

Character's Name: \_\_\_\_\_ Age: \_\_\_\_\_  
Rank: \_\_\_\_\_ Branch: \_\_\_\_\_ Specialty \_\_\_\_\_  
Nationality: \_\_\_\_\_ Weight: \_\_\_\_\_

### Basic Attributes

|     |              |       |
|-----|--------------|-------|
| STR | Strength     | _____ |
| AGL | Agility      | _____ |
| CON | Constitution | _____ |
| STA | Stature      | _____ |
| INT | Intelligence | _____ |
| EDU | Education    | _____ |

**Hlt Capacity**

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(Head)

---

(Chest)

---

(L. Arm) (R. Arm)

---

(Abdomen)

---

(L. Leg) (R. Leg)

[illegible]

**Level Skill**

[illegible]

| Level | Skill |
|-------|-------|
|-------|-------|

[illegible]

| <i>Skill</i> | <i>Range</i> |          |          |
|--------------|--------------|----------|----------|
|              | <i>S</i>     | <i>M</i> | <i>L</i> |
| CRM          | _____        | _____    | _____    |
| PST          | _____        | _____    | _____    |
| HW           | _____        | _____    | _____    |
| LCG          | _____        | _____    | _____    |
| LB           | _____        | _____    | _____    |

**Body Combat Damage** \_\_\_\_\_

[illegible]

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

**VEHICLE DAMAGE LOCATION**

|            |                                                   |              |
|------------|---------------------------------------------------|--------------|
| <b>R:</b>  | <b>LH(        ),G(        ),HB(        ).....</b> | <b>_____</b> |
| <b>L:</b>  | <b>LH(        ),G(        ),HB(        ).....</b> | <b>_____</b> |
| <b>R:</b>  | <b>TF(        ),TB(        ).....</b>             | <b>_____</b> |
| <b>C:</b>  | <b>TF(        ),TB(        ).....</b>             | <b>_____</b> |
| <b>L:</b>  | <b>TF(        ),TB(        ).....</b>             | <b>_____</b> |
| <b>TS:</b> | <b>(        ).....</b>                            | <b>_____</b> |
| <b>F:</b>  | <b>HS(        ).....</b>                          | <b>_____</b> |
| <b>C:</b>  | <b>HS(        ).....</b>                          | <b>_____</b> |
| <b>R:</b>  | <b>HS(        ).....</b>                          | <b>_____</b> |
| <b>FD</b>  | <b>(        ).....</b>                            | <b>_____</b> |
| <b>TD</b>  | <b>(        ).....</b>                            | <b>_____</b> |
| <b>BD</b>  | <b>(        ).....</b>                            | <b>_____</b> |

**Maintenance #** \_\_\_\_\_  
**Wear Value** \_\_\_\_\_  
**Breakdowns** \_\_\_\_\_

Fuel Capacity \_\_\_\_\_

Fuel Consumption \_\_\_\_\_

Fuel Types \_\_\_\_\_

Travel Speed \_\_\_\_\_ / \_\_\_\_\_

Amphibious?      Y    N

[illegible]

# CHARACTER GENERATION WORKSHEET

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

| Attribute        | F/S | Roll | Adjusted |
|------------------|-----|------|----------|
| Fitness FIT      |     |      |          |
| Agility AGL      |     |      |          |
| Constitution CON |     |      |          |
| Stature STA      |     |      |          |
| Intelligence INT |     |      |          |
| Education EDU    |     |      |          |

2. **Total TOT**

3. **Strength STR** [= (FIT + STA)/2]

4. **Hlt Capacity**

Head [= CON]

Chest [= STR + CON + STA]

All others [= CON + STA]

5. **Throw range** [= 2 × STR]

6. **Weight** [= (4 × STA) + 40]

7. **Load** [= (2 × STR) + CON]

8. **Military Experience Base**

MEB [= (120 - TOT)/7]

9. **Time (Months) in Combat**

TIME [= (MEB)D6]

10. **Rads** [= (MEB)D6]

11. **Coolness under Fire**

[= 10 - 1D6 - (TIME/10)]

12. **Age** [= (TIME/12) + EDU + 8 + (N)D6;

N depends on TIME indicated in table 1 below]

13. **Army and Nationality** [player choice]

14. **Native Language(s)** [consult nationality & languages table]

15. **Officer** (yes or no)

[Yes if INT + EDU ≥ 2D6 + 16]

16. **Rank Number** [= (TIME/10) + N;

to find N roll 1D6 and consult Table 2]

17. **Rank** [consult Table 2]

18. **Specialty** [consult specialty table and roll 2D6]

19. **Service Branch** [depends on specialty]

20. **Benefits of Specialty** [see specialty table]

21.

**Skill Points:**

Military [= MEB × 40]

Education [= EDU × 20]

Background 300

22. **Skills**

**Level**

CRM 20

MC 20

BC 20

WVD 40

TW 20

SWM 20

LNG( )

LNG( )

LNG( )

LNG( )

LNG( )

23. **Body Combat Damage**

[= (STR + STA) × BC/200]

24. **Base Hit Numbers**

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

CRM

PST

HW

LCG

HB

25. **Equipment Purchase Allowance**

[= 500 × TIME; × 2 if officer]

26. **Equipment**

List equipment on a separate sheet

TABLE 1

| TIME | N |
|------|---|
| 70   | 4 |
| 60   | 3 |
| 50   | 2 |
| 49   | 1 |

TABLE 2

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