These conversions were originally written by Curtis Handsaker, also known as "Z09SS" on the SJGames forum. He deserves all of the credit. The original compilation was presented on the now defunct gurpswiki.net

This PDF was compiled by Eric B. Smith. It can be downloaded from:
http://gurpsland.no-ip.org/

GURPS is a trademark of Steve Jackson Games, and its rules and art are copyrighted by Steve Jackson Games. All rights are reserved by Steve Jackson Games. This game aid is the original creation of Curtis Handsaker and Eric B. Smith and is released for free distribution, and not for resale, under the permissions granted in the Steve Jackson Games Online Policy
http://www.sjgames.com/general/online_policy.html
<table>
<thead>
<tr>
<th>TEMPLATE POINTS</th>
<th>PAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alpino (Mountain Infantryman)</td>
<td>80</td>
</tr>
<tr>
<td>Armor Crewman</td>
<td>73</td>
</tr>
<tr>
<td>Artilleryman</td>
<td>55</td>
</tr>
<tr>
<td>Bomber Crewman</td>
<td>70</td>
</tr>
<tr>
<td>Cavalryman (Polish)</td>
<td>82</td>
</tr>
<tr>
<td>Cavalryman</td>
<td>76</td>
</tr>
<tr>
<td>City Fighter</td>
<td>86</td>
</tr>
<tr>
<td>Combat Engineer</td>
<td>95</td>
</tr>
<tr>
<td>Commando</td>
<td>137</td>
</tr>
<tr>
<td>Diplomat</td>
<td>90</td>
</tr>
<tr>
<td>Eastern Front Expert</td>
<td>148</td>
</tr>
<tr>
<td>FBI Agent</td>
<td>126</td>
</tr>
<tr>
<td>Fighter Pilot</td>
<td>98</td>
</tr>
<tr>
<td>Frogman</td>
<td>122</td>
</tr>
<tr>
<td>Gestapo Agent</td>
<td>96</td>
</tr>
<tr>
<td>Granicer (Frontier Guard)</td>
<td>110</td>
</tr>
<tr>
<td>Gurkha</td>
<td>126</td>
</tr>
<tr>
<td>Hitler Youth</td>
<td>46-47</td>
</tr>
<tr>
<td>Hitler Youth SS Veteran</td>
<td>123-124</td>
</tr>
<tr>
<td>Hausfrau</td>
<td>18</td>
</tr>
<tr>
<td>Intelligence Agent</td>
<td>124</td>
</tr>
<tr>
<td>Jedburgh</td>
<td>131</td>
</tr>
<tr>
<td>Legionnaire</td>
<td>115</td>
</tr>
<tr>
<td>Long Range Desert Group Trooper</td>
<td>136</td>
</tr>
<tr>
<td>Marine</td>
<td>104</td>
</tr>
<tr>
<td>Military Policeman</td>
<td>100</td>
</tr>
<tr>
<td>Mobster</td>
<td>86</td>
</tr>
<tr>
<td>Old-Guard Officer</td>
<td>123</td>
</tr>
<tr>
<td>OSS Agent</td>
<td>146</td>
</tr>
<tr>
<td>Paratrooper</td>
<td>118</td>
</tr>
<tr>
<td>Recon Trooper</td>
<td>100</td>
</tr>
<tr>
<td>Resistance Fighter</td>
<td>83</td>
</tr>
<tr>
<td>Rifleman</td>
<td>75</td>
</tr>
<tr>
<td>Sailor</td>
<td>62</td>
</tr>
<tr>
<td>Scientist/Engineer</td>
<td>113</td>
</tr>
<tr>
<td>Ski Trooper</td>
<td>119</td>
</tr>
<tr>
<td>SOE-F Operative</td>
<td>127</td>
</tr>
<tr>
<td>Sniper</td>
<td>120</td>
</tr>
<tr>
<td>Spiv</td>
<td>30</td>
</tr>
<tr>
<td>Submariner</td>
<td>118</td>
</tr>
<tr>
<td>Volksturmmann</td>
<td>12</td>
</tr>
</tbody>
</table>

### ALPINO (MOUNTAIN INFANTRYMAN)

See GURPS WWII: Grim Legions p.22.

**Attributes:** ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 12 [20].

**Advantages:** Fit [5] and 25 points in National Advantages (see p. 18-20). Alpini may take +1 ST [10] as part of their National Advantages.


