

# Character Generation

*There really weren't many of us left after Kalisz. I remember that Carson, the major's driver, found some paint and stencilled a sign he stuck in the ground next to where we had the Hum-Vee parked.*

*Headquarters  
3rd Battalion, 143rd Infantry  
2nd Brigade  
5th Infantry Division (Mechanized)  
United States Army*

*When Gordon saw it she borrowed the paint and stencils and painted the same thing on a sign we put next to our other vehicle, the old LAV-25, except instead of headquarters She painted "Main Body". The major laughed when he saw it, but made us get rid of both of them. Security.*

*There was a time when none of us laughed much at all, but now we laugh again. What the hell. We're still alive.*

Characters are the focus of Twilight: 2000; they are the alter-egos of the players, and all activity centres on them. Each character is a person within the game, interacting with other player characters (those controlled by other players) and non-player characters (controlled by the referee).

Characters are described in the game using their physical and mental attributes, their skills, and a number of other characteristics. All these characteristics are derived by a combination of die rolls and player choices. The following rules explain this process of character generation.

To make the long process of character generation easier, a character generation worksheet is included with this game. The worksheet is largely self-explanatory, but occasional references to the rules are necessary, at least for the first few characters. A player should read the rules as he generates his character, filling in the appropriate blanks of the worksheet as he goes. Once the character is completely generated, the player should transfer the information from the worksheet to a character record sheet. The record sheet is a permanent record; the worksheet may be discarded.

## DIE ROLLING CONVENTIONS

This game uses a 20-sided die (D20), a 10-sided die (D10) and one or more six-sided dice (D6).

## OVERVIEW

The abilities and limitations of a character are determined by three general areas of information--background, attributes, and experience-- so the character generation procedure follows these three general steps.

**Background:** Each player decides on the nationality and gender of his character, then names him or her.

**Attributes:** Each player determines the six basic attributes of his character, either by rolling dice or by use of a point system described later. These six basic attributes are Strength, Agility, Constitution, Intelligence, Education, and Charisma.

**Experience:** Each character begins accumulating experience at the age of 17, upon completing secondary education. The player then makes career choices for the character. Each career choice covers four years of training and/or experience. Each time a player makes a four-year career choice, he may also select a secondary activity (hobby) for the character. Careers and secondary activities provide all-important skills for the character.

At the end of each four-year career period (henceforth called a term), the player rolls to see if war breaks out. If so, the character conducts one wartime career and is then complete; if not the player makes another regular four year career choice. Note that while players have considerable control over most aspects of character generation, they have no control over when war breaks out.

**War:** This is the final shaping influence over all characters in Twilight: 2000. During the war they will gain further military experience, be exposed to radiation, and perhaps to the effects of aging.

**Derived Values:** Now that all changes to skills and attributes are finalized, certain values are calculated based on them. These are things like the amount of damage a character can take, how strong a punch he throws, and so forth.

**Equipment:** Finally, a player finds out how much equipment his character has managed to hold onto through his adventures so far.

*We picked up Jones right before we jumped off on the Baltic push. There wasn't time to get him back to a British unit then, and I wouldn't know where to look for one now. I call him British, but he says he's Welsh, and calls himself "Jones the Sniper". I guess half the people in Wales are named Jones, to hear him tell it, so everyone is Jones the Butcher, Jones the Baker, and so on. He told me a joke once about a KGB agent who was supposed to contact and activate a mole, an agent who had spent years getting accepted by the locals. So the KGB agent walks into the Welsh village where the mole lives and asks at the local pub where he can find him. He doesn't know what name he's going by so he describes him to the bartender who says, "Ah, it's Jones the Spy you're after!"*

*I think it was probably funnier if you were Welsh. Fortunately, he knows German and a smattering of Polish, which has saved our butts more than once.*

## BACKGROUND

Each player should name his character and decide on the character's sex and nationality. Any nationality which the referee is willing to allow in the game is permissible, although as a practical matter characters should be drawn from the list of belligerent nations with combatants in the area where the campaign is set. If the referee chooses to set his campaign in Poland, then characters should mostly be American or European.

Players may choose to be Americans or other nationalities, at their option. Since all armies practice considerable local recruiting and have picked up deserters from the other side, a U.S. unit could contain virtually any nationality. However, it is recommended that at least half of the unit be American.

Europeans, although they are with the group, are not technically in the U.S. Army; the unit is technically under the command of the highest ranking American, despite the ranks of any European characters. As a matter of courtesy, American officers often place themselves under the command of the senior NATO officer present. An Eastern bloc officer present with the unit (for whatever reason) should not expect this same courtesy.

The character's army affects the nature of the equipment he starts with. A player must join an army appropriate to his nationality (but this need not dictate the nationality of the unit he plays Twilight: 2000 with, since technically nobody is in the military anymore "you're on your own").

**Native language:** A character's nationality determines his native language. All characters receive a 10 skill level in their native language automatically, without penalties or costs. Characters of certain nationalities also have a chance of having a second native language. The second column of the Army/Nationality/Native Language Chart lists possible second languages and the D10 chance that the character speaks them. For example, a Hungarian character has a chance of speaking German or Romany in addition to Hungarian. Players make D10 rolls for each language, in order, stopping at the first success or after failing to receive all of them. The character receives a Language: 10 skill level in his second native language too.

**Soviet Languages:** Former members of the Soviet Army are treated differently. The player chooses his nationality and receives a 10 skill level in that language. (Each of the listed nationalities is also a language except for Ukrainian and Byelorussian, and in many cases the nationality also corresponds to one of the major political divisions of the Soviet Union.) If any nationality other than Russian, Ukrainian, or Byelorussian was chosen, the player also rolls 1D10 (if an officer) or 1D10÷2 (if enlisted), rounding fractions up. The result is his skill in Russian.

In addition to native languages, players may acquire additional language skills as explained later in the rules.

## ATTRIBUTES

Each character is described, in the simplest of terms, by six basic attributes: Strength, Agility, Constitution, Charisma, Intelligence, and Education. These attributes are divided between two broad groups: physical attributes (Strength, Agility, and Constitution) and mental attributes (Charisma, Intelligence, and Education).

Attributes may be determined in one of two ways---random generation or allocation. Random generation gives the player only minimal control over that character's attributes, but many players enjoy the challenge of playing a randomly generated character. Allocation allows the player greater input in shaping a character, but evens out the extremes of random fluctuation. A player who rolls attributes totalling less than 30 points may add attribute points (allocated as they see fit) to bring the total up to 30. This way the character is always at least average.

**Random Generation:** In this method, each attribute is determined by rolling 2D6-2 (reroll any roll that would result in a 0 attribute score). This gives a range of from 1 to 10 for each attribute.

**Allocation:** Players who choose the allocation method have a total of 32 points to be distributed among their

attributes in any combination they wish. No attribute may have a value of 0 or more than 10.

**Increasing Attributes:** Attributes may be permanently changed as part of the character generation process, but do not change (except temporarily) as a result of game play. No attribute may be increased by more than 2 points during character generation. Thus the maximum attribute level is 12.

**Meaning of Attributes:** Attributes have the following definitions:

*Strength:* The numerical quantification of a character's muscular power.

*Agility:* A measure of the character's coordination and nimbleness.

*Constitution:* Health and physical stamina. This affects the character's resistance to disease and also influences his hit capacity.

*Intelligence:* A measure of the ability of the character to perform abstract reasoning. Intelligence primarily affects the ability of the character to learn; it is not the same thing as common sense. (How much common sense the character has is determined by the actions of the player himself.)

*Education:* A measure of the character's performance in a formal academic setting. This attribute determines how far a character can get in a university and serves as a prerequisite for certain forms of higher education.

*Charisma:* The extent to which the character is attractive to and trusted by strangers. This is a measure not only of physical appearance, but also of sensitivity and natural charm.

**Abbreviations:** The six attributes of Strength, Agility, Constitution, Intelligence, Education, and Charisma are used throughout these rules. For brevity, they will sometimes be abbreviated as STR, AGL, CON, INT, EDU, and CHR, respectively.

*Me, I'm a grease monkey. That's why they call me "Monk". I keep the Hum-Vee purring and the LAV-25 limping along (so far). I guess I've always loved engines, which is why I'm so good with them.*

*Admittedly, with the LAV-25 it's definitely a love-hate relationship. Gordon's an engineer, and even though there's not much to work with in the way of construction material, she's kept us from driving over a couple of bad bridges I figured wouldn't supported us. And I'll never forget the time a year ago in Germany when she got us out of that FASCAM minefield those yo-yos in the Field Cav dumped right on top of us.*

*I figure Wood has saved everybody's life at least once; last winter when I took one in the left wing and it got infected, I'd have been gone except for him. Carson, the major's driver, is a maniac behind the wheel and a deadly rifle shot, and Griffith, our master scrounger, could find a roast chicken and mashed potatoes in the Sahara. We're a team. We complement each other. I guess that's why we're still alive.*

## EXPERIENCE

Player characters will have to carry out many difficult and dangerous tasks over the course of the game. Skills in various fields of knowledge will determine their success or failure. To begin with, a character will have accumulated a few skills before the age of 17 due to

hobbies and education.

Each player chooses four skills from the following list and receives a level 2 skill in each.

#### Background Skill list

- Language\*
- Swimming
- Ground Vehicle (Wheeled)
- Computer
- Unarmed Martial Arts
- Riding
- Survival
- Small Watercraft
- Ground Vehicle (Motorcycle)
- Tracking
- Farming

\* Language is in addition to any native language(s) the character has as a result of nationality choice.

Players have a reasonably free hand in choosing a detailed career background for their character. This background consists of formal education and/or one or more careers.

A character starts out at age 17 with certain minimum skills (these are picked up in the process of growing up, as noted above). The character may then choose to further his education or enter an occupation (including the military). For ease of calculation, backgrounds are lived through in four-year terms. A character may do anything he or she pleases, but must do it in four-year increments for ease of record keeping. Each career entry described on the Career list details the nature of the career and describes what skills are received for the first term (and skills which can be received in any subsequent terms). A character may enter any career for which he meets the prerequisites, but must spend at least one four-year term in that career before moving on. Nothing in these rules prevents a character from entering the game at age 17, although we cannot imagine why any player would want to do so.

*Bobbi Lee joined up with us back around Frankfurt-on-the-Qder and she's walked point ever since. The major says he's never seen anyone with an eye for an ambush like she has. Well, he's seen more than I have. All I know is that we've never gotten cracked with Bobbi Lee on point. She says it's because her brothers used to take her coon hunting. Maybe. But I've got a feeling that Ranger scroll on her shoulder has something to do with it.*

#### MILITARY CAREERS

Military occupations are somewhat more detailed than civilian occupations due to the military emphasis of the game. Players chose a service for their character (army, marines, navy, air force) and, assuming they meet the entry requirements, they are enrolled.

If they come from a service academy or ROTC, they are commissioned as officers; otherwise, they are enlisted as privates. In either case, they immediately receive the basic training skills for that service.

After basic training, they pick an occupation (in the case of the army and marines, they should also note the arm of the occupation they chose—armour, infantry, artillery, etc.). They then receive the first term skills for that occupation.

Note that basic training and the first career skills are both received in the first term spent in the service. At the end of each career term, the character rolls for promotion and for the outbreak of war.

*Back at Kalisz, when everything was falling apart and there were Soviet tanks all over the place, this crazy artillery captain comes running up to the LAV-25 and tells us he's taking us under command and we're going to ride shotgun for his ammo carriers.*

*In a pig's eye we were!*

*Just when things looked like they might get ugly the major got back from the QM depot with our rations, and that was the end of that deal. That captain wanted our LAV big time, but the major had the rank, and that's all she wrote.*

#### Rank

Characters in military careers receive rank as part of the character generation process, recording their advancement by promotion during their careers. Rank is recorded either as enlisted rank (specialist, private, corporal, NCOs, etc.) or officer rank. Civilian careers do not have ranks.

A character's rank is a good measure of his or her success and level of responsibility in the pre-war world. However, in the situation in the year 2000, people are no longer quite so willing to automatically defer to someone who simply wears an insignia of high rank. Characters will find that real leadership is the result of a person's internal qualities, and the insignia of rank is only a reflection of those strengths.

#### NCO Skills

Leadership  
Instruction  
Persuasion

#### Arm of Service

A character may normally choose a career only from the arm of service in which he is currently enrolled. A character may switch arms of service (e.g., from infantry to armour) at the end of any or every term. When he does so, he adds two to his promotion die roll for the current term.

#### RESERVES

A character who completes one or more full terms of active duty with the armed forces may leave the armed forces and enter the reserve component. While in the reserves the character may be active or inactive, at the player's option. This decision is made separately each career term.

An inactive reservist retains his previous rank but does not roll for promotion and does not receive any additional skills.

A character who is an active reservist counts this as his

second activity for his main career for the term. He rolls for promotion normally and receives one skill level from the list of subsequent term skills for his military career. Active reservists may only choose careers from branches in which they served during active duty.

## OBTAINING SKILLS

Players obtain skills initially in two ways: automatic skills and acquired skills. Automatic skills include knowledge of the character's native language (or languages), certain combat skills all recruits are taught in basic training, and skills supplied by a character's education or career.

Acquired skills are learned from instructors as a part of the game (see the definition of Instruction skill). All skills are listed on the skill list, together with standard abbreviations and descriptions.

Skills are received in levels (sometimes skills are awarded as level 0 - see "Unskilled Tasks," page 134). For example, a level of 4 in Aircraft Mechanic skill would be written on the character record sheet as Aircraft Mechanic: 4. The Language skill is a special case-each language is a separate skill. A level of 6 in Gaelic would be written as language: 6 (Gaelic).

