

## Private William H. Frye, Age 30

Billy Frye hails from Lubbock, Texas, a small town in the middle of nowhere. He grew up ranching and speaks fluent Spanish. During the depression, he ran moonshine down along the border between Mexico and America. He was never caught.

Billy became very comfortable behind the wheel of a souped-up car—stock racing grew out of bootleggers speeding away from police—so it was natural that, when he joined the Rangers, he would eventually sit in the pilot's seat of a walker. Frye still likes them fast, and drives an M1 Series Light Assault Walker "LAW". Sure, it does not do eighty-five on an open road, but a roadster does not have quad machine guns either.

Easy going and relaxed, Frye makes friends easily and is well liked by almost everyone he meets. From his days as a bootlegger, he retains some of his issues with authority. Then again, he is in the army now.

Tall, lanky, and with the look of a Wild West Cowboy, he has even managed to preserve the hat and the Texas swagger.

**STR** 12   **DEX** 16   **INT** 09   **CON** 14  
**SIZ** 12   **APP** 14   **POW** 14   **EDU** 12  
**SAN** 70   **Hit Points:** 13

**Damage Bonus:** none.

**Skills:** Artillery (direct fire) 20%, Climb 47%, Close Combat 31%, Demolitions 19%, Drive (Auto) 40%, Electrical Repair 50%, Fieldcraft 56%, First Aid 33%, Martial Arts 10%, Mechanical Repair 60%, Military Doctrine 26%, Parachute 40%, Pilot (Walker) 60%, Pilot (boat) 10%, Scrounge 20%, Submachine Gun 21%, Survival 20%, Tactics 43%, Throw 31%.

**Language Skills:** English (Own) 60%, Spanish 45%.

**Weapons:** *9mm Automatic* (Handgun) 26%, damage 1D10, atts 2, base range 15 yds.

*M-1 Assault Rifle* (Rifle) 54%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

*Under-slung Grenade Launcher* (Grenade Launcher) 25%, damage 4D6/4y, atts 1/2, base range 150 yds.

*Victory!* (Machine Gun) 64%, damage 2D6+4, atts Burst, base range 120 yds.

**Equipment:** *9mm Automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), *M1 Series Light Assault Walker "LAW"* (*Victory!* machineguns have ten belts each).

## Private Benjamin Bodine, Age 27

From Chicago, Illinois, Bodine's family came north during the Great Depression with many other African Americans who could not find work in the South. Just a ten year old boy then, Bodine watched his father and older brothers fail to find work in the great industrial heart of America.

Being black means being different in the 1930s and 1940s, and Bodine was very thankful when Truman desegregated the military. Until then, he was consigned to non-combat duties. As soon as he could, he signed up for frontline action and went through Ranger School. He is proud to wear the patch on his shoulder.

A big man, Bodine worked construction in Chicago prior to joining the army. He knows his way around a fistfight, a juke joint and some very rough places. He saw a fellow worker fall from 60 stories up long before he ever saw one killed in combat. The war has not hardened him life did that.

A burly African American with a chip on his shoulder, a streak of bad luck, and a hardened approach to life, he commands the respect of those around him with his professional attitude and willing to overcome the odds.

**STR** 14   **DEX** 13   **INT** 13   **CON** 16  
**SIZ** 16   **APP** 17   **POW** 11   **EDU** 14  
**SAN** 55   **Hit Points:** 16

**Damage Bonus:** +1D4

**Skills:** Climb 67%, Close Combat 53%, Demolitions 17%, Dodge 53%, Fieldcraft 60%, First Aid 56%, Listen 50%, Martial Arts 35%, Military Doctrine 8%, Operate Heavy Machinery 51%, Parachute 40%, Pilot (Boat) 51%, Submachine Gun 22%, Spot Hidden 50%, Survival 46%, Tactics 24%, Throw 50%.

**Language Skills:** English (Own) 70%.

**Weapons:** *9mm Automatic* (Handgun) 24%, damage 1D10, atts 2, base range 15 yds.

*M-1 Assault Rifle* (Rifle) 50%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

*Under-slung Grenade Launcher* (Grenade Launcher) 40%, damage 4D6/4y, atts 1/2, base range 150 yds.

*Punch* (Fist) 76%, damage 1D4+1D4, atts 1, base range Touch.

*Grapple* (Grapple) 30%, Special, atts 1, base range Touch.

*Victory!* (Machine Gun) 75%, damage 2D6+4, atts Burst, base range 120 yds.

**Equipment:** *9mm automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), 2× *Mk.II Pineapple Grenades*.

## Corporal Anton Boyajian, Age 25

Born to Armenian immigrants fleeing the First World War, Boyajian grew up on the tough streets of New York. When the Depression hit, Boyajian's family was already so poor he hardly noticed. He was a small kid and contracted scarlet fever that weakened him more. Boyajian learned to be smart and to survive.

