rationale:

Mines are listed in TM1-1, but not much use is made of them. I had thoughts of this person setting up the claymores at night to protect the camp. The 2 revolvers also have an air of being less threatening.

Package 27

- 1 x M10, 6 mag.
- 1 x M19 AT Mine (Anti-Tank)
- 50 x M25 AP Mines (Anti-Personnel)
- 2 x M26A1 Grenades
- 2 x M34,WP Grenades

Rationale:

Again, thinking of ways to make use of the mines that TM1-1 lists but largely ignores. Granted the M19 is overkill in most Morrow situations and ends up being so heavy that it costs you other equipment. This is why I came up with #28. The M19 tends to be something better suited to a vechicle load or a supply cache.

Package 28

- 1 x M22 Rifle, 6 mag.
- 1 x HP-35, 3 mag.
- 1 x M26A1 Grenade
- 2 x M34,WP Grenades
- 2 x Mk.3A2 Grenades
- 1 x AN-M14,TH3 Grenade
- 50 x M25 AP Mines.
- 2 x M72A2 LAWs

Rationale:

The M25 Mines themselves are quite light. This provides a character with the ability to lay some mines, yet still have the kinds of weapons that they might need in a fire fight. This package is well suited to a character who operates alone, in conjunction with a team (while the team attempts negotiation, this player prepares for "plan B", or perhaps this player covers the rest of the team's retreat, etc.).

Package 29

- 1 x M16A1, 12 mag.
- 1 x M203, 36 rds.
- 1 x M18A1 Claymore mine
- 1 x M72A2 LAW

Rationale:

One more stab at the fitting the claymore into a package. It's still so heavy that it leaves the rest of the package stripped. Kind of like the #16 though.

I haven't revisited this in a while. In retrospect, the Claymore might be a better fit with the Ingram M10. Maybe I'll cook up a package with that. The standard TM1-1 packages are heavy on the HP-35 (14 packages) and only have 1 package with a revolver (#10) and then you have to have the M10A shotgun (which I actually like, but not everyone does), so my packages tend to have a few more revolvers to give people choices. I also noticed in retrospect that I am keen on the M72A2 LAWs. I suppose when you need an anti-tank type rocket, you *need* one. Some of my packages are a bit on the heavy side of the 20kg goal, but TM1-1 has ones that are even worse, so I don't feel too bad. Some of the packages seem a bit stripped down to accommodate one very heavy item, but #16 in TM1-1 is kind of that way too, so again, I don't feel too bad.

I've tried to stay consistant with the notion that Morrow Industries consists of a small group of industrialists and therefore a limited number of defense contractors. I do my best not to include weapons from companies that are not already in the project. I also avoid (generally) companies that have only one item. For example, the only Heckler & Kock weapon in TM 1-1 is the HK69. I presume that this is most likely black market, license built, or copied (without a license), so just because HK69's are in TM 1-1 doesn't mean that I can add various packages with HK weapons. I justified the XM177E2 (seeings as the M16 is the only Colt weapon in the project) in that it has so many parts in common with the M16 (if it is being built by other manufacturers in the project) and it is very widespread (making it easy to buy them black market, or at least buy a couple to use to make copies). Someday, when I get time, I'd like to do a study of those items in TM 1-1 and develop a list of manufacturers that are "in" the project.

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