## SECONDARY ACTIVITIES

The career chosen by a player does not occupy 100% of the character's time. Often a person's hobbies and pastimes can provide valuable additional skills. As a general rule, each character is allowed one "secondary activity" each term. This allows the player to take one level in anyone skill from the Secondary Activities skills list.

### Secondary Activities

Acrobatics (dance or gymnastics)  
Archery  
Climbing (rock climbing)  
CON +1 (jogging)  
Disguise (neighbourhood theatre)  
Early Firearms (historical re-enactment)  
EDU +1 (Adult education/night school)  
Ground Vehicle (Motorcycle)  
Ground Vehicle (Wheeled)  
Language  
Medical (Trauma Aid) (CPR and first aid lessons)  
Observation (bird watching)  
Parachute (skydiving)  
Pilot (flying lessons)  
Riding  
Scuba (skindiving)  
Small Arms (target shooting)  
Small Watercraft (boating)  
Snow Skiing  
STR +1 (weight lifting)  
Survival (camping)  
Swimming  
Tracking (hunting)  
Unarmed Martial Arts

while others allow none. The number of allowed secondary activities per term is the number of skill levels received.

## LANGUAGES

Each skill level received counts double for any language in the same group as the character's native language. All European players receive double levels in all Germanic, Romance, and Balto-Slavic languages. For example, suppose that a European player receives a language skill level. If he takes it as Dutch (a Germanic language) he receives two skill levels in Dutch, while if he takes it as Korean he receives only one.

## ADDITIONAL NOTES ON SKILLS

**Cascade Skills:** A few skills are cascade skills. A cascade skill is one which includes several lesser skills under one broad heading.

Examples of cascade skills are Pilot, which includes both Fixed-Wing and Rotary-Wing (helicopter) Pilot skill, and Small Arms, which includes both Pistol and Rifle skill.

A character who receives a cascade skill must decide on an area of special interest from among the sub-skills covered. From then on his skill level in the chosen specialty skill is the same as his level in the overall skill. His level in all of the other sub-skills is half his level in the overall skill, with fractions rounded down. For example, a character receives a Small Arms skill level of 3 and decides he will specialize in pistols. His skill level with pistols is 3, while his skill level with rifles is  $1\frac{1}{2}$ , rounded down to 1.

Sometimes it is possible to receive a skill in a cascade other than the one the character has already chosen as his specialty. For example, consider the character above with Small Arms:3, specializing in Pistols. If he then goes through army basic training he will receive Rifle skill. The Rifle skill received adds to his Rifle skill only, not his overall Small Arms skill, thus giving him Small Arms (pistol): 3 and Small Arms (Rifle): 2 ( $1\frac{1}{2}+1=2\frac{1}{2}$ , rounded down).

However, if his extra skill would cause his Rifle skill to exceed his overall Small Arms skill, then his overall skill will go up, and Rifle will become his new specialty.

In either case he will have to keep separate track of his Rifle and Pistol skills from then on.

*A while back, Sgt Anderson, Alvarez and I were in some little town I can't pronounce (let alone spell), dickering with some yokels for fresh vegetables, when eight Ivan cavalry breezed into town. Things got a little tense when we saw each other. Evidently they weren't expecting to see us either, because none of them had their guns out.*

*Well, we stood there looking at each other for a second or two, when suddenly one of the Ivans lets out this laugh and says, "Ander-soon?"*

*Sarge looked at him, and recognition gleamed in his eyes.*

*"Femerov!" he cried, "I thought they hung your commie rear last year, you old reprobate." Then they both began chattering in Russian, which I do not speak.*

*Turns out he and the sarge were both assigned to the capital of Iceland (I can't spell that either) back in the*

Some careers allow two secondary activities a term,

stone age, and it's pretty boring duty, so they took to hoisting a couple once in a while – hadn't seen each other in a coons age.

*Small world, I guess. Good thing too. We might've hurt those guys!*

## CONTACTS

As part of his educational or occupational background, a character can acquire contacts. These are friends, acquaintances, associates, colleagues, and confederates (even rivals) that a character has some previous association or connection with. Basically a contact is someone from the character's past, encountered at an opportune moment in an adventure session ("You just happen to run into an old pal from your college days."). The rules given below are a means of regularizing these seemingly chance encounters. It is intended that contacts be used (at the referee's discretion) to add interest and variety to an adventure by providing an additional resource for characters to make use of in a crisis or to spur the plot along. In the hostile environment of the year 2000, contacts can be vital.

Contacts exist in one of two forms: generic and solid. A contact must be one or the other – it cannot be both.

**Generic Contacts:** Generic contacts are assigned during character generation. The player may work up attributes and skills for them at any time, if desired, or this can be left to the referee. In some cases, it may not be necessary to develop a contact in great detail, unless the situation is such that the contact could turn into a recurring character.

Foreign contacts are contacts of another nationality than the character's. All contacts are in terms of what the contact did before the war. Each entry below contains suggestions on what that contact might be doing in 2000 (although the referee should supply the details for individual situations).

*Academic:* The contact is a member of the intellectual community, meaning he could be a professor, writer, or member of a social sciences think tank. In 2000, an academic contact could be part of a community's governing body, or could be an official in a small town. On the other hand, nothing prevents a professor of social science from becoming a soldier, marauder, and so on.

*Business:* The contact is a member of the business community, meaning he could be an executive in a corporation, or a mover and shaker in the banking or investment field. In 2000, business contacts could be merchants, military officers, or officials in a community government.

*Criminal:* Before the war, the contact was engaged in a form of criminal activity, and in 2000 he has probably reverted to old habits. The contact could be a soldier, smuggler, marauder, or some kind of criminal leader inside a larger community organization.

*Entertainment:* The contact was once part of the entertainment industry, either as an actor, director, or technician. In 2000, entertainment contacts can be almost anything, but will tend to cluster around their areas of expertise. Directors and technicians will have served in signal corps units during the war; actors may have been with USO tours and become stranded.

Of course, any of them could have enlisted or been drafted when the war started.

*Government:* The contact was some form of government official before the war. He may now be making use of those talents in running (or helping to run) a small community, a unit of soldiers, or a mob of marauders.

*Intelligence Community:* The contact worked in espionage, either as a field operative, controller, or intelligence analyst. The contact might be a soldier, part of a community government, or (rarely) still doing business at the old stand.

*Journalist:* The contact may have worked with the character on a newspaper, magazine, or television news gathering station. Perhaps the journalist was sent to cover the war and is now stranded. The contact could turn up just about anywhere.

*Law Enforcement:* The contact was a policeman or investigator of some sort, and is probably doing the same sort of thing for a small community government.

*Medical:* The contact was a medical doctor or administrator, and more than likely is still in that business.

*Military:* The contact was a soldier before the war, and could be just about anything in 2000, although soldier, mercenary, or marauder are the most likely occupations.

*Specialist:* Before the war, the contact was a construction engineer, medical technician, or one of the other specialities mentioned in the Career List In 2000, the contact will probably be making the best possible use of his speciality to survive. Specialists have skill level 8 in their speciality.

*Wealthy:* The contact is (or rather was) wealthy, and may have converted some of that pre-war wealth into post war power or influence.

The contact may be involved in some form of local government, in a mercantile operation, etc. On the other hand, the contact may be encountered as a penniless wanderer who happens to have some bit of vital information for the adventuring group.

**Solid Contacts:** Solid contacts are those which have been assigned a name, skills, attributes, suitable background history, and so on, and have been used in an adventure.

Players may not convert a solid contact back into a generic one, but they can run into the same fellow again in a different place if the referee is agreeable. Once a generic contact is turned into a solid one, the referee must pay a little closer attention to how he might go about showing up in future adventures. A contact in a marauder band or a merchant convoy can be expected to wander, but a contact in a community government or a local militia will tend to stay in the same geographic area. Also, contacts can (and should) change over time. Next time you run into Femerov, maybe he'll be running a Village or scrounging in the ruins.

Example: let's take the situation from the narrative at the beginning of this section. During generation, the character of Anderson acquired a number of contacts, including one foreign military type. When a small party of the characters are in a tight spot (surprised and outnumbered by a party of Soviet cavalry), the player controlling Anderson asks the referee if he can use up one of his contacts.

The referee decides for himself how likely this might be, rolls a die, and then agrees. The player controlling Anderson had previously worked out that the foreign

military type was a Soviet soldier, and had roughed in the name, how and where they met, and other general details.

The referee determined how to work this contact into the adventure session (by deciding that Femerov would be in command other party of Soviet cavalry, and that he would be friendly towards Anderson's companions as well). In most cases the referee will decide to add contacts to the adventure without prompting by the players. If the players specifically ask, there should be a slim chance (say on a roll of 1 on the D10) that a contact will be present.

There are so many possibilities for contacts that it is not possible to do more than suggest a few here: • An entertainer character was in a soap opera that was shown on European television. The character might encounter a fan of that show ("Omigosh-you're Lance Carter! I can't believe it-Lance Carter from *The Stomach Turns!* I watched every episode I")

• A government agent character recognizes a nemesis from the old days. Since the present situation makes old animosities a little silly, perhaps the contact is in a mood to be charitable. ("I never thought I'd see you again, Carstairs. Before last year, I'd have shot you on sight for what you did to me in Prague in the spring of '92.") • "Well, they hauled me into KGB Headquarters, and who should be sitting behind the desk but my old pal, Captain Penkovski. "Penkovski" I said, 'Get me out of this, can't you?' He just looked me over and said, "Douglas, my old friend, I am not exactly in charge of things here."

As a kid I saw John Wayne in *The Sands of Iwo Jima* and Dan Daley in *What Price Glory* on the late show. I guess that's how I always pictured first sergeants-great big guys. But our "top," Anderson, is a quiet little guy. It seems like he's been in forever-if we had dress uniforms, he'd have hash marks up his sleeve and across his shoulder blades.

One night he got talking about a place in Vietnam he called "Happy Valley", and it sounded even worse than all this. I said so, and he just shook his head. "Monk", he said, "The A Shau was just one valley. This is everywhere".

## WELCOME TO HELL

This section describes the final polishing to be done to your character, and covers the skills the character may pick up as a result of having been in combat for a year or more.

**The War:** At the end of each term, roll 1D10. If the roll is equal to or less than your current term number, war breaks out (i.e., war breaks out at the end of the first term on a roll of 1, at end of second term on roll of 1 or 2, etc.).

Once war breaks out, the character has one term under fire. All regulars get one automatic promotion and roll again for another at the end of the term. Reservists and draftees just roll. All characters get their normal skills for a subsequent term.

Regulars and recalled reservists get twice the normal number of skills allowed by their military career-these are chosen from the subsequent term skill list. They are not allowed a second activity during this final term.

American civilian characters are drafted unless their career notes specify otherwise. They receive basic

training, then pick a military career and receive its skill points. Draftees are allowed a second activity during this term.

Civilian characters who receive direct commissions as medical officers or engineers are treated as draftees. European civilian characters are drafted into the militia. This has the same result as being drafted into the army except these characters do not receive basic training. Militia characters are allowed a second activity during this term.

Government agents (who are exempt from the draft) may volunteer for service, in which case they are treated as draftees, or they may remain as government agents. If so, they conduct a normal career term and then find themselves with the other players. Government agents are allowed a second activity during this term.

*We've been in some tight spots now and then, but for some reason I've never lost my head. I don't know why. Wood, who used to be a pre-med student and is the closest thing we have to a medic, says my glands produce too much noradrenaline. He says that's why I don't panic during the fireworks, but shake like a leaf when it's all over. Well, I've seen people panic under fire. They don't shake afterwards; mostly they lie very, very still. I think I'll keep my glands the way they are.*

## INITIATIVE

Initiative is a characteristic of great importance in the Twilight: 2000 combat rules, and its effects are explained starting on page 194.

To determine Initiative, regulars roll 1D6, reservists roll 106÷2 (round up). And draftees roll 1D6÷2 (round down, but reroll results of 0). Add one to this roll for rangers, airborne, special forces, force recon, snipers, and equivalents. Subtract one from this roll for support, airforce enlisted, aviation enlisted, and military intelligence (but never reduce Initiative below 1).

*We accidentally moved through an old impact crater once. Didn't bother most of us, but Anderson and the major both got sick for about a day. Not super sick, but nausea and weakness. Wood says there's nothing to worry about because none of us have anywhere near a bad dose, but we've got to be careful, because exposure is cumulative. The major and Anderson have been here from the start and have just picked up more than the rest of us.*

## RADS

Since nuclear weapons were used earlier in the war, some exposure to radiation is unavoidable. Rads are a measure of the extent of exposure a character has suffered. (No character will begin the game with serious or lethal exposure levels, for obvious reasons.)

The number of rads a character has been exposed to should influence his willingness to take risks in potentially contaminated areas.

To determine the exposure level of a military character in rads, roll a number of D6 equal to twice his Initiative. To determine the exposure level of a civilian character in rads, roll 1D6 and 1D10 and multiply the two die rolls by each other.

*Most of us are pretty young - all but the major and Anderson. The major once said this was a young man's war, and Anderson said, "So name one that wasn't". We call him "Sergeant Anderson, United States Army, Retired." He must be pushing 50. I found out he really was retired, but got back in when all this started. He says he got reactivated, but I don't think they do that. I think he actually pulled some strings to get back in. Other than that, though, he seems reasonably sane.*

## AGE

A character's age at the time an adventure campaign begins is determined by multiplying by 4 the number of terms served and adding 17 to the result. In other words,  $(4 \times \text{Terms}) + 17 = \text{Age}$ . Age adds a further dimension of reality to play, helping players visualize their characters as actual people, rather than merely numbers on paper. It is possible for beginning characters to have range anywhere from age 17 on up, although few characters will be older than 37 or so.

