

CHARACTER RECORD SHEET

Character's Name: _____ **Age:** _____

Rank: _____ **Branch:** _____ **Specialty**

Nationality: _____ **Weight:** _____

VEHICLE RECORD SHEET

Vehicle Type _____
Weight _____
Internal Load _____
External Load _____
Passengers _____
Crew D C G L L L

Armament: Main	ROF
Gunner's MG	ROF
Missile Lnchr	ROF
Commander's MG	ROF
Other	ROF
Other	ROF
RF:	+ _____
Ammo:	_____
Combat Speed	/ _____

VEHICLE DAMAGE LOCATION

R: LH(), G(), HB()
L: LH(), G(), HB()
R: TF(), TB()
C: TF(), TB()
L: TF(), TB()
TS: ()
F: HS()
C: HS()
R: HS()
FD ()
TD ()
BD ()

Maintenance

Maintenance # _____
Wear Value _____
Breakdowns _____

Travel

Fuel Capacity _____
Fuel Consumption _____
Fuel Types _____
Travel Speed _____ / _____
Amphibious? Y N

Component Damage

Component	Percent

Cargo

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CHARACTER GENERATION WORKSHEET

1. Basic Attributes [= 4D6 – 4; roll 0 over; may favor or slight attributes in pairs before rolling]

Attribute	F/S	Roll	Adjusted
Fitness FIT			
Agility AGL			
Constitution CON			
Stature STA			
Intelligence INT			
Education EDU			
2. Total TOT			
3. Strength STR [= (FIT + STA)/2]			
4. Hit Capacity			
Head [= CON]			
Chest [= STR + CON + STA]			
All others [= CON + STA]			
5. Throw range [= 2 × STR]			
6. Weight [= (4 × STA) + 40]			
7. Load [= (2 × STR) + CON]			
8. Military Experience Base MEB [= (120 – TOT)/7]			
9. Time (Months) in Combat TIME [= (MEB)D6]			
10. Rads [= (MEB)D6]			
11. Coolness under Fire [= 10 – 1D6 – (TIME/10)]			
12. Age [= (TIME/12) + EDU + 8 + (N)D6; N depends on TIME indicated in table 1 below]			
13. Army and Nationality [player choice]			
14. Native Language(s) [consult nationality & languages table]			
15. Officer (yes or no) [Yes if INT + EDU ≥ 2D6 + 16]			
16. Rank Number [= (TIME/10) + N; to find N roll 1D6 and consult Table 2]			
17. Rank [consult Table 2]			
18. Specialty [consult specialty table and roll 2D6]			
19. Service Branch [depends on specialty]			
20. Benefits of Specialty [see specialty table]			

21. Skill Points:

Military [= MEB × 40]

Education [= EDU × 20]

Background 300

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22. Skills Level

CRM 20 _____

MC 20 _____

BC 20 _____

WVD 40 _____

TW 20 _____

SWM 20 _____

LNG(_____) _____

LNG(_____) _____

LNG(_____) _____

LNG(_____) _____

LNG(_____) _____

23. Body Combat Damage

[= (STR + STA) × BC/200] _____

24. Base Hit Numbers

Skill Close [= × .6] Med. [= × .3] Long [= × .1]

CRM _____

PST _____

HW _____

LCG _____

HB _____

25. Equipment Purchase Allowance

[= 500 × TIME; × 2 if officer] _____

26. Equipment

List equipment on a separate sheet

TABLE 1

TIME	N
70	4
60	3
50	2
49	1

TABLE 2

Roll	N
1 or 2	-1
3 or 4	0
5 or 6	+1