Always picked on, he had no desire to join the army, but was drafted. He decided to do his duty and found himself fighting in North Africa and then Italy. Boyajian kept his head down and did his job, but he was not going to be any hero. Then he kept surviving when others did not. He kept living while his fellow soldiers died. Boyajian was already a loner, but this made him more so. He got a reputation for being the small, wiry kid who gets in and out of places unnoticed. He got the reputation for surviving the impossible.

Eventually, Boyajian was drawn to the Rangers when Captain Miner spotted him at Anzio. Again, Boyajian had no desire to be a hero or to be the first in at Normandy, but that is just his luck. He figures if anyone in this unit survives, it will be him.

A young wiry kid who has seen a number of battles on multiple fronts and has somehow emerged unscathed. Some higher power is watching over him.

**STR** 15    **DEX** 14    **INT** 12    **CON** 13  
**SIZ** 10    **APP** 09    **POW** 17    **EDU** 10  
**SAN** 85    **Hit Points:** 11

**Damage Bonus:** +1D4

**Skills:** Climb 77%, Close Combat 57%, Demolitions 59%, Fieldcraft 67%, First Aid 33%, Heavy Weapons (Machine Gun) 26%, Listen 35%, Martial Arts 5%, Military Doctrine 8%, Parachute 40%, Pilot Boat 9%, Radio Operator 40%, Scrounge 60%, Spot Hidden 35%, Submachine Gun 27%, Survival 67%, Tactics 25%, Throw 31%.

**Language Skills:** English (Own) 60%, French 40%.

**Weapons:** *9mm Automatic* (Handguns) 24%, damage 1D10, atts 2, base range 15 yds.

*M-1 Assault Rifle* (Rifle) 30%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

*Under-slung Grenade Launcher* (Grenade Launcher) 25%, damage 4D6/4y, atts 1/2, base range 150 yds.

*Punch* (Fist) 53%, damage 1D4+1D4, atts 1, base range Touch.

*Grapple* (Grapple) 30%, Special, atts 1, base range Touch.

**Equipment:** *9mm automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), 2x *Mk.II Pineapple Grenades*.

## Lieutenant Percy Smythe-Butler, Age 38

He attended Eton and Cambridge—both of which kicked him out. It was only his father's influence as an Earl that got him through university in the end. Percy was never a well-behaved lad. He took to drinking and gambling and watched his family lose everything but their name when the stock market crashed in 1929. Now, they were titled aristocracy with no money to back it up. Smythe-Butler became a card shark. His father cast him out and he lived alone in London making his way through the 1930s with a headful of gin and a lucky streak a mile wide. He did not much care when the Germans invaded Poland. He went to his father's funeral after the man died in that same year, but he did not cry.

Still, Percy always knew he had not lived up to his father's image let alone his name. He was a rake, a joke in London's better circles. When Hitler declared war on England, Percy decided it was his moment to grow up. He joined immediately, fighting his way through, and back out of France. He has been at war for seven years, but there are still occasional flashes of the cocky kid he used to be. Mostly, now, he wishes he had listened more to his father and wasted less of his life. Like many soldiers, he does not expect to see the end of the war.

A rakish but tired looking man. He has been in the war for too many years, and does not expect to see the end of it. He approaches battles like someone with a cavalier attitude and little fear of death.

Lt. Smythe-Butler Pilots the MCW M3A "Mickey"

**STR** 12    **DEX** 12    **INT** 15    **CON** 13  
**SIZ** 11    **APP** 14    **POW** 09    **EDU** 15  
**SAN** 45    **Hit Points:** 12

**Damage Bonus:** none.

**Skills:** Artillery (Direct) 55%, Climb 58%, Close Combat 42%, Command 14%, Credit Rating 16%, Demolition 14%, Dodge 49%, Fast Falk 45%, Fieldcraft 57%, First Aid 32%, Library Use 45%, Listen 50%, Martial Arts 23%, Mechanical Repair 23%, Parachute 40%, Photo-Interpretation 31%, Physics 41%, Pilot (Walker) 50%, Submachine Gun 60%, Survival 60%, Tactics 63%, Throw 53%.

**Language Skills:** English (Own) 75%.

**Weapons:** *9mm Automatic* (Handgun) 59%, damage 1D10, atts 2, base range 15 yds.

*M-1 Assault Rifle* (Rifle) 34%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

*Under-slung Grenade Launcher* (Grenade Launcher) 25%, damage 4D6/4y, atts 1/2, base range 150 yds.

*Punch* (Fist) 55%, damage 1D4, atts 1, base range Touch.

*Grapple* (Grapple) 27%, Special, atts 1, base range Touch.

**Equipment:** *9mm automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), *MCW M3A "Mickey"* (40 shells for 75mm Howitzer).

## Captain Walter Miner, Age 43

Miner is 43, the oldest man in his unit and a Veteran of North Africa, Italy, Normandy, Zverograd and other theatres. He never wanted to go to war. He got in line with everyone else because it was the right thing to do, but Miner's grandfather fought in the Civil War and his older Brother was at the Somme. Miner did not have any illusions about what soldiers went through. He was not the wide-eyed recruit wars so desperately depend on.