**Effects of Age:** At age 33, the effects of age may start to take their toll on a character physically. Beginning at age 33, i.e., the end of the fourth term, a character must check for the effects at age at the end of each term. At the end of the fourth and fifth terms, the character rolls 1D10 to check for losses in Agility. At the end of the sixth and seventh terms, both Agility and Strength must be checked. At the end of the eighth and every term thereafter, Agility, Strength, and Constitution must be checked.

In addition, once characters reach age 65, at the end of the 12<sup>th</sup> term, they must start rolling for a decrease in Intelligence. (The Consolidated Effects of Age Table illustrates these progressions, as well as the reduction in the amount of skills gained during careers due to aging.)

The character loses 1 point from the relevant attribute if the 1D10 roll is less than the current level of that attribute. If the roll equals or exceeds the attribute, there is no loss. This check, also called an age saving throw, is made at the end of each term.

Example: Alvarez ends her fourth term and must roll for a reduction in her Agility, which is presently 9. She rolls a 3 and since that is less than her current attribute level of 9, she loses 1 point of Agility. In another example, upon leaving his eighth term to enter active play, Roosevelt Jefferson must roll three times, once for Strength (presently 6), once for Agility (presently 9), and once for Constitution (presently 5). The rolls are 7, 6 and 5 respectively, so Jefferson does not lose any Strength or Constitution points, but has his Agility reduced to 8.

**Aging In Play:** Aging in play works the same way. Upon reaching the crucial age as indicated in the "End Age" column above, the player must roll for whatever attributes are marked Y in the "Losses" columns. For example, on

Captain Toye's 45<sup>th</sup> birthday (determined by the player), his player must roll to save his STR 5 and AGL 8. The player rolls 10 and 5, saving the STR, but losing a point of AGL (not too bad). Soon, however, it is poor old Sgt Anderson's 65<sup>th</sup> birthday. He rolls for STR, AGL, CON, and INT with a 3, 9, 2, and 3. Anderson loses 1 point from each his STR and INT. Happy birthday, Top.

Although rolling for character aging on their birthdays is

convenient, referees may wish to invoke the attribute changes gradually over the course of the year.

**SKILL AND ATTRIBUTE-DERIVED VALUES** Once the character has finished all steps of character generation which affect skills and attributes, the following values, which are derived from skills and attributes, can be calculated.

**Hit capacity:** Hit capacity is a measure of the amount of damage (hits or hit points) a character can take before suffering serious injury. Hit points can be suffered in any of seven different parts of the body: left leg, right leg, left arm, right arm, head, abdomen, and chest.

The hit capacity of a character's head is equal to twice his Constitution ( $\text{CON} \times 2$ ). The hit capacity of his chest is equal to three times the sum of his Strength and Constitution ( $(\text{STR} + \text{CON}) \times 3$ ).

Each of his other body parts has a hit capacity equal to two times the sum of his Strength and Constitution ( $(\text{STR} + \text{CON}) \times 2$ ).

Boxes are provided on the character record sheet for players to write their characters wound level thresholds. Consult the "Wounds and Healing" section of the Combat chapter for the details of determining wound thresholds and the effects of being wounded.

**Weight:** A character's weight in kilograms is equal to 80 plus four times Strength minus Agility ( $4 \times (\text{STR} - \text{AGL}) + 80$ ). Thus, a character with a Strength of 6 and Agility of 1 would weigh 100 kilograms (roughly 220 pounds), while a character with a Strength of 4 and an Agility of 8 would weigh 64 kilograms (roughly 141 pounds).

Physiological differences, particularly in bone structure, produce smaller body masses in women. For a female character, weight in kilograms is equal to 65 plus four times Strength minus Agility ( $4 \times (\text{STR} - \text{AGL}) + 65$ ).

Thus, a female character with a Strength of 6 and an Agility of 1 would weigh 85 kilos (roughly 187 pounds), while a female character with a Strength of 4 and an Agility of 8 would weigh 49 kilos (roughly 108 pounds).

**Load:** A character can carry a considerable amount of equipment cross-country, but there is a limit. A character may carry, without being heavily burdened, weight in kilograms equal to three times the sum of his Strength and Constitution ( $(\text{STR} + \text{CON}) \times 3$ ). This is called his normal load. A character may carry up to twice this amount, but is burdened and has his movement reduced, as explained in later rules. A character may lift loads up to four times this amount and carry them short distances (50 to 100 meters), but this counts as hard work under the fatigue rules, as explained later in this book. Characters may combine their load capacities to lift heavy objects.

**Throw Range:** The distance (in meters) a character can throw a one-kilogram weight accurately is called his throw range. Throw range is four times the character's Strength ( $\text{STR} \times 4$ ).

*One day everyone was out foraging, except for me. I was working on the LAV-25's transmission. The story of my life. First thing I know 'here's this Hungarian sergeant leaning under the LAV-25 and sticking a Makarov in my face. Beats me what he was doing this far north, but he was pretty skinny and raggedy looking, so I figured he was probably a deserter. Well I was tired of working on the*

LAV-25 anyway, so I crawled out and stood up.

About then Bobbi Lee got back to camp, and I guess she wasn't expecting trouble, because it's the only time I've ever seen her surprised. She dropped her M-16, but then the Hungarian looked back at me. Wrong move. Bobbi Lee kicked him. She kicked him in the HEAD. She kicked him so hard she broke his neck. This I do not believe she learned coon hunting with her brothers.

**Unarmed Combat Damage:** Unarmed combat damage determines the amount of damage a character will inflict on an opponent if he hits him during melee combat. Unarmed combat damage is determined by multiplying a character's Unarmed Martial Arts skill by his Strength and dividing by 10, rounding fractions down (unless this would result in 0, in which case it is 1).

The result is the number of hit points the character will inflict per attack.

*Example:* Bobbi Lee has a Strength of 8 and a Unarmed Martial Arts skill level of 8. From this, calculate the unarmed combat damage  $[(8 \times 8) \div 10 = 6]$ . Bobbi Lee will inflict 6 hit points per unarmed combat attack.

*Right there at the end things got pretty hot at Kalisz, and we ended up having to make a run for it across about 200 meters of fire-swept open ground. Well. We made it, somehow, and even the Hum-Vee didn't, take much damage. But the alcohol still on the trailer behind the LAV-25 got all shot up. That's bad news, because we can't, run these vehicles on bat droppings, and gasoline's scarcer than politicians these days.*

*I got it mostly patched up, but the tubing had been shot away and fell off the trailer. I told the major we needed tubing for the still or we'd have to start walking. He called Griffith over and told him we needed some tubing for the still. "What kind," he said. "Copper would be nice," I said. "Right," and he was gone.*

*Eight hours later he's back with 15 feet of copper tubing and an almost-new truck battery with a full charge on it as a bonus. I don't know how he does it.*

## EQUIPMENT

Soldiers accumulate gear, particularly in as fluid and changing a situation as this one. Each character begins the game with a basic load of equipment and personal possessions (as detailed later on) and a personal weapon. The personal weapon depends on the character's army, and should be selected from the Personal Weapons list. Thus, a Czech character could choose any of the personal weapons listed under Czech personal weapons. Each officer also receives a pistol in addition to his personal weapon. Note that an American officer may choose either an M9 or M1911A1 pistol.

**Transportation:** Next, characters should roll for vehicles, using the Vehicles Table. Only a party of three or more characters will have vehicles. Each group of characters receives one D6 die roll for vehicles for every three characters in the group (rounding fractions up).

Players may combine their dice into 2D6 or 3D6 rolls if appear on the Vehicles Table and thus cannot be obtained with a vehicle die roll. They may, however, be purchased. To determine a character's equipment purchase allowance in dollars, multiply the number of terms served in the

desired (but not 4D6 or more); many of the more desirable vehicles are only obtainable with rolls greater than 6.

If players wish, they may use one or more vehicle dice as animal dice instead. The number rolled on animal dice is the number of animals the party owns. These may be divided among the various draft animals listed on page 88 as the players see fit, provided that the animal is appropriate to the climate and terrain of the campaign.

For example, a party of seven characters would have three D6 rolls for vehicles. They could use them as three rolls of 1D6 or one roll of 1D6 and one roll of 2D6. They could also use one or all of the dice to roll for animals instead.

Each vehicle begins the game with a full tank of alcohol fuel and a full load of ammunition as given in the vehicle's entry on the Equipment list. (Type is up to the players, but the referee should restrict the quantities of rare ammunition chosen.) Vehicles and their characteristics are given on the Equipment list.

Players should photocopy a vehicle card for each vehicle their characters own. Weapons cards should also be copied for weapons mounted on these vehicles.

### Vehicles

#### Die Vehicle

- 1 ¾ tonne truck
- 2 ¾ tonne truck
- 3 HMMWV
- 4 HMMWV
- 5 HMMWV
- 6 2½ Tonne truck
- 7 2½ Tonne truck
- 8 5-tonne truck
- 9 5-tonne tank truck
- 10 LAV-25
- 11 M113A3
- 12 M977 HEMTT
- 13 M2A2 Bradley
- 14 M2A2 Bradley
- 15 M1 tank
- 16 M8 AGS
- 17 M1A1
- 18 M1A2

This table is for US personnel. The referee may substitute equivalent vehicles for other nationalities as necessary.

Characters in services making special use of vehicles (armour, airmobile, air force, etc.) do not automatically receive a vehicle.

**Buying Equipment:** Finally, each character can buy equipment at the beginning of the game. This is not meant to represent the actual purchase of equipment; instead, the money for buying equipment allocated to each player is a representation of the value of the equipment he has accumulated over time.

Players may buy equipment separately or may pool their resources to buy equipment. Note that motorcycles do not



military by 5000, if enlisted, or 10,000, if an officer. Terms spent in the reserve component are only counted if the character was active in the reserves that term. Note that even civilian characters are considered to have spent one term (the one after war broke out) in the military.

All items of equipment are listed in the Price list on pages 248-251, along with their rarities and prices. They are described in greater detail in the Equipment list. An Eastern Bloc character may not buy equipment listed as rare in the East; other characters may not buy equipment listed as rare in the West. A character may, if he desires, take up to 10% of his total equipment allowance in gold coins, in the hope of using them later to purchase additional supplies.

Since the PCs start the game on the run, no equipment may be bought which cannot be carried in their vehicles. Vehicle cargo capacities are given on the vehicle cards; armoured vehicles may carry an extra 10% of vehicle weight fastened to the outside of the vehicle. All equipment and all passengers (but not crew) must fit within those limits.

**Additional Characters:** During the course of the game, it may be necessary to incorporate additional player characters. This may be due to other players wishing to join the group, or as a result of one of the players having his character killed and generating a new character to rejoin the group. In this case, it is possible to meet a new group or just a single character. A single character could not have a vehicle (except for a motorcycle) and thus probably will not be able to carry all of the equipment he could purchase. The referee should allow the character to purchase his full allotment of equipment, but join the group only with the equipment he can carry on his back.

The rest may be in a hidden cache some distance away, and the trip by the group to the cache can constitute a small adventure itself. Naturally, the cache should not be too close to where the new character joins the group, and placing the cache in a dangerous area will add interest to the mission.

*To appreciate fully the truth that "men are but children of large growth, one must have commanded soldiers. They will at once eat or throw away the rations furnished for several days, never considering the morrow. They will cast aside or give away their clothing because today it is warm, never calculating that the next day they may be suffering for the want of it. An officer, to be truly efficient, must add to the qualities of courage and firmness, those of nurse, monitor, and purveyor for grown-up children.*

Col. F. R. Keefer, CSA

Careers

In the first term of a career a character receives a fixed package of skills from a group of skill areas which represent training in the core knowledge necessary to function in the career.

In every subsequent term of service in that career, the character receives additional levels of skills from a group of skill areas. After the first term in a given career, the player selects skills from the Subsequent Terms heading, not the First Term heading.

Players receive five skill levels in their second term of service, four in their third term, three in their fourth, two

in their fifth. and one in their sixth and every subsequent term.

Term Skill levels		
Age		
Term	Start-End	Term Skills
1	17-21	*
2	21-25	5
3	25-29	4
4	29-33	3
5	33-37	2
6+	37+	1

\*Depends upon first term package

Note that this reduction in number of skills received is based on the total number of terms served by the character, not just the terms served in a particular career. For example, a character begins a career on term 1 and continues it on term 2, but changes careers on term 3. On term 3, the player receives the full first term skill package for the new career, but then on term 4, the character would receive three subsequent term skills from the Subsequent Terms skill package, not five. The information on number of skills per term is also recorded on the Consolidated Effects of Aging table, and on the character Generation Worksheet.

Players may divide the levels among the skills listed in the allowed skill group in any manner desired. If five skills are listed and a character is entitled to four skill levels, the player may take a level 4 skill in one of them, two level 2 skills in different areas, four level 1 skills, etc. If the character already has skill in the area chosen, the additional levels are added to the levels already there. Thus, a character who already has Navigation 1 who then selects two levels in Navigation now has Navigation 3.

**Basic Training:** Characters entering the military receive a basic training skill package during their first term. This package is in addition to the first-term skills package received.

Characters may only receive basic training once: during their first term in any branch of the military. Later transfers to other branches do not confer additional basic training packages.

**Education Skills:** Skills received in education terms do not follow the 5-4-3-2-1 pattern described above, but are based on the character's EDU, as stipulated under the career listing. Most education types cannot be taken for more than one term; the one exception is graduate university, which can be taken as many times as desired.

