

A02 ANNEX A2:

Player

Characters

YOU ARE IN THE ARMY NOW

Dave was a Navy deck hand. His ship had been hit in the fighting in the Baltic. They pulled him out of the water and put him ashore in Denmark. From there he was assigned to the carrier Harry S Truman. When that got hit and limped into Sweden he was re-assigned to a scratch unit tasked with dockyard defence (once he was shown which end of an M14 was which as he had only used it for shooting lines to other ships). Somehow he ended up attached to a unit supporting the drive into Sweden as part of Op Reset. He still keeps complaining he's not army.

APPEARANCE

Choose from the options below or decide for yourself.

- Wears a baseball cap showing last ship
- Anchor tattoos on both forearms
- Wears a flying jacket with a blood chit on the back

SPECIALITIES

Choose one speciality. Recommended options are:

- Boatman/Pilot
- Diver
- Cook

(This archetype is the easiest to justify other skills for)

YOUR MORAL CODE

Choose from the options below or decide for yourself.

- You need to get back to the environment you love, no matter the cost
- These guys are my buddies now, I would do anything for them.

✓ BRANCHES: Any navy, air force or if appropriate coast-guard.

✓ RANK: Roll 1D6: use equivalent rank for the service 1-2 Private 3-4 Private First Class 5 Corporal 6 Sergeant. Alternatively may roll as an officer 1 Second lieutenant 2-3 Lieutenant 4-5 Captain 6 Major

✓ KEY ATTRIBUTE: STR (now at least)

✓ KEY SKILLS: Ranged Weapons, Heavy Weapons, Mobility

✓ COOLNESS UNDER FIRE: C

✓ TYPICAL NICKNAMES: Fly boy, Swabbie, Top Gun



- You need to prove yourself to these army guys by taking risks.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- Settle down in the environment you love
- Walk as far inland as you can carrying oars and when somebody asks you what they are, settle down there as it's far enough from the sea.
- Just to keep yourself alive in this world you don't understand

HOW YOU MET THE GROUP

Choose from the options below or decide for yourself.

- You were shot down and ejected near them.
- You were assigned to the unit during a comb out of rear area personnel.
- You were in charge of the boat landing them and only just got it ashore when it was damaged.

GEAR

You start the game with:

- Pistol or submachine gun or rifle appropriate for your nationality
- D6 reloads for your weapon
- Helmet
- Bayonet or knife
- D6 hand grenades
- Fatigues
- D6 field rations
- D6 rations of clean water
- 2D6 empty ammo cases as change

James

Langham