**Primary Skills:**Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX [2]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX [1]-11; Guns/TL6 (Rifle) (DX/E) DX [2]-13; Hiking (HT/A) HT [2]-12; Jumping (DX/E) DX [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Stealth (DX/A) DX-1 [1]-10; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.

**Secondary Skills:**Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Survival (Mountain) (Per/A) Per [2]-11.

**Background Skills:** Spend 4 points on any of Area Knowledge (any), Carousing, Cooking, Explosives/TL6 (EOD), Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Pistol), or Savior-Faire (Military), all (Easy); Administration, Animal Handling (Equines), Electronics Operation (Communications), Forward Observer/TL6, Gambling, Intimidation, Packing, Streetwise, or Teamster (Equines), all (Avg); Skiing, or Telegraphy (accented) [4].

### ARMOR CREWMAN 73 POINTS

See GURPS WWII p.73.

**Attributes:** ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

**Advantages:** Fit [5] and 25 points in National Advantages (see p. 18-20).


**Primary Skills:**Armoury/TL6 (Vehicular) (IQ/A) IQ [2]-11; Driving/TL6 (Automobile or Tracked); Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-10; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Cannon) (DX/E) DX [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX [1]-11; Guns/TL6 (Rifle) (DX/E) DX [1]-11; Hiking (HT/A) HT-1 [1]-10; Melee Weapon (Knife) (DX/E) DX-1 [1]-10; Mechanic/TL6 (Gasoline Engine) (IQ/A) IQ-1 [1]-10; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Throwing (DX/A) DX-1 [1]-10.

---

**SKILL** | **MILITARY RANK:** 1 2 3 4 5 6 7 8
---|---
Administration | 9 | 11 | 10 | 12 | 12 | 12 | 12 | 12
Intelligence Analysis | - | - | - | 9 | 10 | 12 | 12 | 12
Leadership | 9 | 12 | 9 | 11 | 12 | 12 | 13 | 13
Navigation/TL6 (†) | 10 | 12 | 10 | 12 | 13 | 13 | 13 | 13
Savoir-Faire (Military) | 9 | 10 | 10 | 11 | 12 | 13 | 13 | 13
Tactics | 10 | 12 | 9 | 12 | 12 | 12 | 12 | 12
Strategy (†) | - | - | - | - | 9 | 12

Substitute appropriate specialties for Navigation and Strategy based on the character's template.
Secondary Skills: Brawling (DX/E) DX+1 [2]-12; Camouflage (IQ/E) IQ+2 [8]-13; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Jumping (DX/E) DX+1 [2]-11; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Stealth (DX/A) DX-1 [1]-10; Survival (any) (Per/A) Per-1 [1]-10; Traps/TL6 (IQ/A) IQ+1 [2]-8; Swimming (HT/E) HT-1 [1]-10; Teamster (Equines) (IQ/A) IQ-1 [1]-10.

Background Skills: Brawling (DX/E) DX+1 [2]-12; Climbing (DX/A) DX-1 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Forward Observer/TL6 (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (any) (Per/A) Per-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10; Swimming (HT/E) HT-1 [1]-11; Teamster (Equines) (IQ/A) IQ-1 [1]-10.

BOMBER CREWMAN 70 POINTS

See GURPS WWII p.82.

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].


Primary Skills: First Aid/TL6 (IQ/E) IQ-1 [1]-12; and one of these crew positions
3. Electronics Operation/TL6 (Communications) (IQ/A) IQ+2 [8]-13.

Secondary Skills: Armoury/TL6 (Vehicular) (IQ/A) IQ-1 [2]-11; Brawling (DX/E) DX+1 [2]-11; Explosives/TL6 (EOD) (IQ/A) IQ-1 [1]-10; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+1 [2]-12; Scrounging (Per/E) Per [1]-11; and invest two points in each of two crew-position skills other than the primary one [4]. Exception An Electronics Operation (Communications) specialist (i.e. Radio operator) should take Telegraphy (accented) [4] as one of his 2-point secondary skills.