**Promotions:** In each term of service, characters roll to see if they are promoted. Although the promotion heading is included under the Subsequent Terms heading of the career listings, the roll is made on the first term as well. Each career has a promotion number and DMs affecting that promotion roll. Generally, if a promotion is achieved, the character advances to the next higher rank in the service. A character is eligible for one promotion per term of service.

A character who receives a promotion also receives one additional skill drawn from the Subsequent Terms list (even if the promotion is received during the first term), and advances one rank.

The chart on pages 46 and 263 lists the two classes of rank in the US military (enlisted NCO and Officer) in ascending order from the top (the lowest ranks are at the top and the higher ones at the bottom). Equivalent rank names are given on pages 46 and 262 for the military forces of other nationalities. More detailed information regarding NATO (western) characters can be found at [http://en.wikipedia.org/wiki/Ranks\\_and\\_insignia\\_of\\_NATO](http://en.wikipedia.org/wiki/Ranks_and_insignia_of_NATO) while a simple search can find information regarding other nations.

If an officer makes a promotion roll, he or she is promoted to the next highest grade.

If an enlisted man makes promotion, he is made an NCO or, if he is already an NCO, is promoted to the next

highest NCO grade.

Enlisted privates who fail their promotion roll are made specialists instead. Enlisted specialists who fail their promotion roll remain specialists.

When an enlisted man is made an NCO, he receives one skill level in each of the three NCO skill areas listed on the NCO Skills list below. In each subsequent term he may take one of his skill points as an NCO skill instead of the normal term skills for that career. This three-skill package is a one-time benefit, and is taken in lieu of the normal single skill earned with a promotion.

All of these conditions apply to the equivalent ranks in other services (a marine enlisted private who fails promotion is made [or remains) a lance corporal, and so on).

## NCO SKILLS

Leadership  
Instruction  
Persuasion

*Changing Branches:* Characters who are planning to change military branches on the following term must subtract 2 from their promotion die rolls.

*Civilian Promotions:* Civilian careers have no ranks. Characters in these careers roll normally for promotions, and receive the additional skill when they roll a success, but no rank or change in rank is recorded. Players should assume that some form of professional advancement or recognition was achieved with the roll, but nothing so easily recorded as a military rank.

## CAREER LIST

Careers are divided into three broad categories: education, civilian, and military.

## Education

Higher education is a prerequisite for many careers. Certain forms of higher education have Education requirements for admission, and others do not. All schools are limited to one term unless otherwise indicated.

### Undergraduate University

**Entry:** Education: 5+.

**Skills:** Total skill levels equal to character's Education attribute from any combination of the following, but no more than level 3 in any one skill:

- Biology
- Chemistry
- Construction
- Computer
- Geology
- Instruction
- Language
- Metallurgy
- Meteorology
- Excavation
- Persuasion

**Contacts:** One, either academic or journalist. **Special:** May elect to join ROTC (Reserve Officer Training Corps). NROTC or AFROTR (the naval and air force equivalents). If so, add leadership: 1 in place of any two skill levels above. The next career choice must include

either entry into the appropriate branch of the regular armed forces or enrolment in the reserves in lieu of a second activity.

### National Military Academy

**Entry:** Education: 6+.

**Skills:** All basic training skills for the appropriate armed services branch (army, navy, or air force) plus skill levels equal to character's Education attribute from any combination of the following, but no more than level 3 in any one skill:

- Construction
- Combat Engineer
- Horsemanship
- Leadership
- Small Arms
- Persuasion
- Computer

**Contacts:** Two military. On a 1010 roll of 10, this contact is foreign military.

**Special:** Enter the army at the rank of 2<sup>nd</sup> lieutenant (or appropriate branch at equivalent rank) and must serve at least one term.

Graduates of the US Naval Academy may become naval officers or marine officers (player's choice).

### Graduate University

**Entry:** Undergraduate degree. Education: 7+.  
Intelligence: 7+.

**Skills:** Four levels per term in anyone specialty, plus a total of two levels in any electives.

#### Specialties:

- Biology
- Chemistry
- Construction
- Geology
- Metallurgy
- Meteorology
- Excavation

#### Electives:

- Computer
- Instruction
- Leadership
- Persuasion

**Contact:** One per term, academic or government.

**Special:** One term provides a master's degree; the second and each subsequent term provide a Ph.D. Degrees must be taken in one of the specialties noted above.

### Law School

**Entry:** Undergraduate degree, Education: 5+,  
Intelligence: 5+.

**Skills:** The character automatically receives the following:

- Interrogation: 2
- Observation: 2
- Persuasion: 2

**Contacts:** One academic or government. On a 1D10 roll of 9+, the contact is foreign.

**Special:** None.

### Medical School

**Entry:** Undergraduate degree, Biology: 3+, Chemistry: 2+.

**Skills:** As follows.

- Computer: 1
- Medical: 6
- Observation: 1

**Contacts:** One medical. On a 1D10 roll of 8+, the contact is foreign medical.

**Special:** When war breaks out, the character will receive a direct commission as a captain in the medical corps.

### Technical School

**Entry:** No prerequisites.

**Skills:** A total of six levels from anyone or a combination of the following:

- Aircraft Mechanic
- Computer
- Electronics
- Gunsmith
- Machinist
- Mechanic
- Medical
- Metallurgy
- Pilot

**Contacts:** One specialist (skill level 8) in one area listed above.

**Special:** None.

## Civilian Occupations

The following occupations will serve for characters from North American and European backgrounds. Note that European also includes many of the Pacific Rim nations.

### Attorney

**Entry:** Law school.

#### First Term Skills:

- Persuasion 3
- Interrogation 3

#### Subsequent Term Skills:

- Computer
- Intrusion
- Leadership
- Observation
- Persuasion

**Promotion:** 7+, DM +1 if EDU 7+.

**Contacts:** One per term, Government or Criminal. On a roll of 1D10 for 8+ the contact is foreign.

**Special:** Two secondary activities are allowed per career period.

### Civil Engineer

**Entry:** Master's degree, Construction: 3+.

#### First Term Skills:

- Computer: 1
- Construction: 2
- Geology: 2
- Metallurgy: 1

#### Subsequent Term Skills:

- Climbing

- Combat Engineer
- Computer
- Construction
- Excavation
- Geology
- Ground Vehicle (Tracked)
- Instruction
- Metallurgy
- Navigation
- Scuba

**Promotion:** 7+, DM +1 if EDU 6+.

**Contacts:** One per term, government. On a D10 roll of 10, the contact is foreign.

**Special:** In the event of war, the character will be directly commissioned as a 1<sup>st</sup> lieutenant in the engineers.

### Commercial Pilot

**Entry:** Technical school, Pilot skill of 3+ (either fixed wing or rotary Wing).

#### First Term Skills:

- Computer: 2
- Navigation: 2
- Observation: 1
- Pilot: 1

#### Subsequent Term Skills:

- Aircraft Mechanic
- Computer
- Electronics
- Navigation
- Observation
- Parachute
- Pilot

**Promotion:** 6+, DM.1 if AGL6+

**Contacts:** One per term, specialist (Pilot). On a D10 roll of 10, the contact is foreign.

**Special:** Upon the outbreak of war, the character will receive a direct commission as a 2<sup>nd</sup> lieutenant in the aviation arm of the army and will be assigned to fly helicopters or transport aircraft.

### Computer Operator/Programmer

**Entry:** Technical school or undergraduate degree. Computer: 2+.

#### First Term Skills:

- Computer: 4
- Electronics: 2

#### Subsequent Term Skills:

- Computer: 1
- Electronics: 1
- Instruction: 1

**Promotion:** 7+, DM +1 if INT 7+.

**Contacts:** This represents a person met through an electronic BSS or network). The character may know this person only through electronic communication, and it is highly likely they have never laid eyes on each other. One per term, specialist (Computer) or specialist (Electronics). On a D10 roll of 9+ the contact is foreign.

**Special:** None.

### Construction Worker

**Entry:** Strength: 4+.

### First Term Skills:

- Climbing: 2
- Construction: 1
- Excavation: 1
- Ground Vehicle (Tracked): 2

### Subsequent Term Skills:

- Climbing
- Combat Engineer
- Construction
- Excavation
- Ground Vehicle (Tracked)
- Mechanic

**Promotion:** 7+, DM +1 if CON 7+.

**Contacts:** One per term, specialist (Construction/Civil Engineer). On a D10 roll of 10, the contact is foreign.

**Special:** None.

### Criminal

**Entry:** Agility: 5+.

#### First Term Skills:

- Ground Vehicle (Wheeled): 1
- Intrusion: 2
- Small Arms (Pistol): 1
- Unarmed Martial Arts: 2

#### Subsequent Term Skills:

- Combat Engineer
- Disguise
- Forgery
- Ground Vehicle (Wheeled)
- Intrusion
- Language
- Scrounging
- Small Arms (Pistol)
- Small Arms (Rifle)
- Stealth
- Thrown Weapon
- Unarmed Martial Arts

**Promotion:** 7+, DM +1 if INT 7+.

**Contacts:** One per term, criminal or law enforcement. Contact is foreign on a D10 roll of 10.

**Special:** If more than one term is served, add +1 to Initiative.

Also, roll once per term versus Intelligence to avoid capture. If unsuccessful, the next career choice must be prison.

If war breaks out in the same term the character is caught, he is drafted instead of going to prison.

### Entertainer

**Entry:** Charisma: 8+.

#### First Term Skills:

- Disguise: 3
- Observation: 1
- Persuasion: 1
- Unarmed Martial Arts: 1

#### Subsequent Term Skills:

- Disguise
- Ground Vehicle (Motorcycle)
- Horsemanship
- Language
- Parachute

- Persuasion
- Small Watercraft
- Swimming
- Unarmed Martial Arts

**Promotion:** 6+, DM+1 if INT 7+.

**Contacts:** One per term. Roll 1D10 for 8+ for the contact to be in government; otherwise it is in entertainment.

If it is entertainment, roll 1D10 for 8+ for it to be foreign.

**Special:** At the referee's option, random NPCs may recognize the character as a favourite TV or movie star.

### Factory Worker

**Entry:** No prerequisite.

#### First Term Skills:

- Electronics: 1
- Machinist: 2
- Mechanic: 1

#### Subsequent Term Skills:

- Electronics
- Gunsmith
- Machinist
- Mechanic

**Promotion:** 7+, DM +1 if CON 6+.

**Contacts:** One per term, business. On a D10 roll of 10, the contact is foreign.

**Special:** Factory workers are allowed two secondary activities per career period.

### Farmer

**Entry:** No prerequisite.

#### First Term Skills:

- Computer: 1
- Farming: 3
- Mechanic: 1
- Observation: 1

#### Subsequent Term Skills:

- Computer
- Farming
- Ground Vehicle (Tracked)
- Ground Vehicle (Wheeled)
- Horsemanship
- Mechanic
- Meteorology
- Observation
- Survival
- Tracking

**Promotion:** 7+. DM +1 if CON 6+

**Contacts:** One per term, specialist in one of the above skills. Roll 1D10 for 10 for the contact to be foreign.

**Special:** None.

### Federal Law Enforcement

**Entry:** Law school or graduate university, no prison record.

#### First Term Skills:

- Interrogation: 2
- Observation: 1
- Small Arms (Pistol): 2
- Unarmed Martial Arts: 1

### Subsequent Term Skills:

- Armed Martial Arts
- Autogun
- Computer
- Instruction
- Interrogation
- Language
- Observation
- Small Arms
- Stealth
- Unarmed Martial Arts

**Promotion:** 7+. DM +1 if INT 7+

**Contacts:** One per term, government or criminal. On a 1D10 roll of 8+ this contact is foreign government or criminal.

**Special:** If more than one term is served, add +1 to Initiative.

### Government Agent

**Entry:** Undergraduate degree, Intelligence: 6+. Charisma: 6+.

#### First Term Skills:

- Interrogation: 1
- Language: 2
- Observation: 2
- Small Arms: 1

#### Subsequent Term Skills:

- Autogun
- Computer
- Disguise
- Forgery
- Interrogation
- Intrusion
- Language
- Small Arms
- Unarmed Martial Arts

**Promotion:** 7+. DM +1 if INT 7+

**Contacts:** One per term, government or intelligence community. On a roll of 1D10 for 8+ the contact is foreign.

**Special:** The character will not be drafted in the event of war; but continues as an intelligence agent.

### Idle Rich

**Entry:** Charisma: 8+.

#### First Term Skills:

- Computer: 1
- Horsemanship: 1
- Language: 1
- Small Watercraft: 1
- Snow Skiing: 1
- Swimming: 1

#### Subsequent Term Skills:

- Computer
- Ground Vehicle (Motorcycle)
- Ground Vehicle (Wheeled)
- Horsemanship
- Instruction
- Language
- Persuasion

- Small Arms (Rifle)
- Small Watercraft
- Snow Skiing
- Swimming

**Promotion:** 7+, OM +1 if INT 7+

**Contacts:** One per term, wealthy or government. Roll 1D10 for 6+ for the contact to be a foreign contact.

**Special:** Double the money available to the character unless he or she enters the military in their final term (the only way to avoid this is by certain careers).

