**GRUNTZ: KIT GUIDE**

This is a very brief rundown of the rough kit guide for Gruntz. Hopefully this will allow to a reasonable priced entry point for those who might already have something suitable or not.

**UNIFORMS**

CDF marines have two standard patterns of BDU to choose from.

**Olive Drab (OD)**

*Mainly worn by ancillary personnel or officers, OD is however fairly common among marines of all branches of the CDMC, especially as officer’s BDUs tend to be more comfortable and are among the first bits of kit stolen from supply stores.*

Any plain OD trousers, Jacket, and military cap is acceptable. For those of you wanting to be purists seeking authenticity in this made-up world, the particular uniform is the American 3rd pattern jungle jacket and trousers from the Vietnam War.

[http://www.sofmilitary.co.uk/us-vietnam-3rd-pattern-jacket-regular-length-product,17422](http://www.sofmilitary.co.uk/us-vietnam-3rd-pattern-jacket-regular-length-product%2C17422)

[http://www.sofmilitary.co.uk/vietnam-3rd-pattern-tropical-trousers-product,751](http://www.sofmilitary.co.uk/vietnam-3rd-pattern-tropical-trousers-product%2C751)

Note: Please do not wear Vietnam era boonie hats as this will detract from the Gruntz look, but peaked and utility caps are fine.

**Vegetato Woodland Camo**

*The camo scheme of choice for most theatres in which the CDMC operate. It’s functionality, versatility, and cheapness makes VWC highly popular among all marines who haven’t got round to stealing officers’ BDUs yet.*

This is particularly the Vegetato Woodland Camo of the Italian army and is readily available from ebay and most other sources. Unlike OD (where any roughly similar pattern is acceptable) try and keep things consistent when getting this kit.

<http://www.ebay.co.uk/itm/BDU-RIPSTOP-TROUSERS-MENS-COMBAT-CARGO-PANTS-ITALIAN-ARMY-VEGETATO-WOODLAND-CAMO-/300690835054?var=600040756107&hash=item460292066e:m:m4yP4rrV2nrQH1RAR_bXJXQ>

<http://www.ebay.co.uk/itm/301642799880?_trksid=p2057872.m2749.l2649&var=600504374696&ssPageName=STRK%3AMEBIDX%3AIT>

<http://www.ebay.co.uk/itm/280768042784?_trksid=p2057872.m2749.l2649&var=580062604046&ssPageName=STRK%3AMEBIDX%3AIT>

**BODY ARMOUR and EQUIPMENT**

*Not every marine goes in action in the heaviest equipment and body armour, and owing to the fact that the CDMC consists of military personnel from a variety of nationalities, some cultural variation and personalisation is to be expected within a Gruntz platoon.*

***Black is the New Black***

The only rule is that all tactical equipment, webbing and armour is black. That is not to say you cannot paint, scuff, graffiti or cover your equipment in mud if you so wish, so long as everyone has that rough uniform look.

Some suggested equipment however includes:

**Body**

<http://www.tacticalgeartrade.co.uk/molle-tactical-transformer-3-nest-body-armor-vest-black.html>

This is the standard CDMC personal protection load carrying harness. It offers protection from light small arms and reduced kinetic damage from blasts. Additional pouches can be added in whatever manner desired.

<http://www.ebay.co.uk/itm/SOUTH-AFRICAN-ARMY-TACTICAL-MILITARY-ASSAULT-COMBAT-VEST-Airsoft-Paintball-BLACK-/301254582511?hash=item46242c20ef:g:4qwAAOxyDo1TjfL6>

Favoured by aircraft and tank crews, support personnel and several recon marines.

**Legs**

[http://www.amazon.co.uk/ALM-Manufacturing-CH017-Leg-Protectors/dp/B002SH639A/ref=pd\_vtph\_60\_lp\_img\_3?ie=UTF8&refRID=1NABS507RYA0XZP0ZAQX](http://www.amazon.co.uk/ALM-Manufacturing-CH017-Leg-Protectors/dp/B002SH639A/ref%3Dpd_vtph_60_lp_img_3?ie=UTF8&refRID=1NABS507RYA0XZP0ZAQX)

Standard CDMC leg armour. There are lots of a cheap alternatives out there for leg and knee protection. So long as it’s black, you’re good to go!

**Head**

A black helmet. As futuristic as you like. I don’t need to post a link to helmets, do I? Note: You can forego a helmet and wear a cap instead if you prefer (or even a bandana if you truly are the ultimate badass!)

Facemask / goggles / glasses: This is always a personal preference, but if possible, having a full face mask handy to represent the CDMC standard issue respirator and rebreather is advised. And yes, you can personalise the heck out of this, and do not have to wear it unless necessary.

**Insignia**

[http://www.amazon.co.uk/dp/B00BO27CF4/ref=sr\_ph?ie=UTF8&qid=1459380665&sr=1&keywords=colonial+marines+patch](http://www.amazon.co.uk/dp/B00BO27CF4/ref%3Dsr_ph?ie=UTF8&qid=1459380665&sr=1&keywords=colonial+marines+patch)

If possible, we would like everyone to have the CDMC patch somewhere on their person, be it on their shoulder or cap. We have appropriated the USCMC stars and bars logo from Aliens cos it’s readily available.

**Variations**

*Can I wear my own Super-black-legend-sniper-ninja-avenger tactical vest? –* Yes, so long as its black

*Can I wear my full Colonial Marines outfit that cost like £500? –* Yes, that would make you American

*Can I wear a ghillie suit? -* \*Looks at you oddly for a moment before throwing you out the window\*

**GUNS!**

As can be expected with a military force that is drawn from over a dozen different autonomous colonial regions, representing men and women of dozens more nationalities, there is a great deal of variation in CDMC weaponry.

**Gun types**

You may use any weapon you believe is in keeping with the theme and setting of Gruntz. However, you are asked politely to make the effort to select a weapon or modify one so that it reflects the science-fiction awesomeness of the universe we are going to try to blow holes in. Please try to avoid M4s and AKs as they are very iconic modern warfare weapons. You don’t need to have a pulse rifle (but they are awesome) but remember, this is LARP, not Mil Sim.

**Accessories**

Feel free to bolt on as much random shit as you like on your gun: the more ridiculous it looks the better really. Remember that tac-lights will be useful, and lasers look cool.

Note: Ammunition will be limited to standard sized magazines only wherever possible. You may not carry BBs in bottles or bags into the mission but are NOT limited in the number of magazines you carry. There will also be ammunition supply points within the game.

**Please remember that you cannot all be Vasquez or Drake, nor can you all be super-sneaky ninja snipers. ‘80s action sci-fi rarely did subtle. There will be a limited number of specialist roles within each squad that can be filled. We will try and accommodate everyone, but if I see ten people turn up with M249s…\*goes for a lay down\***