Background Skills: Spend (7) on any primary skill not already selected, or any of Area Knowledge (any), Bicycling, Carousing, Gunner/TL6 (Cannon), Guns/TL6 (Light Auto), Melee Weapon (Knife), Parachuting, Savior-Faire (Military), or Swimming, all (Easy); Administration, Driving/TL6 (Automobile or Motorcycle), Electronics Operation/TL6 (Sensors), Gambling, Meteorology/TL6 (Earthlike), Photography/TL6, or Survival (any), all (Avg); or Telegraphy (accented) [4].

CAVALRYMAN (POLISH) 82 POINTS

See GURPS WWII: Doomed White Eagle p.25.

Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].


Primary Skills: Animal Handling (Horses) (IQ/A) IQ-1 [1]-10; Camouflage (IQ/E) IQ [1]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Jumping (DX/E) DX [1]-11; Melee Weapon (Broadsword) (DX/A) DX [2]-11; Melee Weapon (Knife) (DX/A) DX [1]-11; Melee Weapon (Lance) (DX/A) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Riding (Horse) DX/A DX+1 [4]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-13; Stealth (DX/A) DX [1]-10; Throwing (DX/A) DX-1 [1]-10.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ [1]-10; Navigation/TL6 (Land) (IQ/A) IQ [2]-11; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (Plains or Woodland) (Per/A) Per-1 [1]-10.

Background Skills: Spend 3 points on any of Bicycling, Area Knowledge (any), Carousing, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Pistol), Leatherworking, Savior-Faire (Military) or Swimming all (Easy); Administration, Cooking, Driving/TL6 (Automobile), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, Intimidation, Packing, Streetwise or Teamster (Equines), all (Avg); or Telegraphy (accented) [4].

CAVALRYMAN 76 POINTS

See GURPS WWII: Grim Legions p.23.
Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].

Primary Skills: Animal Handling (Horses) (IQ/A) IQ-1 [1]-10; Camouflage (IQ/E) IQ [1]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-11; Melee Weapon (Broadsword) (DX/A) DX [2]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX [1]-10; Riding (Horse) DX/A DX [2]-11; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Throwing (DX/A) DX [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX [1]-11; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (any) (Per/A) Per-1 [1]-10; Swimming (HT/E) HT [1]-11.

Background Skills: Spend 4 points on any of Area Knowledge (any), Carousing, Gunner/TL6 (Mortar), Guns/TL6 (Pistol), Leatherworking, or Savior-Faire (Military) all (Easy); Administration, Cooking, Driving/TL6 (Automobile), Electronics Operation/TL6 (Automobile), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, Intimidation, Melee Weapon (Lance), Packing, Streetwise or Teamster (Equines), all (Avg); or Telegraphy (accented) [4].

CITY FIGHTER 86 POINTS

Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 12 [20].
Advantages: A total of 25 points in National Advantages (see p. 18-20) or appropriate civilian advantages. May always take Contacts as part of their National Advantages.

Disadvantages: Enemy (Occupying forces, 6 or less) [-20] and [-30] points in National Disadvantages (see p. 18-20).

Primary Skills: Appropriate civilian skill (IQ/A) IQ [2]-12; Area Knowledge (Home City) (IQ/E) IQ+1 [2]-13; Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Camouflage (IQ/E) IQ+1 [2]-13; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Scrounging (Per/E) Per [1]-12; Soldier/TL6 (IQ/A) IQ [1]-12; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ [2]-12.

Secondary Skills: Climbing (DX/A) DX-1 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ [2]-12; First Aid/TL6 (IQ/E) IQ [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-11; Survival (Urban) (Per/A) Per-1 [1]-11.

Background Skills: Spend 5 points on any of Area Knowledge (Sewers), Bicycling, Brawling, Gunner/TL6 (Cannon, Machinegun, or Mortar), Guns/TL6 (Grenade Launcher, LAW, or Light Auto), or Swimming, all (Easy); Acting, Architecture/TL6, Boating/TL6 (Unpowered), Cooking, Driving/TL6 (Automobile or Motorcycle), Explosives/TL6 (EOD), Hiking, Intimidation, Merchant, NBC Suit/TL6, Riding (Horse), Shadowing, Streetwise, or Teamster (Equines) all (Avg); German (Accented) [4] or Telegraphy (accented) [4].

COMBAT ENGINEER 95 POINTS

See GURPS WWII p.78.
Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].