### Journalist

**Entry:** Undergraduate degree or Charisma: 7+.

#### First Term Skills:

- Computer: 1
- Interrogation: 2
- Observation: 2
- Persuasion: 1

#### Subsequent Term Skills:

- Disguise
- Ground Vehicle (Wheeled)
- Interrogation
- Language
- Observation
- Persuasion
- Stealth

**Promotion:** 6+, DM +1 if EDU 7+

**Contacts:** Two per term, government or law enforcement. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

### Manager

**Entry:** Undergraduate degree.

#### First Term Skills:

- Computer: 2
- Leadership: 2
- Persuasion: 2

#### Subsequent Term Skills:

- Computer
- Instruction
- Leadership
- Observation
- Persuasion
- Scrounging

**Promotion:** 7+, DM +1 if EDU 6+

**Contacts:** One per term, business or government. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

### Mechanic

**Entry:** No prerequisite.

#### First Term Skills:

- Electronics: 1
- Mechanic: 3
- Metallurgy: 1

#### Subsequent Term Skills:

- Aircraft Mechanic
- Electronics
- Ground Vehicle (Motorcycle)
- Ground Vehicle (Tracked)

- Ground Vehicle (Wheeled)
- Intrusion
- Mechanic
- Metallurgy

**Promotion:** 7+, DM +1 if CHR 6+

**Contacts:** One per term, specialist in one of the above term skills. Roll 1D10 for 10 for the contact to be foreign.

**Special:** None.

### Medical Doctor

**Entry:** Medical school.

#### First Term Skills:

- Computer: 1
- Medical: 1
- Observation: 1
- Persuasion: 1

#### Subsequent Term Skills:

- Computer
- Leadership
- Medical
- Persuasion

**Promotion:** 6+, DM +1 if EDU 7+

**Contacts:** One per term, medical On a D10 roll of 10, the contact is foreign.

**Special:** The first term is internship and residency. No secondary activity is allowed during this time. For each additional career period, however, doctors are allowed two secondary activities.

At the time when war finally breaks out, any characters who are or previously have been medical doctors will receive a direct commission as a captain in the medical corps.

### Registered Nurse

**Entry:** Education 5+

#### First Term Skills:

- Biology: 1
- Chemistry: 1
- Medical (Diagnosis): 3

#### Subsequent Term Skills:

- Biology
- Chemistry
- Instruction
- Medical
- Persuasion
- Scrounging

**Promotion:** 6+, DM +1 if EDU 7+

**Contacts:** Two per term, Business or Medical. Roll D10 for 9+ for the contact to be foreign.

**Special:** The first term is a combination of medical training and university classes. No secondary activity is allowed during this time.

For each additional career period, however, nurses are allowed two secondary activities.

When war breaks out, character will receive a direct commission as a lieutenant in the medical corps.

### Paramedic

**Entry:** Technical school. Medical: 2+.

#### First Term Skills:

- Biology: 1

- Computer: 1
- Ground Vehicle (Wh9&Ied): 1
- Medical (Trauma Aid): 1

**Subsequent Term Skills:**

- Biology
- Computer
- Ground Vehicle (Wheeled)
- Language
- Medical (Trauma Aid)
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if EDU 7+

**Contacts:** One per term, medical. On a 1D10 roll of 10, the contact is foreign.

**Special:** None.

**Politician**

**Entry:** Charisma: 8+.

**First Term Skills:**

- Leadership: 2
- Persuasion: 2

**Subsequent Term Skills:**

- Instruction
- Interrogation
- Language
- Leadership
- Observation
- Persuasion

**Promotion:** 6+, DM +1 if CHR 7+

**Contacts:** Three per term – journalism, government or military. Roll 1D10 for 7+ for contacts to be foreign.

**Special:** When war breaks out, the character will not be drafted while he is in this career. Former politicians may be drafted.

**Prison**

**Entry:** Forced due to capture while engaged in criminal activity.

**Skills:**

- Armed Martial Arts
- Disguise
- Forgery
- Intrusion
- Scrounging
- Unarmed Martial Arts

**Promotion:** None.

**Contacts:** Two per term, criminal.

**Special:** Released after one term.

**Private Investigator**

**Entry:** Intelligence: 5+, Charisma: 5+.

**First Term Skills:**

- Disguise: 1
- Interrogation: 1
- Observation: 2
- Persuasion: 1
- Small Arms (Pistol): 1

**Subsequent Term Skills:**

- Armed Martial Arts
- Disguise
- Forgery
- Interrogation

- Intrusion
- Observation
- Persuasion
- Small Arms (Pistol)
- Stealth
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if CON 7+

**Contacts:** Two per term---criminal, law enforcement, or government. Roll 1D10 for 9+ for the contact to be foreign.

**Special:** None.

**Professor**

**Entry:** Ph.D. (see Graduate University)

**First Term Skills:**

- Instruction: 2
- Language: 1
- Persuasion: 1
- Specially: 1 (a level in the character's specially skill, see Graduate University)

**Subsequent Term Skills:**

- Instruction
  - Language
  - Leadership
  - Observation
  - Persuasion
  - Specialty Skill (a level in the character's specialty skill)
- Promotion:** 7+, DM +1 if EDU 7+

**Contacts:** Two per term, academic or government. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** Professors may have two secondary activities per term.

**State/Local Law Enforcement**

**Entry:** No prison record.

**First Term Skills:**

- Armed Martial Arts: 1
- Interrogation: 1
- Observation: 1
- Small Arms (Pistol): 2

**Subsequent Term Skills:**

- Armed Martial Arts
- Computer
- Instruction
- Interrogation
- Language
- Observation
- Small Arms (Pistol or Rifle)
- Stealth
- Tracking
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if CON 7+

**Contacts:** One criminal contact per term. On a 1D10 roll of 10, this contact is foreign criminal.

**Special:** If more than one term ~served, add +1 to Initiative.

**Truck Driver**

**Entry:** Agility: 4+.

**First Term Skills:**

- Ground Vehicle (Wheeled): 2

- Mechanic: 2
- Navigation: 1

**Subsequent Term Skills:**

- Armed Martial Arts
- Ground Vehicle (Wheeled)
- Mechanic
- Navigation
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if CON 7+

**Contacts:** One per term, specialist (Mechanic) or law enforcement.

**Special:** Truck drivers are allowed two secondary activities per career period.

## Military Occupations

Military careers are as follows.

### UNITED STATES ARMY

**Entry:** No prerequisites.

**Basic Training:** The character receives the following skills as a part of his basic training (these are in addition to the first term skills listed with an individual arm of service):

- Armed Martial Arts: 0
- Autogun: 0
- Grenade Launcher: 0
- Ground Vehicle (Wheeled): 1
- Small Arms (Rifle): 2
- Swimming: 1
- Tac Missile: 0
- Thrown Weapon: 1
- Unarmed Martial Arts: 1

**Special:** Characters with Intelligence and Education of 7+ may enter OCS. If so, they receive a level 1 leadership skill, are commissioned as 2<sup>nd</sup> lieutenants, and then continue their first term normally.

#### Armour Arm

The armour combat arm includes both tank units and armoured cavalry units used for recon and screening missions.

#### Enlisted

**Entry:** No prerequisites.

**First Term Skills:**

- Autogun: 1
- Ground Vehicle (Tracked): 2
- Heavy Gun: 2

**Subsequent Term Skills:**

- Autogun
- Ground Vehicle (Tracked)
- Heavy Gun
- Hovercraft
- Mechanic
- Navigation
- Observation
- Small Arms
- Stealth
- Unarmed Martial Arts

**Promotion:** 6+. DM+1 if INT 7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

#### Officer

**Entry:** OCS, military academy, or commission.

**First Term Skills:**

- Autogun: 1
- Ground Vehicle (Tracked): 1
- Heavy Gun: 1
- Leadership: 1
- Navigation: 1
- Persuasion: 1

**Subsequent Term Skills:**

- Autogun
- Ground Vehicle (Tracked)
- Ground Vehicle (Wheeled)
- Heavy Gun
- Hovercraft
- Leadership
- Mechanic
- Navigation
- Observation
- Persuasion
- Small Arms (Pistol)
- Small Arms (Rifle)
- Stealth
- Unarmed Martial Arts

**Promotion:** 6+. DM +1 if INT 7+. and/or if graduate of Military Academy.

**Contacts:** Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

#### Artillery Arm

Artillery provides indirect howitzer and rocket fire in support of ground forces, and mans air defence and long range missile units.

#### Enlisted

**Entry:** Strength: 5+.

**First Term Skills:**

- Autogun: 1
- Ground Vehicle (Tracked): 1
- Heavy Artillery: 2

**Subsequent Term Skills:**

- Autogun
- Computer
- Electronics
- Forward Observer
- Ground Vehicle (Tracked)
- Ground Vehicle (Wheeled)
- Heavy Artillery
- Warhead

**Promotion:** 6+, DM +1 if INT 7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

#### Officer

**Entry:** Intelligence: 5+, and OCS, military academy, or



commission.

**First Term Skills:**

- Autogun: 1
- Forward Observer: 1
- Heavy Artillery: 2
- Navigation: 2

**Subsequent Term Skills:**

- Autogun
- Computer
- Electronics
- Forward Observer
- Ground Vehicle (Tracked)
- Ground Vehicle (Wheeled)
- Heavy Artillery
- Leadership
- Persuasion
- Warhead

**Promotion:** 6+, DM +1 if INT 7+, and/or if graduate of Military Academy.

**Contacts:** Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

**Aviation Arm**

Aviation is responsible for flying and maintaining the helicopters and light, fixed-wing liaison aircraft operated in support of ground troops.

**Enlisted (Aircraft Mechanic)**

**Entry:** No prerequisites.

**First Term Skills:**

- Aircraft Mechanic: 2
- Electronics: 2
- Mechanic: 1

**Subsequent Term Skills:**

- Aircraft Mechanic
- Electronics
- Ground Vehicle (Wheeled)
- Machinist
- Mechanic
- Pilot
- Scrounging
- Small Arms
- Warhead

**Promotion:** 6+, DM +1 if INT 7+

**Contacts:** One per term, military. Roll 1D10 for 9+ for the contact 10 be foreign.

**Special:** None.

**Officer (Aircraft Pilot)**

**Entry:** Agility: 6+ and OCS, military academy, or commission.

**First Term Skills:**

- Navigation: 2
- Parachute: 1
- Pilot (Rotary Wing): 3
- Survival: 1

**Subsequent Term Skills:**

- Aircraft Mechanic
- Ground Vehicle (Wheeled)
- Leadership
- Meteorology

- Navigation
- Observation
- Parachute
- Persuasion
- Pilot
- Small Arms (Pistol)
- Survival

**Promotion:** 6+, DM +1 if INT 7+, and/or if graduate of Military Academy.

**Contacts:** Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

**Engineer Arm**

Engineers are responsible for a variety of construction tasks in support of combat units, as well as river crossings, obstacle creation, obstacle clearance, and front line combat missions.

**Enlisted**

**Entry:** No prerequisites.

**First Term Skills:**

- Combat Engineer: 2
- Construction: 1
- Excavation: 1

**Subsequent Term Skills:**

- Autogun
- Combat Engineer
- Construction
- Excavation
- Grenade Launcher
- Ground Vehicle (Tracked)
- Ground Vehicle (Wheeled)
- Observation
- Scuba
- Small Arms
- Small Watercraft
- Swimming

**Promotion:** 6+, DM +1 if INT 7+

**Contacts:** One per term, military or specialist (Combat Engineer). Roll 1D10 for 8+ for the contact to be foreign.

**Special:** The character receives a demolitions kit as part of basic equipment.

**Officer**

**Entry:** Construction: 2+ and OCS, military academy, or commission.

**First Term Skills:**

- Combat Engineer: 2
- Leadership: 1
- Persuasion: 1
- Navigation: 1

**Subsequent Term Skills:**

- Autogun
- Combat Engineer
- Construction
- Ground Vehicle (Tracked)
- Ground Vehicle (Wheeled)
- Metallurgy
- Navigation
- Observation
- Scuba

- Small Arms
- Small Watercraft
- Swimming

**Promotion:** 6+, DM +1 if INT 7+ and/or if graduate of Military Academy.

**Contacts:** Two per term, government, military, specialist (Combat Engineer or Construction). Roll 1D10 for 7+ for the contact to be foreign.

**Special:** The character receives a demolitions kit as part of basic equipment.

### Infantry Arm

Infantry is the largest of the combat arms. In addition to both light and mechanized infantry, it also includes such specialized troops as airborne, rangers, and mountain troops.

#### Enlisted Airborne

**Entry:** Constitution + Strength + Agility: 15+.

##### First Term Skills:

- Navigation: 1
- Parachute: 2
- Small Arms: 2
- Unarmed Martial Arts: 1

##### Subsequent Term Skills:

- Autogun
- Forward Observer
- Grenade Launcher
- Ground Vehicle (Wheeled)
- Navigation
- Parachute
- Small Arms
- Stealth
- Survival
- Tac Missile
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

#### Airborne Officer

**Entry:** Constitution + Strength + Agility: 14+, and OCS, military academy, or commission.

##### First Term Skills:

- Leadership: 1
- Navigation: 1
- Parachute: 2
- Small Arms: 2

##### Subsequent Term Skills:

- Autogun
- Forward Observer
- Grenade Launcher
- Leadership
- Navigation
- Parachute
- Persuasion
- Small Arms
- Stealth
- Survival
- Tac Missile
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+, and/or if graduate of Military Academy.

**Contacts:** Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

### Enlisted Infantry

**Entry:** No prerequisites.

#### First Term Skills:

- Small Arms: 2
- Grenade launcher: 1
- Unarmed Martial Arts: 1

#### Subsequent Term Skills:

- Autogun
- Forward Observer
- Grenade Launcher
- Ground Vehicle (Tracked)
- Ground Vehicle (Wheeled)
- Small Arms
- Survival
- Tac Missile
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

### Infantry Officer

**Entry:** OCS, military academy, or commission.

#### First Term Skills:

- Leadership: 1
- Navigation: 1
- Persuasion: 1
- Small Arms: 1

#### Subsequent Term Skills:

- Autogun
- Forward Observer
- Grenade launcher
- Ground Vehicle (Tracked)
- Ground Vehicle (Wheeled)
- Leadership
- Navigation
- Persuasion
- Small Arms
- Tac Missile
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+, and/or if graduate of Military Academy.

