

A02 THE SENIOR NCO

Player

Characters

Officers think they run the army, they are wrong, the army is run by the career NCOs. Calm, “been there, done that, got the T shirt,” unflappable but perpetually surprised as the antics of brand new 2nd lieutenants. Officers may tell you what they want to occur and it’s your job to make it happen. At Sandhurst there was once a question to officer cadets, “how do you dig a trench?” The correct answer is “sergeant, I want a trench dug.”

APPEARANCE

Choose from the options below or decide for yourself.

- Uniform always as clean as possible
- Clean shaven in even the worst of situations
- Chewing on a cigar that is rarely lit

SPECIALITIES

Choose one speciality. Recommended options are:

- Frontline leader
- Scrounger
- Teacher

YOUR MORAL CODE

Choose from the options below or decide for yourself.

- Officers may think they are in charge but I run the unit.
- This war has caused too many deaths, I need to keep my troops alive.
- The world is falling apart but my unit won’t.

YOUR BIG DREAM

Choose from the options below or decide for yourself.

- Leave all this behind and settle down somewhere.
- Get myself and my troops home.
- Turn these young draftees into soldiers like you.

✓BRANCHES: US Army, US Marines, US Navy, Soviet Army, Local Army, Police

✓RANK: Roll 1D6: 1 :Sergeant 2-4: Staff sergeant 5: Sergeant First Class 6: Master Sergeant/First Sergeant (50:50)

✓KEY ATTRIBUTE: EMP

✓KEY SKILLS: Ranged Weapons, Command, Manipulation

✓COOLNESS UNDER FIRE: B

✓TYPICAL NICKNAMES: the Serge (never to his/her face), the Old Timer, Sgt Anderson (retired)



HOW YOU MET THE GROUP

Choose from the options below or decide for yourself.

- You are the rock that the unit is built on, you were here long before they were assigned to you.
- You were on the run and met up with the group who were wandering and lost. You took charge to keep them alive.
- Your unit stopped following orders and these were the last troops with some loyalty left so you took over.

GEAR

You start the game with:

- Rifle or submachine gun appropriate for your nationality
- D8 reloads for our weapon
- Night vision goggles or radio (manpack) or binoculars
- Flak jacket
- Helmet
- Bayonet or knife
- D6 hand grenades
- Personal med kit
- Fatigues
- D6 field rations
- D6 rations of clean water

James

Langham