Primary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-10; Engineer/TL6 (Civil or Combat) (IQ/H) IQ-1 [2]-11; Explosives/TL6 (Demolition) (IQ/A) IQ [2]-12; Explosives/TL6 (EOD) (IQ/A) IQ [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX-1 [1]-10; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Soldier/TL6 (IQ/A) IQ+1 [4]-13; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ [2]-12.

Secondary Skills: Brawling (DX/E) DX [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Liquid Projector/TL6 (Flamethrower) (DX/E) DX+2 [4]-13; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Swimming (DX/E) DX [1]-11.

Background Skills: Spend 3 points on any of Carousing, Guns/TL6 (Grenade Launcher, LAW, Light Auto, or Pistol), Savior-Faire (Military), Scrounging, all (Easy); Administration, Armoury/TL6 (Small Arms), Boating/TL6 (any), Driving/TL6 (Automobile or Construction Equipment), Electronics Operation/TL6 (Communications), Gambling, Mechanic/TL6 (Gasoline Engine), Navigation/TL6 (Land), Streetwise, Survival (any), or Teamster (Equines), all (Avg); or Telegraphy (accented) [4].

**COMMANDO 137 POINTS**

See GURPS WWII p.80.

Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 11 [10].


Primary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-12; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-15; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-15; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-13; Melee Weapon (Knife) (DX/E) DX [1]-13; Melee Weapon (Spear) (DX/A) DX [2]-13; Savior-Faire (Military) (IQ/E) IQ [1]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX [2]-13; Throwing (DX/A) DX-1 [1]-12; Traps/TL6 (IQ/A) IQ-1 [1]-11.

Secondary Skills: Brawling (DX/E) DX [1]-13; Electronics Operation/TL6 (Communications) (IQ/A) IQ [1]-11, Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX+1 [2]-14; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-12; Survival (any) (Per/A) Per-1 [1]-11; Swimming (DX/E) DX [1]-13.

Background Skills: Spend 1 point on any of Area Knowledge (any), Carousing, Gunner (Cannon or Mortar), Guns (Grenade Launcher, LAW or Pistol), Intimidation, Liquid Projector (Flamethrower), Parachuting, Scrounging, all (Easy); Armoury/TL6 (Small Arms), Boating/TL6 (any), Driving/TL6 (Automobile), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, NBC Suit/TL6, all (Avg); Engineer/TL6 (Combat), Skiing, both (Hard); or Telegraphy (accented) [4]. One or more additional languages are possible.

**DIPLOMAT 90 POINTS**

See GURPS WWII: Frozen Hell p.31.

Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 10 [0].

Advantages: Legal Immunity (Diplomatic) [20]; Status 3 [15]; and 25 points spent on any of Administrative Rank [5/level]; Charisma [5/level]; Cultural Adaptivity [10]; Empathy [15]; Intuition [15]; Language Talent [10]; Patron (Government or an Individual Politician) (varies); Security Clearance (varies); additional levels of Status [5/level]; Voice [10]; Wealth (varies); or National Advantages (see p. 18-20).

Disadvantages: Duty (to Government, all the time but not hazardous) [-10] and [-30] points from increasing Duty to Hazardous [additional -5]; Enemies (varies); Secret (Spy) (varies); or National Disadvantages (see p. 18-20).

Primary Skills: Administration (IQ/A) IQ [2]-12; Diplomacy (IQ/H) IQ+2 [12]-14; Savior-Faire (High Society) (IQ/E) IQ+2 [4]-14.

Background Skills: Spend 12 points on any of Area Knowledge, or Savior-Faire (Military), both (Easy); Acting, Fast Talk, Performance, or Politics, all (Avg); Cryptography, Detect Lies, Economics, History (any), Intelligence Analysis, Law or Psychology, all (Hard). Mid- and low-level officials often are military officers as well.

**EASTERN FRONT 148 POINTS**


Attributes: ST 10 [0]; DX 13 [60]; IQ 12 [40]; HT 11 [10].

Advantages: Military Rank 3 [15]; Perception+1 [5/level]; Reputation (Knight's Cross+2) [5]; and 15 points in any of Acute Vision [2/level]; Ally (Wingman or Gunner; 12 or less) [10]; Attractive [4]; Combat Reflexes [15]; Danger Sense [15]; Less Sleep [2/level]; Military Rank 4 (+5, requires Wealth (Comfortable) [10]); Patron (Commander, 9 or less) [10]; Resistant to Acceleration (3) [1]; or additional levels of Perception [5/level].