**Contacts:** Two per term, military. Roll D10 for 7+ for the contact to be foreign.

**Special:** None.

### Enlisted Mountain Infantry

**Entry:** Strength + Agility: 10+.

#### First Term Skills:

- Climbing: 2
- Small Arms: 2
- Snow Skiing: 1

#### Subsequent Term Skills:

- Autogun
- Climbing

- Forward Observer
- Grenade Launcher
- Small Arms
- Snow Skiing
- Survival
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+.

**Contacts:** One per term, military or specialist (Climbing). Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

### Mountain Infantry Officer

**Entry:** OCS, military academy, or commission. **First Term Skills:**

- Climbing: 2
- Leadership: 1
- Navigation: 1
- Snow Skiing: 1

#### Subsequent Term Skills:

- Autogun
- Climbing
- Forward Observer
- Grenade launcher
- Leadership
- Navigation
- Persuasion
- Small Arms
- Snow Skiing
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+, and/or if graduate of Military Academy.

**Contacts:** Two per term, military or specialist (Climbing). Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

### Enlisted Ranger

**Entry:** Constitution + Strength + Agility: 17+.

#### First Term Skills:

- Parachute: 2
- Small Arms: 2
- Stealth: 2
- Unarmed Martial Arts: 1

#### Subsequent Term Skills:

- Armed Martial Arts
- Autogun
- Climbing
- Grenade launcher
- Navigation
- Observation
- Parachute
- Small Arms
- Snow Skiing
- Stealth
- Survival
- Swimming
- Thrown Weapon
- Tracking
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

### Ranger Officer

**Entry:** Constitution + Strength + Agility: 16+, and OCS, military academy, or commission.

#### First Term Skills:

- Leadership: 2
- Navigation: 2
- Parachute: 1
- Small Arms: 2
- Stealth: 1

#### Subsequent Term Skills:

- Armed Martial Arts
- Autogun
- Climbing
- Forward Observer
- Grenade launcher
- Leadership
- Navigation
- Observation
- Parachute
- Persuasion
- Small Arms
- Snow Skiing
- Stealth
- Survival
- Swimming
- Tracking
- Unarmed Martial Arts

**Promotion:** 6+. DM +1 if INT 7+, and/or if graduate of Military Academy.

**Contacts:** Two per term. military. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

### Medical Corps

The medical corps is responsible for the maintenance of troop health at all times, as well as treating combat wounds when a unit is actively engaged with the enemy.

### Enlisted (Medic)

**Entry:** Education: 6+.

#### First Term Skills:

- Medical (Trauma Aid): 3
- Ground Vehicle (Wheeled): 2

#### Subsequent Term Skills:

- Biology
- Chemistry
- Ground Vehicle (Wheeled)
- Medical
- Scrounging
- Small Arms
- Unarmed Martial Arts

**Promotion:** 6+. DM +1 if INT 7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

### Officer (Nurse)

**Entry:** Undergraduate degree, Medical: 3+. and OCS, military academy, or commission (often direct commission).

#### First Term Skills:

- Medical (Trauma Aid): 2
- Biology: 1
- Chemistry: 1

#### Subsequent Term Skills:

- Ground Vehicle (Wheeled)
- Medical
- Biology
- Chemistry
- Scrounging
- Instruction
- Persuasion

**Promotion:** 6+, DM +1 if INT7+.

**Contacts:** Two per term, military or medical. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None,

### Officer (Doctor)

**Entry:** Medical school, and OCS, military academy, or commission (often direct commission).

#### First Term Skills:

- Medical (Surgery): 3
- Leadership: 1

#### Subsequent Term Skills:

- Medical
- Biology
- Chemistry
- Persuasion
- Leadership

**Promotion:** 6+. DM +1 if INT 7+.

**Contacts:** Two per term. military or medical. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

### Military Intelligence Arm

Officers in military intelligence are usually trained as interrogators and/or intelligence analysts.

### Enlisted

(See Enlisted, support arm.)

### Officer

**Entry:** Intelligence: 7+, and OCS, military academy, or commission.

#### First Term Skills:

- Language: 2
- Interrogation: 2
- Persuasion: 1

#### Subsequent Term Skills:

- Disguise
- Forgery
- Interrogation
- Language
- Intrusion
- Unarmed Martial Arts
- Observation

- Persuasion
- Small Arms
- Stealth
- Thrown Weapon

**Promotion:** 6+. DM +1 if INT 7+. and/or if graduate of Military Academy.

**Contacts:** Two per term, military or intelligence community. Roll 1D10 for 6+ for the contact to be foreign.

**Special:** None.

### Special Forces Arm

Special forces members, best known for their distinctive green berets, are trained to operate deep in the enemy rear in support of local resistance groups.

### Special Forces, Enlisted and Officer

**Entry:** Strength + Constitution +Agility: 18+, language: 2+, and (for officer only) OCS, military academy, or commission.

#### First Term Skills:

- Autogun: 1
- Parachute: 2
- Small Arms: 2
- Survival: 1
- Unarmed Martial Arts: 2

#### Subsequent Term Skills:

- Acrobatics
- Armed Martial Arts
- Autogun
- Forward Observer
- Grenade launcher
- Instruction
- Interrogation
- Language
- Leadership
- Medical
- Navigation
- Observation
- Parachute
- Persuasion
- Small Arms
- Stealth
- Survival
- Swimming
- Tac Missile
- Thrown Weapon
- Tracking
- Unarmed Martial Arts

**Promotion:** 6+ (7+ for Officers), DM +1 if INT7+

**Contacts:** Two per term, military or intelligence community. Roll 1D10 for 6+ for the contact to be foreign.

**Special:** The character has a green beret as part of his basic equipment.

### Support Arm

This category is a combination of a number of noncombat arms (ordnance, quartermaster, etc.)

### Enlisted

**Entry:** No prerequisites.

**First Term Skills:**

- Ground Vehicle (Wheeled): 2
- Mechanic: 2

**Subsequent Term Skills:**

- Computer
- Electronics
- Ground Vehicle (Wheeled)
- Gunsmith
- Hovercraft
- Instruction
- Language
- Machinist
- Mechanic
- Metallurgy
- Scrounging
- Small Watercraft
- Warhead

**Promotion:** 6+, DM +1 if INT 7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

**Officer**

**Entry:** OCS, military academy, or commission.

**First Term Skills:**

- Computer: 1
- Persuasion: 2

**Subsequent Term Skills:**

- Computer
- Electronics
- Ground Vehicle (Wheeled)
- Instruction
- Hovercraft
- Language
- Leadership
- Persuasion
- Scrounging
- Warhead

**Promotion:** 6+, DM +1 if INT 7+, and/or if graduate of Military Academy.

**Contacts:** Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

**UNITED STATES MARINE CORPS**

The United States Marine Corps (USMC) is a separate branch of service from the US Army. It has traditionally been expected to perform amphibious missions, but in recent decades it has become a high-readiness force capable of carrying out most conventional combat missions.

**Entry:** Strength + Agility + Constitution: 15+, no prison record.

**Basic Training:** The character receives the following skills as a part of his basic training:

- Armed Martial Arts: 0
- Autogun: 0
- Grenade launcher: 0
- Ground Vehicle (Wheeled): 1
- Small Arms: 3
- Swimming: 1

- Tac Missile: 0
- Thrown Weapon: 1
- Unarmed Martial Arts: 1

**Careers:** Available careers and arms are the same as the army, except no ranger, airborne, or special forces careers exist.

**Special:** Characters with Intelligence and Education of 7+ may enter OCS. If they do so, they receive a level 1 leadership skill are commissioned as 2<sup>nd</sup> lieutenants, and then conduct their first term normally.

Add the following careers to the infantry arm:

**Force Recon, Enlisted**

**Entry:** Strength + Agility + Constitution: 17+.

**First Term Skills:**

- Observation: 1
- Parachute: 1
- Small Watercraft: 1
- Stealth: 2
- Unarmed Martial Arts: 1

**Subsequent Term Skills:**

- Autogun
- Climbing
- Grenade Launcher
- Navigation
- Observation
- Parachute
- Scuba
- Small Arms
- Small Watercraft
- Stealth
- Survival
- Swimming
- Thrown Weapon
- Tracking
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

**Force Recon Officer**

**Entry:** Strength + Agility + Constitution: 17+, and OCS, military academy, or commission.

**First Term Skills:**

- Leadership: 1
- Navigation: 1
- Observation: 1
- Parachute: 1
- Stealth: 2
- Unarmed Martial Arts: 1

**Subsequent Term Skills:**

- Autogun
- Climbing
- Forward Observer
- Grenade launcher
- Leadership
- Navigation
- Observation
- Parachute
- Persuasion

- Scuba
- Small Arms
- Small Watercraft
- Stealth
- Survival
- Swimming
- Tracking
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+, and/or if graduate of Military Academy.

**Contacts:** Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

### Sniper, Enlisted

**Entry:** Strength + Agility + Constitution: 19+.

#### First Term Skills:

- Observation: 1
- Small Arms: 3
- Stealth: 2
- Survival: 1

#### Subsequent Term Skills:

- Autogun
- Climbing
- Navigation
- Observation
- Small Arms
- Stealth
- Thrown Weapon
- Tracking
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

### UNITED STATES NAVY

Naval personnel man both combat and support vessels as well as a substantial air arm.

**Entry:** No prerequisites.

**Basic Training:** The character receives the following skills as a part of his basic training:

- Autogun: 0
- Small Arms: 1
- Small Watercraft: 1
- Swimming: 1
- Unarmed Martial Arts: 1

**Special:** Characters with Intelligence and Education of 7+ may enter OCS. If they do so, they receive a level 1 leadership skill, are commissioned as ensigns, and then conduct their first term normally.

### Enlisted Seaman

**Entry:** No prerequisites.

#### First Term Skills:

- Autogun: 2
- Electronics: 1
- Mechanic: 2

#### Subsequent Term Skills:

- Autogun
- Computer

- Electronics
- Grenade launcher
- Heavy Artillery
- Hovercraft
- Language
- Machinist
- Mechanic
- Medical
- Scrounging
- Small Arms
- Small Watercraft
- Swimming
- Warhead

**Promotion:** 6+, DM +1 if INT 7+.

**Contacts:** One per term, military. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

### Naval Officer

**Entry:** OCS, military academy, or commission. **First Term Skills:**

- Autogun: 1
- Leadership: 1
- Navigation: 2

#### Subsequent Term Skills:

- Autogun
- Hovercraft
- Instruction
- Leadership
- Mechanic
- Metallurgy
- Navigation
- Persuasion
- Scuba
- Small Arms
- Small Watercraft
- Swimming

**Promotion:** 6+, DM +1 if INT 7+. and/or if graduate of Military Academy.

**Contacts:** Two per term, military. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

### Naval Aviator (Officer)

**Entry:** Agility: 8+, and OCS, military academy, or commission.

#### First Term Skills:

- Navigation: 1
- Parachute: 1
- Pilot: 6
- Survival: 1

#### Subsequent Term Skills:

- Aircraft Mechanic
- Instruction
- Leadership
- Meteorology
- Navigation
- Observation
- Parachute
- Persuasion

- Pilot
- Small Arms

**Promotion:** 6+, DM +1 if INT 7+. and/or if graduate of Military Academy.

**Contacts:** Three per term, military or specialist (Pilot). Roll 1D10 for 7+ for the contact to be foreign. **Special:** None.

#### **SEAL (Sea Air Land), Enlisted**

**Entry:** Strength + Agility + Constitution: 15+

##### **First Term Skills:**

- Combat Engineer: 1
- Parachute: 1
- Scuba: 1
- Small Arms: 1
- Small Watercraft: 1
- Swimming: 1
- Unarmed Martial Arts: 2

##### **Subsequent Term Skills:**

- Acrobatics
- Autogun
- Combat Engineer
- Grenade Launcher
- Navigation
- Observation
- Parachute
- Scuba
- Small Arms
- Small Watercraft
- Stealth
- Survival
- Swimming
- Unarmed Martial Arts

**Promotion:** 6+, DM +1 if INT 7+.

**Contacts:** One per term, military or intelligence community. Roll 1D10 for 8+ for the contact to be foreign.

**Special:** None.

#### **SEAL Officer**

**Entry:** Strength + Agility + Constitution: 15+, and OCS, military academy, or commission.

##### **First Term Skills:**

- Combat Engineer: 1
- Leadership: 1
- Navigation: 1
- Scuba: 1
- Small Arms: 1
- Small Watercraft: 1
- Swimming: 1
- Unarmed Martial Arts: 1

##### **Subsequent Term Skills:**

- Acrobatics
- Autogun
- Combat Engineer
- Grenade launcher
- Leadership
- Navigation
- Observation
- Parachute
- Persuasion

- Scuba
- Small Arms
- Small Watercraft
- Stealth
- Survival
- Swimming

**Promotion:** 7+, DM +1 if INT 7+

**Contacts:** Two per term, military or intelligence community. Roll 1D10 for 7+ for the contact to be foreign.

**Special:** None.

#### **UNITED STATES AIR FORCE**

Originally part of the United States Army, the United States Air Force became a separate branch of the service following World War II. Its principal responsibility is for fixed wing combat and transport aircraft.