Miner is educated. He came from an upper middle class family in Kansas and attended university at Columbia. He went on to earn his PhD in philosophy and speaks fluent German, Latin and French. A thinker, he is always assessing his men's chances for survival. He puts them first, because they are the only family he has over here. He writes to his wife, and thinks of his two girls, but that seems like someone else's life now. He and Percy have gotten to be best friends, pushed together by a common, morbid cycle of thought that tells them it is the toss of a coin that determines who lives or dies in this war.

A grizzled and educated man, Captain Miner is beloved by his soldiers. He tries to keep them alive and make them see the better parts of life. At this point, he has buried a few too many and his former life with his wife and daughters seems like memories from someone else.

**STR** 14    **DEX** 13    **INT** 16    **CON** 14  
**SIZ** 12    **APP** 11    **POW** 12    **EDU** 14  
**SAN** 60    **Hit Points:** 13

**Damage Bonus:** +1D4

**Skills:** Climb 66%, Close Combat 34%, Command 55%, Credit Rating 50%, Demolitions 27%, Fieldcraft 63%, First Aid 34%, Heavy Weapons (Light Mortar) 45%, Heavy Weapons (Machine Gun) 21%, Martial Arts 5%, Military Doctrine 49%, Parachute 40%, Persuade 55%, Pilot (Boat) 14%, Submachine Gun 23%, Survival 51%, Tactics 53%, Throw 60%.

**Language Skills:** English (Own) 70%, French 40%, German 40%, Latin 40%.

**Weapons:** *9mm Automatic* (Handgun) 75%, damage 1D10, atts 2, base range 15 yds.

*M-1 Assault Rifle* (Rifle) 60%, damage 2D6+4, atts 1 or Burst, base range 110 yds.

*Under-slung Grenade Launcher* (Grenade Launcher) 35%, damage 4D6/4y, atts 1/2, base range 150 yds.

*Punch* (Fist) 54%, damage 1D4+1D4, atts 1, base range Touch.

*Grapple* (Grapple) 35%, Special, atts 1, base range Touch.

**Equipment:** *9mm Automatic* (with 3 magazines), *M-1 Assault Rifle* (with 4 magazines), *Under-slung Grenade Launcher* (3 rounds of ammunition), *2x Mk.II Pineapple Grenades*.

## Sergeant Reiner Heinzl, Age 28

Born in 1919, Heinzl caught the tail end of anti-German sentiment after the First World War. His family was not treated well in Los Angeles, where he grew up, and he took it personally. Before the Second World War rolled around, he had something to prove. Heinzl was the first to sign up in his high school. He joined the army at 17, lying about his age. He was stationed at Pearl Harbour when it was attacked and never forgot. After that, he volunteered for the marines and saw combat at Guadalcanal and Peleliu.

The jungles were hot. He had never seen anything like it. Men died as much of sickness as they did of wounds. The Japanese came on in waves glad to die for their Emperor. Whatever Heinzl thought he had to prove, he does not feel he has to prove it any longer. When the Rangers called for any men who spoke German, Heinzl transferred right away. The Pacific was hell, his friends were all KIA, wounded or went home. At least, he thought, he could do some good as an interpreter. He became much more than that. He is the team's ace-in-the hole time and again. His accent is flawless. His parents spoke nothing but German. He has saved the unit more than once. Heinzl is no longer the German kid being picked on by the block bullies. Sometimes, he wishes he was. That world was much easier than the world at war.

A thin wiry man with a hint of Aryan blood in his sandy blonde hair and blue eyes, Heinzl is a bitter man who has seen too much of the war, but knows that the missions he is sent on, and his fluency in German is too valuable to the Allies. He does not have anything to prove, and just would like to see the war end.

**STR** 12    **DEX** 12    **INT** 13    **CON** 16  
**SIZ** 14    **APP** 13    **POW** 11    **EDU** 10  
**SAN** 55    **Hit Points:** 15

**Damage Bonus:** +1D4

**Skills:** Climb 47%, Close Combat 38%, Command 9%, Cryptography 41%, Demolitions 18%, Dodge 42%, Fieldcraft 30%, First Aid 36%, Martial Art 8%, Military Doctrine 21%, Parachute 40%, Photo-Interpretation 21%, Photography 40%, Pilot 16%, Spot Hidden 65%, Submachine Gun 18%, Survival 24%, Tactics 28%, Throw 30%, Track 32%.

**Language Skills:** English (Own) 50%, German 60%,

**Weapons:** *9mm Automatic* (Handgun) 26%, damage 1D10, atts 2, base range 15 yds.

*Springfield M-1* (Rifle) 70%, damage 2D6+4, atts 1/2, base range 160 yds.

*Punch* (Fist) 55%, damage 1D4+1D4, atts 1, base range Touch.

*Grapple* (Grapple) 34%, Special, atts 1, base range Touch.

**Equipment:** *9mm Automatic* (with 3 magazines), *Springfield M-1 Sniper Rifle* (with 4 magazines), *2x Mk.II Pineapple grenades*.