Primary Skills: Administration (IQ/A) IQ [2]-12; Electronics Operation/TL6 (Communications) (IQ/A) IQ [2]-11; Gunner/TL6 (Bombs) (DX/E) DX [1]-13; Gunner/TL6 (Cannon) (DX/E) DX [1]-13; Gunner/TL6 (Machinegun) (DX/E) DX [1]-13; Leadership (IQ/A) IQ-1 [1]-11; Navigation/TL6 (Air) (IQ/A) IQ [2]-11; Piloting/TL6 (Heavy Airplane or Light Airplane) (DX/A) DX+3 [12]-16; Savior-Faire (Military) (IQ/E) IQ [1]-11; Tactics (IQ/H) IQ+2 [12]-14.

Secondary Skills: First Aid/TL6 (IQ/E) IQ [1]-11; Guns/TL6 (Pistol) (DX/E) DX+2 [4]-15; Guns/TL6 (Rifle) (DX/E) DX+1 [2]-14; Mechanic/TL6 (Propeller Plane Engine) (IQ/A) IQ-1 [1]-10; Survival (Plains) (Per/A) Per-1 [1]-11.

Background Skills: Spend 4 points on any of Area Knowledge (any), Guns/TL6 (Light Auto), Melee Weapon (Knife), Parachuting, all (Easy); Armoury/TL6 (Vehicular), Driving/TL6 (Automobile), Explosives/TL6 (EOD), Meteorology/TL6 (Earthlike), Photography/TL6, or Survival (any), all (Avg).
**FBI AGENT 126 POINTS**

See GURPS WWII: Dogfaces p.62.

**Attributes:** ST 10 [0]; DX 12 [40]; IQ 13 [60]; HT 11 [10].

**Advantages:** Legal Enforcement Powers [10]; and 15 points in National Advantages (see p. 18-20); Perception [5/level]; or Contacts (varies).

**Disadvantages:** Duty [15] (FBI) [-15]; A total of [-30] points chosen from any of National Disadvantages (see p. 18-20); Enemy (varies); Intolerance (Criminals) [-5]; or No Sense of Humor [-10].

**Primary Skills:** Criminology/TL6 (IQ/A) IQ+1 [4]-14; Detect Lies (Per/H) Per [4]-13; Fast Talk (IQ/A) IQ [2]-13; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Pistol) (DX/E) DX [1]-12; Holdout (IQ/A) IQ-1 [1]-12; Interrogation (IQ/A) IQ [1]-13; Law (U.S. police) (IQ/H) IQ-1 [2]-12; Law (U.S. criminal) (IQ/H) IQ-2 [2]-11.

**Secondary Skills:** Brawling (DX/E) DX [1]-11; Driving/TL6 (Automobile) (DX/A) DX-1 [1]-11; Shadowing (IQ/A) IQ-1 [1]-12; Stealth (DX/A) DX [2]-12; Streetwise (IQ/A) IQ-1 [1]-12; and one of Accounting (IQ/H) IQ-1 [2]-12; Tactics (Police) (IQ/H) IQ-1 [2]-12, or Intelligence Analysis/TL6 (IQ/H) IQ-1 [2]-12.

**Background Skills:** Spend 6 points on any of Fast Draw (Magazine), Guns/TL6 (any), both (Easy); Leadership, Photography/TL6, or Tracking, all (Avg); Forensics/TL6 (IQ/H); any primary or secondary skill or one language (usually French, German, Chinese or Japanese) (accented) [4].

**FIGHTER PILOT 98 POINTS**

See GURPS WWII p.83.

**Attributes:** ST 10 [0]; DX 13 [60]; IQ 11 [20]; HT 11 [10].

**Advantages:** Fit [5] and 25 points in National Advantages (see p. 18-20). Fighter pilots may always take Resistant to Acceleration (+3) [1] and Acute Vision [2/level] as part of their National Advantages.


**Primary Skills:** Electronics Operation/TL6 (Communications) (IQ/A) IQ [2]-11; Gunner/TL6 (Bombs) (DX/E) DX [1]-13; Gunner/TL6 (Cannon) (DX/E) DX [1]-13; Gunner/TL6 (Machinegun) (DX/E) DX [1]-13; Navigation/TL6 (Air) (IQ/A) IQ [2]-11; Piloting/TL6 (Heavy Airplane or Light Airplane) (DX/A) DX+3 [12]-16.