**Entry:** No prerequisites.

**Basic Training:** The character receives the following skills as a part of his basic training:

- Autogun: 0
- Ground Vehicle (Wheeled): 1
- Small Arms: 1
- Swimming: 1
- Unarmed Martial Arts: 1

**Special:** Characters with Intelligence and Education of 7+ may enter OCS. If they do so, they receive a level 1 leadership skill, are commissioned as 2<sup>nd</sup> lieutenants, and then conduct their first term normally.

#### **Airman, Enlisted (Aircraft Mechanic)**

Same as enlisted (aircraft mechanic) in the army aviation aim.

#### **Pilot (Officer)**

**Entry:** Agility: 6+, and OCS, military academy, or commission.

##### **First Term Skills:**

- Navigation: 2
- Parachute: 1
- Pilot: 4

##### **Subsequent Term Skills:**

- Aircraft Mechanic:
- Instruction
- Leadership
- Meteorology
- Navigation
- Observation
- Parachute
- Persuasion
- Pilot
- Small Arms
- Survival

**Promotion:** 6+, DM +1 if INT 7+, and/or if graduate of Military Academy.

**Contacts:** Two per term, specialist (Pilot). Roll 1D10 for 7+ for contact to be foreign.

**Special:** None.

#### **Other Armed Forces**

The basic listing above covers the United States. Other

armed forces use the same charts but with the modifications listed below.

## ALBANIA

**Basic Training:** Same as Soviet.

**Careers:** All careers are the same with the following exceptions:

- There are no equivalents to mountain infantry, but Climbing should be added to the subsequent term skill list for infantry.
- There are no equivalents to airborne, ranger, special forces, naval aviator, navy SEAL, or any marine career.
- Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

## BELGIUM

**Basic Training:** Same as US

**Careers:** All careers are the same with the following exceptions:

- Navy pilots use the same career description as air force pilots.
- Commandoes are equivalent to rangers.
- Special recce teams (Equipes Speciales de Reconnaissance, or ESRs) are equivalent to special forces.
- There are no equivalents to mountain Infantry, navy SEALs, or any marine career types.
- Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

## BULGARIA

**Basic Training:** Same as Soviet.

**Careers:** All careers are the same with the following exception:

- There are no equivalents to rangers, special forces, marines, or naval aviators.
- Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

## CANADA

**Basic Training:** Same as US

**Careers:** All careers are the same with the following exceptions:

- Navy and air force pilots each receive Pilot: 5 (instead of Pilot: 4 or Pilot: 6) for a first term skill.
- Airborne Commandos are the equivalent of rangers.
- There are no equivalents to mountain infantry, special forces, navy SEALs, or any marine career.

## CZECHOSLOVAKIA

**Basic Training:** Same as Soviet.

**Careers:** All careers are the same with the following exceptions:

- Infantrymen are called motor rifles.
- All airborne troops are from the 22nd Airborne Regiment.
- One special operations battalion of the 22nd Airborne Regiment is the equivalent of special forces.
- There are no equivalents to mountain infantry, rangers, or any marine career.
- The navy is a small riverine patrol force on the Danube River. There are no naval aviators or SEAL equivalents.

- Add Heavy Gun skill to the subsequent terms skill lists of the Infantry and Artillery Arms.

## DENMARK

**Basic Training:** Same as US

**Careers:** All careers are the same with the following exceptions:

- The Jaegrskorpset (jaeger corps) are the equivalent of special forces.
- The Froemandskorpset (frogman corps) are the equivalent of navy SEALs.
- There are no equivalents to mountain infantry, airborne, ranger, or any marine careers.

## FINLAND

**Basic Training:** Same as Soviet, but add Snow Skiing: 1 to the army basic skill list.

**Careers:** All careers are the same with the following exceptions:

- The equivalent of rangers are the Sissi, but add Snow Skiing: 2 to their first term skills.
- The equivalent of marine force recon are the marine commandos.
- There are no equivalents to mountain infantry, airborne, special forces, naval aviators, navy SEALs, marine infantry, or marine sniper careers.

## FRANCE

**Basic Training:** Same as US

**Careers:** All careers are the same with the following exceptions:

- Navy and air force pilots each receive Pilot: 5 (instead of Pilot: 4 or Pilot: 6) for a first term skill.
- Mountain infantry are called Chasseurs Alpins.
- Airborne troops are called Parachutists.
- The naval rifle commandos (Fusiliers Marins Commandos) are the equivalent of marine force recon.
- The French Foreign legion paratroopers (Etranger Parachutists) are the equivalent of rangers. Note that characters of any nationality may be in the foreign legion, which has infantry, light armour, artillery, and airborne units.
- There are no equivalents to special forces, navy SEALs, or marine snipers.
- Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

## GERMANY

**Basic training:** Same as US except for army basic training, which provides:

- Small Arms: 2
- Unarmed Martial Arts: 1
- Swimming: 1
- Ground Vehicle (Wheeled): 1
- Thrown Weapon: 1
- Autogun: 0
- Grenade launcher: 0

**Careers:** All careers are the same with the following exceptions:

- Air force pilots and naval aviators each receive Pilot: 5 (instead of Pilot: 4 or Pilot: 6) for a first term skill.



Infantry are called Panzer grenadier (if in a mechanized unit) or Jaeger (if in a light infantry unit). • Mountain troops are called Gebirgsjager. • Airborne soldiers are called Fallschirmjager. • Rangers are called Fernspatrüppchen.

- There is no equivalent to special forces, navy SEALs, or any marine career.

## GREECE

**Basic Training:** Same as US

**Careers:** All careers are the same with the following exceptions:

- Naval aviators use the same career description as air force pilots.
- Airborne troops are called paratroopers.
- Rangers are called commandos.
- Special forces are called special raider forces. • There are no equivalents to mountain infantry, but Climbing should be added to the subsequent term skill list for infantry.
- There are no equivalents to navy SEALs, marine force recon, or marine sniper careers.
- Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

## HUNGARY

**Basic Training:** Same as Soviet.

**Careers:** All careers are the same with the following exceptions:

- The navy is a small riverine patrol force on the Danube River.
- There are no naval aviators or SEAL equivalents. • There are no equivalents to mountain infantry, rangers, special forces, or any marine career. • Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

## ITALY

**Basic Training:** Same as US

**Careers:** All careers are the same with the following exceptions:

- Naval aviators use the same career description as air force pilots.
- Mountain infantry are called Alpini.
- Airborne troops are called Paracadutisti.
- Rangers are called Paracadutisti Incursori (parachute raiders).
- Marine infantry are called Lagunari.
- The equivalent of the SEALs are the San Marcos Subacqua Incursori (underwater raiders).
- There are no equivalents to special forces, marine force recon, or marine sniper careers.
- Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

## EX-YUGOSLAVIAN

This entry includes the Italian satellite armies of Serbia, Croatia, and Slovenia, as well as nationalist armies in Dalmatia, Montenegro, and Macedonia.

**Basic Training:** Same as Soviet.

**Careers:** All careers are the same with the following exceptions:

- Airborne troops are called paratroopers.
- Marine infantry are called naval infantry.
- There are no equivalents to rangers, special forces, naval aviators, navy SEALs, marine force recon or marine sniper careers.
- Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

## LITHUANIA

**Basic Training:** Same as Soviet.

**Careers:** All careers are the same with the following exceptions:

- Marine infantry are called naval infantry. • There are no equivalents to rangers, airborne, mountain infantry, special forces, naval aviators, navy SEALs, marine force recon or marine sniper careers. • Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

## THE NETHERLANDS

**Basic Training:** Same as US

**Careers:** All careers are the same with the following exceptions:

- The equivalent of special forces are commandos. • The equivalent of navy SEALs are special boat sections (SBS).
- There are no equivalents to mountain infantry, airborne, rangers, marine force recon, or marine snipers.

## NORWAY

**Basic Training:** Same as US, but add Snow Skiing: 1 to the army basic training skill list.

**Careers:** All careers are the same with the following exceptions:

- Air force pilots each receive Pilot: 5 (instead of Pilot 4) for a first term skill.
- The Jaegers are the equivalent of rangers • The Jaegers are the equivalent of navy SEALs. • There are no equivalents to airborne, special forces, naval aviators, or any marine careers.
- Add Heavy Gun skill to the subsequent term skill listings of the Infantry and Artillery Arms.

## POLAND

**Basic Training:** Same as Soviet.

**Careers:** All careers are the same with the following exceptions:

- All airborne troops are from the 6th Pomeranian Air Assault Division.
- Marine infantry is a combat arm of the army, and all marines are from the 7th Łużycka Naval Assault Division.
- There is no equivalent to rangers, marine force recon, snipers, or navy SEALs.
- Navy pilots use the same career description as air force pilots.
- There is one brigade of mountain troops, called the Brigada Podhalańska (Highland Brigade).
- One special operations battalion of the 6th Air Assault Division is the equivalent of special forces. They can be distinguished by their black berets instead of the red beret worn by regular Polish paratroopers.
- Add Heavy Gun skill to the subsequent terms skill

listings of the Infantry and Artillery Arms.

#### **ROMANIA**

**Basic Training:** Same as Soviet.

**Careers:** All careers are the same with the following exceptions:

- All airborne troops are from the 161st Parachute Regiment.
- Marines are called naval infantry, of which there is a single battalion.
- There are no equivalents to rangers, special forces, marines snipers or force recon, or naval aviators.
- Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

#### **SOVIET UNION**

**Basic Training:** Same as US except that army basic training covers only the following:

- Small Arms: 2
- Unarmed Martial Arts: 1
- Swimming: 1
- Thrown Weapon: 1
- Autogun: 0
- Grenade launcher: 0

**Careers:** All careers are the same with the following exceptions:

- Infantrymen are called motor rifles.
- Rangers are called Reydiviki.
- Special forces are called Spetsnaz.
- Airborne are called Vozdushno Desantnaya Voyska (VDV) or desantniki for short.
- Army aviation is called Frontovaya Aviatsiya (frontal Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.

#### **THE UNITED KINGDOM (GREAT BRITAIN) Basic**

**Training:** Same as US except for army basic training, which provides:

- Small Arms: 2
- Unarmed Martial Arts: 2
- Swimming: 1
- Ground Vehicle (Wheeled): 1
- Thrown Weapon: 1
- Autogun: 0
- Grenade launcher: 0

**Careers:** All careers are the same with the following exceptions:

- Naval aviators and air force pilots each receive Pilot: 5 (instead of Pilot: 4 or Pilot 6) for a first term skill.
- The equivalent of navy SEALs is the special boat service (SBS).
- The equivalent of special forces is the special air service (SAS).
- The equivalent to marine infantry is the Royal Marine Commandoes.
- There is no equivalent to the mountain infantry career, but Climbing and Snow Skiing should be included in the subsequent term skill list for marine infantry.
- There are no equivalents to rangers, marine force recon, or marine snipers.

aviation).

- Marines are called Morskaya Pyekhota (naval infantry).
- Navy SEALs are called naval Spetsnaz.
- Naval aviators use the same career description as air force pilots.
- There is no equivalent to marine snipers or force recon.
- Add Heavy Gun skill to the subsequent terms skill listings of the Infantry and Artillery Arms.
- Add Hovercraft to Naval Infantry subsequent terms skill listings.

#### **TURKEY**

**Basic Training:** Same as US except that army basic training covers the following:

- Small Arms: 2
- Unarmed Martial Arts: 2
- Survival: 1
- Autogun: 0
- Thrown Weapon: 1

**Careers:** All careers are the same with the following exceptions:

Naval aviators use the same career description as air force pilots.

Airborne troops are called Paracutcu.

Rangers are called Paracutcu Komando.

Marine infantry are called Amfibi Deniz (amphibious rifles).

There are no equivalents to mountain infantry, special forces, navy SEALs, marine force recon, or marine sniper careers.