**Secondary Skills:** First Aid/TL6 (IQ/E) IQ [1]-11; Mechanic/TL6 (Propeller Plane Engine) (IQ/A) IQ-1 [1]-10; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-14.

**Background Skills:** Spend five points on any of Area Knowledge (any), Bicycling, Brawling, Carousing, Guns/TL6 (Light Auto or Rifle), Melee Weapon (Knife), Parachuting, Savior-Faire (Military), Swimming, all (Easy); Administration, Armoury/TL6 (Vehicular), Driving/TL6 (Automobile or Motorcycle), Electronics Operation/TL6 (Sensors), Gambling, Meteorology/TL6 (Earthl')ke), Photography/TL6, or Survival (any), all (Avg); or Telegraphy (accented) [4].

**FROGMAN 122 POINTS**


**Attributes:** ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 12 [20].


**Primary Skills:** First Aid/TL6 (IQ/E) IQ [1]-12; Navigation/TL6 (Sea) (IQ/A) IQ-1 [1]-12; Boating/TL6 (Human-Torpedo) (DX/A) DX [2]-12; Explosives/TL6 (Underwater Demolition) (IQ/A) IQ+1 [4]-13; Professional Skill (Sailor) (IQ/A) IQ+3 [12]; Scuba/TL6 (IQ/A) IQ+1 [2]-13; Swimming (DX/E) DX [1]-13.

**Secondary Skills:** Boating/TL6 (Unpowered) (DX/A) DX-1 [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-13; Mechanic/TL6 (Human Torpedo) (IQ/A) IQ-1 [1]-11; Savior-Faire (Military) (IQ/E) IQ [1]-12; Seamanship/TL6 (IQ/E) IQ [1]-12; Survival (Island/Beach) (Per/A) Per-1 [1]-11.

**Background Skills:** Spend 3 points on improving Swimming, Boating/TL6 (Human Torpedo), Mechanic/TL6 (Human Torpedo), Scuba/TL6, Seamanship/TL6, Survival (Island/Beach), Explosives/TL6 (Underwater Demolition), or Navigation (Sea) or on any of Area Knowledge (any), Carousing, Brawling, Guns/TL6 (Pistol), Parachuting, or Scrounging, all (Easy); Armoury/TL6 (Vehicular), Boating/TL6 (Motorboat), Diving Suit/TL6, Explosives/TL6 (EOD), or Gambling, all (Avg); or Engineer (Ocean Going Vessel) (IQ/H).

**GESTAPO AGENT 96 POINTS**

See GURPS WWII: Iron Cross p.50.

**Attributes:** ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 10 [0].

**Advantages:** Fit [5]; Legal Enforcement Powers [10]; and 20 points in National Advantages (see p. 18-20). Gestapo agents purchase Military Rank normally. Those at rank 2+ must increase Legal Enforcement Powers to the [15] level; those with lesser rank may elect to do so.

**Disadvantages:** Duty [15] (Service) [-15]; Fanaticism (Patriotism) [-15]; Reputation -4 (to all non-Nazis, all the time) [-10] and [-15] points in National Disadvantages (see p. 18-20). Bully [-10], Callous [-5], and Sadism (12) [-15] are particularly appropriate.

**Primary Skills:** Brawling (DX/E) DX+2 [4]-13; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-12; Guns/TL6 (Pistol) (DX/E) DX+3 [8]-14; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Interrogation (IQ/A) IQ+1 [4]-13; Intimidation (Will/A) Will+1 [4]-13; Melee Weapon (Broadsword) (DX/A) DX+1 [4]-12; Soldier/TL6 (IQ/A) IQ-1 [1]-11; Stealth (DX/A) DX [2]-11; Streetwise (IQ/A) IQ [2]-12.