#### **Army / Nationality / Native Language**

US Language German Language American English German

(2 Spanish) **Danish**

(1 German) Danish Danish

(1 Italian) **Polish (Eastbloc army)**

(1 Polish) Polish Polish

(1 Yiddish) **Hungarian (Eastbloc army)**

**British** Hungarian Hungarian English English (1 German) Welsh English (1 Romany) (2 Welsh) **Czech (Eastbloc army)**

Scottish English Czech Czech (3 Scots Gaelic) (2 Slovak)

Irish English (1 Hungarian) (2 Gaelic) (1 Romany)

**Canadian** Slovak Czech Anglo-Canadian English (8 Slovak) (3 French) (1 Hungarian) French-Canadian French (1 Romany) (3 English **Soviet (Eastbloc army)**)

See Soviet Nationalities List below

## Soviet Nationalities

Russian Kazakh  
Azerbaijani Chuvash  
Ukrainian\* Armenian  
Byelorussian\* Estonian  
Georgian Kirgiz  
Uzbek Tartar  
Lithuanian Mordvinian  
Romanian Taijik  
Latvian Tukoman

\*Ukrainians and Byelorussians also speak Russian

## U.S. Commissioned Officer

### Ranks *Navy Officers*

Ensign 2nd Lieutenant  
Lt. Junior Grade 1st Lieutenant  
Lieutenant Captain  
Lt. Commander Major  
Commander Lt. Colonel  
Captain Colonel

## Secondary Activities Disguise

(Neighbourhood theatre) Fishing  
Foraging (Camping)  
Horsemanship (Riding)  
Hunting Bow (Archery)  
Language  
Medical (CPR and first aid lessons) Motorcycle  
Mountaineering (Rock climbing) Observation (Bird watching)  
Parachute (Sky diving)  
Pilot (Flying lessons)  
Scuba (Skin diving)  
Small Arms (Target shooting)  
Small Boat (Boating)  
Snow Skiing  
Swimming  
Tracking (Hunting)  
Melee Combat (Unarmed) (Martial arts) Wheeled Vehicle  
STR +1 (Weight lifting)  
CON +1 (Jogging)  
EDU +1 (Adult education/night school)

## U.S. Enlisted and NCO Ranks

*Army Marines Navy Air Force* Private Private Seaman Airman Spec 4 Lance corporal Petty officer 3rd class Senior airman Sergeant Sergeant Petty officer 2nd class Sergeant Staff sergeant Staff sergeant Petty officer 1st class Staff sergeant Platoon sergeant Gunnery sergeant Chief petty officer Technical sergeant Master sergeant Master sergeant Senior CPO Master sergeant Sergeant major Sergeant major Master CPO First sergeant

## Equivalent Ground Forces Ranks in Selected Armies

<u>U.S. Army</u>	sergeant Sergeant major 2 <sup>nd</sup>	Lieutenant colonel Colonel	Feldwebel
Private	lieutenant	<u>British Army</u>	Oberfeldwebel
Spec 4	1 <sup>st</sup> lieutenant	Private	Stabsfeldwebel
Sergeant	Captain	Lance corporal	Hauptfeldwebel Leutnant
Staff sergeant	Major	Corporal	Oberleutnant
Platoon sergeant Master	Lieutenant colonel Colonel	Sergeant	Hauptmann
sergeant Sergeant major 2 <sup>nd</sup>		Staff sergeant	Major
lieutenant	<u>U.S. Army</u>	Sergeant major	Oberstleutnant
1 <sup>st</sup> lieutenant	Private	Regt. sergeant major 2 <sup>nd</sup>	Oberst
Captain	Spec 4	lieutenant	
Major	Sergeant	1 <sup>st</sup> lieutenant	<u>Czech Army</u>
Lieutenant colonel Colonel	Staff sergeant	Captain	Vojin
	Platoon sergeant Master	Major	Svobodnik
<u>U.S. Army</u>	sergeant Sergeant major 2 <sup>nd</sup>	Lieutenant colonel Brigadier	Desatnik
Private	lieutenant		Cetar
Spec 4	1 <sup>st</sup> lieutenant	<u>German Army</u>	Rotny
Sergeant	Captain	Soldat	Rotmistr
Staff sergeant	Major	Gefreiter	Nadrotmistr
Platoon sergeant Master		Unteroffizier	Porucik

Nadporučik	Honved	Starszy sierżant sztabowy	Sergeant
Kapitan	Orvezeto	Podporučnik	Sergeant
Major	Tizedes	Porucznik	Sergeant
Podplukovník	Szakszvezetb	Kapitan	Sergeant-chef
Plukovník	Ormester	Major	Sous-lieutenant Lieutenant
<u>Bulgarian Army</u>	Torzsormester	Podpulkownik	Captaine
Rednik	Fotorsormester	Pulkownik	Major
Efreytor	Hadnagy	<u>Romanian Army</u> Soldat	Lieutenant colonel Colonel
Mladshi serzhant	Fohadnagy	Soldat-fruntas	
Serzhant	Szazados	Sergeant	<u>Soviet Army</u>
Starshi serzhant	Ornagy	Sergeant major Plutonier	Armeyets
Starshina	Alezredes	Plutonier major Plutonier	Yefreytor
---	Ezredes	adjutant Locotenent	Serzhant
Leytenant		Locotenent major Captain	Serzhant
Starshi leytenant	<u>Polish Army</u>	Major	Starshiy serzhant Starshina
Kapitan	Szeregowiec	Locotenent colonel Colonel	Starshina
Mayor	Starszy szeregowiec		Mladshiy leytenant Starshiy
Podpolkovnik	Plutonowy	<u>French Army</u>	leytenant Kapitan
Polkovnik	Sierżant	Soldat	Major
	Starszy sierżant	Caporal	Podpolkovnik
<u>Hungarian Army</u>	Sierżant sztabowy	Sergeant	Polkovnik

## Language List

### Family Group Language Family Group Language

Germanic	Anglic	English	Caucasian	South	Georgian*
	West Germanic	German			Caucasian
					Dutch Sino-Tibetan Sinitic Mandarin†
					Yiddish Cantonese†
					Flemish Tibeto-Burman Thai Burmese
	North Germanic	Danish	Semito-Hamitic	Semitic	Arabic Swedish Hebrew
					Norwegian Hamitic Berber
Romance	East Romance	Italian	Hausa	Romanian*	Dravidian Dravidian Tamil
	West Romance	Spanish	Japanese	Japanese	Japanese French Altaic Turkic Turkish
					Portuguese Azerbaijani*
E & W Romance	Latin	Uzbek*	Celtic	Goidelic	Scots Gaelic Kazakh*
					Brythonic Welsh Gaelic Tartar*
					Greek Greek Chuvash*
					Balto-Slavic Baltic Lithuanian Kirzig*
					Latvian Turkoman*
	East Slavic	Russian*	Ugric	Hungarian*	West Slavic Polish*
					Finnic Finnish Czech*
					Estonian*
					Slovak*
					Mordvinian*
	South Slavic	Serbo-Croat	Vietnamese	Vietnamese	Vietnamese
					Bulgarian*
					Mon-Khmer
					Mon-Khmer Cambodian
					Slovenian
					Korean Korean Korean
					Macedonian Bantu Bantu Bantu
Albanian	Albanian	Albanian	Mayalo	W Mayalo	
Armenian	Armenian	Armenian*	Indonesian		Malay
					Polynesian
					Polynesian
Indo-Iranian	Indic	Hindu-Urdu	Amerindian	South	Maya
				Bengali	
					Amerindian
					Romany (Gypsy) Athabascan Navaho
					Iranian Tajik* Uto-Aztecan Nahuati
					Parsi (Persian)

\* Eastern Bloc language

† These two languages (Mandarin and Cantonese) are mutually unintelligible in their spoken form, but they are 100% intelligible in their written form.

## Skill List

*Associated*

### Skill Attribute Definition

Acrobatics AGL Ability to precisely control body motions and actions.

Aircraft Mechanic STR Ability to repair and maintain aircraft.

Archery STR Ability to use a bow.

Armed Martial Arts STR Ability 10 use various melee weapons in combat.

Autogun STR Ability to fire autocannons (automatic cannons), automatic grenade launchers, and machineguns.

Biology EDU Knowledge of plant and animal biology.

Chemistry EDU Knowledge of chemical interactions and compounds.

Climbing CON Ability to climb building walls, steep slopes, and sheer cliffs. Combat Engineer CON Ability to perform tasks such as emplacing demolitions, building fortifications, and camouflaging emplacements.

Computer EDU Ability to operate and program a computer.

Construction EDU Ability 10 plan/supervise construction 01 buildings. roads. And bridges. Disguise CHR Ability to alter appearance to avoid recognition.

Electronics AGL Ability to repair electronic devices.

Excavation EDU Ability to supervise the excavation of safe and stable large holes in the ground, such as mines.

Farming INT General knowledge of growing food crops and raising livestock. Forgery AGL Ability to forge a signature or document and have it accepted as genuine. Forward Observer INT Ability to communicate fire data for indirect fire weapons.

Geology EDU Knowledge of rock formations and minerals.

Grenade Launcher STR Ability to fire non-automatic grenade launchers, mortars. And unguided antitank rockets. Ground Vehicle AGL Ability to operate a vehicle that moves by means of wheels or tracks. Cascade skill: (Wheeled. Tracked. Motorcycle).

Gunsmith AGL Ability to construct and repair weapons.

Heavy Artillery STR Ability to fire large-caliber indirect-fire guns, including mortars, howitzers. and multiple rocket launchers.

Heavy Gun STR Ability 10 fire large-caliber direct-fire guns. including AFV guns. Hovercraft AGL Ability to operate a hovercraft.

Instruction CHR Ability to teach skills.

Interrogation CHR Ability to persuade or force a prisoner to reveal information.

Intrusion AGL Ability to open a lock, including key locks, combination locks, and electronic locks. Language CHR Ability to speak and understand a given language. A specific language must be chosen. Leadership CHR Ability to inspire followers.

Machinist AGL Ability to use machine tools (such as lathes, punch presses, etc.) to fabricate other machinery.

Mechanic STR Ability to maintain and repair vehicles and machinery.

Medical EDU Ability to render first aid/medical care to injured or sick characters. Cascade skill: (Diagnosis, Trauma Aid, Surgery).

Metallurgy EDU Knowledge of smelting ore into metal, forming alloys, and fundamental metalworking. Meteorology EDU Understanding of weather and the forces governing it.

Navigation INT Ability to determine position and direction of travel using maps, compass, landmarks, the stars, etc.

Observation INT Ability to spot concealed enemies and avoid ambushes.

Parachute CON Ability to use a parachute.

Persuasion CHR Ability to phrase arguments in ways best calculated to gain acceptance. Pilot AGL Ability to fly aircraft. Cascade skill (Fixed Wing, Rotary Wing). Riding CON Ability to ride a horse.

Scrounging INT Ability to find man-made items such as spare parts, domestic food, ammunition, etc. Scuba CON Ability to use an aqualung or rebreather. May not be purchased at a higher level than Swimming skill.

Small Arms STR Ability to use small arms (pistols, rifles, shotguns, etc.). Cascade skill (Pistol, Rifle). Small Watercraft AGL Ability to operate small boats, including oar-driven, wind-driven, and small (under 20 metres) motor boats.

Snow Skiing AGL Ability to travel using snow skis.

Stealth AGL Ability to move silently and without being spotted.

Survival INT Ability to find food in the wild, including knowledge of what plants are edible and where 10 find them. and the ability to set snares and traps, and the ability to catch or trap fish.

Swimming CON Ability to swim.

Tac Missile STR Ability to fire a guided tactical missile launcher.

Thrown Weapon STR Ability to hit a target with a thrown weapon, such as a knife, rock, or grenade. Tracking INT Ability to follow vehicles, humans, or animals by the traces they leave behind them. Unarmed Martial Arts STR Ability to conduct hand-to-hand combat

Warhead AGL Ability to arm, disarm, and repair both conventional and nuclear warheads. Wheeled Vehicle AGL Ability to drive a wheeled vehicle.

### Albania

PPSh submachinegun  
AKM assault rifle  
SVD sniper rifle  
RPK automatic rifle  
PK machinegun  
Tokarev pistol

### Belgium

FN-FNC assault rifle

MAG machinegun  
HP-35 pistol

### Bulgaria

PPSh-41 submachinegun  
AKM assault rifle  
SVD sniper rifle  
RPK automatic rifle  
PK machinegun  
PM Makarov pistol

### Canada

Sterling submachinegun  
C-7 assault rifle  
C3 Parker-Hale sniper rifle  
M249 automatic rifle  
M60 machinegun  
M9 or M1911A1 pistol

### Czechoslovakia

Vz-24 submachinegun

AK-74 assault rifle  
Vz-54 sniper rifle  
RPK-74 automatic rifle  
Vz-59 machinegun  
Vz-52 pistol

### **Denmark**

Uzi submachinegun  
G3 battle rifle  
MG3 machinegun  
HP-35 pistol

### **Finland**

Jati submachinegun  
M76 assault rifle  
PK machinegun  
PM Makarov pistol

## **Personal Weapons**

### **France**

MAT-49 submachinegun  
FA-MAS assault rifle  
FR-F1 sniper rifle  
AAT-52 machinegun  
PA-15 pistol

### **Germany**

G11 submachinegun  
HK G-41 assault rifle  
PSG1 sniper rifle  
HK-CAW shotgun  
MG3 machinegun  
P7 M13 pistol

### **Greece**

FN-FAL battle rifle  
MAG machinegun  
M1911A1 pistol

### **Hungary**

AKR or AMD-65 submachinegun  
AKMR assault rifle  
SVD sniper rifle  
RPK-74 automatic rifle  
PK machinegun  
M 1933 Tokarev pistol

### **Italy**

M12 submachinegun  
AR-70 assault rifle  
MAG machinegun  
M92S (M9) pistol

### **Yugoslavia**

PPSh-41 submachinegun  
AKM assault rifle  
SVD sniper rifle  
RPK automatic rifle  
PK machinegun  
M1933 Tokarev pistol

### **Netherlands**

Uzi submachinegun  
FN-FAL battle rifle  
MAG machinegun  
HP-35 pistol

### **Norway**

G3 battle rifle  
M249 automatic rifle  
MAG machinegun  
HP-35 pistol

### **Poland**

AKR submachinegun  
AK-74 assault rifle  
SVD sniper rifle  
RPK-74 automatic rifle  
PK machinegun  
P-64 pistol

### **Romania**

AMD-65 submachinegun  
AKM assault rifle  
SVD sniper rifle  
RPK automatic rifle  
PK machinegun  
PM Makarov pistol

### **Turkey**

M3A1 submachinegun  
G3 battle rifle  
M21 sniper rifle  
M60 machinegun  
M1911A1 pistol

### **UK**

L2A3 Sterling submachinegun  
L85A1 (IWS) assault rifle  
L42 sniper rifle  
L86A1 (LSW) automatic rifle  
L7A2 (MAG) machinegun  
HP-35 pistol

### **USA**

M231 submachinegun  
M4 carbine  
M16A2 assault rifle  
M21 sniper rifle  
HK-CAW shotgun  
M249 automatic rifle  
M60 machinegun  
M9 or M-1911A1 pistol

### **USSR**

AKR submachinegun  
AK-74 assault rifle  
SVD sniper rifle  
RPK-74 automatic rifle  
PK machinegun  
PM Makarov pistol