**Secondary Skills:** Acting (IQ/A) IQ-1 [1]-11; Criminology/TL6 (IQ/A) IQ-1 [1]-11; Holdout (IQ/A) IQ-1 [1]-11; Intelligence Analysis/TL6 (IQ/H) IQ-2 [1]-10.
Background Skills: Spend 7 points on improving primary and secondary skills or on any of Area Knowledge (any), Carousing, First Aid/TL6, Jumping, Melee Weapon (Knife), Savior-Faire (Military), or Swimming, all (Easy); Administration, Armoury/TL6 (Small Arms), Boating/TL6 (Unpowered), Boxing, Driving/TL6 (Automobile or Motorcycle), Electronics Operation (Communications), Hiking, Lockpicking/TL6, Shadowing, or Traps/TL6, all (Avg); Forgery/TL6, or Law (Nazi Criminal) both (Hard); or Telegraphy (accented) [4].

GRANICER 110 POINTS
(FRONTIER GUARD)

See GURPS WWII: Michael's Army p.20-21.
Attributes: ST 11 [10]; DX 11 [20]; IQ 12 [40]; HT 11 [10].
Primary Skills: Area Knowledge (Region) (IQ/E) IQ+1 [2]; Camouflage (IQ/E) IQ [1]-10; Climbing (DX/A) DX-1 [1]-10; First Aid/TL6 (IQ/E) IQ [1]-10; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-12; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-13; Hiking (HT/A) HT [2]-11; Jumping (DX/E) DX [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX [1]-11; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.
Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX+1 [2]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Engineers/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Navigation/TL6 (Land) (IQ/A) IQ [2]-12; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (any) (Per/A) Per-1 [1]-10.
Background Skills: Spend 5 points on any of Bicycling, Cooking, Explosives/TL6 (EOD), Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Granade Launcher, LAW, or Pistol), Liquid Projector/TL6 (Flamethrower), Savior-Faire (Military) or Swimming, all (Easy); Animal Handling (any), Boating/TL6(Unpowered), Cooking, Electronics Operation (Communications), Explosives (EOD), Forward Observer/TL6, Intimidation, Riding (Horse), Streetwise or Teamster (Any), Tracking (all (Avg); or Teletygraphy (accented) [4].

GURKHA 126 POINTS

See GURPS WWII: All the King's Men p.50.
Attributes: ST 11 [10]; DX 13 [60]; IQ 11 [20]; HT 11 [10].
Advantages: Fearlessness +1 or +2 [2/level]; Fit [5]; Reputation plus 1 (Gurkha, small group, all the time) [1]; and 15 points from Perception [5/level]; Acute Senses [2/level]; Combat Reflexes [15]; Damage Resistance (Tough Skin -40%) [3/level]; High Pain Threshold [10]; Language English (Accented/Broken) (3) or (Accented/None) [2]; Military Rank (up to Rank 3) [5/level]; Night Vision +1 to +9 [1/level]; Reputation (for commendations or fearlessness) (varies); Will [5/level]; additional levels of Fearlessness [2/level] or upgrade Fit to Very Fit [+10].
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20]; Reputation -1 (Gurkha, small group, all the time) [1]; Sense of Duty (Comrades and Competent Officers) [-10]; Social Stigma (Minority) [-10]; and [-15 from any of the following Bloodlust (12) [-10]; Callous [-5]; Gregarious [-10]; Honesty (12) [-10]; Impulsiveness (12) [-10]; Language Gurkhal (Native/Broken) [-2] or (Native/None) [-3]; Overconfidence (12) [-5]; Low TL -1 [-5/level]; Selfless [-12] [-5]; Stubbornness [-5]; or Truthfulness (12) [-5].
Primary Skills: Bicycling (DX/E) DX+1 [-13]; Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX [2]-13; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-13; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-14; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-15; Hiking (HT/A) HT [2]-11; Jumping (DX/E) DX [1]-13; Melee Weapon (Knife) (DX/E) DX+2 [4]-15; Melee Weapon (Shortsword (Kukri)) (DX/A) DX+1 [4]-14; Melee Weapon (Spear) (DX/A) DX-1 [1]-12; Soldier/TL6 (IQ/A) IQ+3 [12]-14; Stealth (DX/A) DX+1 [4]-13; Throwing (DX/A) DX [1]-12.
Secondary Skills: Acting (IQ/A) IQ [1]-10; Armoury/TL6 (Small Arms) (IQ/A) IQ+[1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ [1]-10; Navigation/TL6 (Land) (IQ/A) IQ [1]-10; NBC Suit/TL6 (DX/A) DX [1]-12; Savior-Faire (Military) (IQ/E) IQ [1]-11; Scrounging (Per/E) Per [1]-11; Survival (Mountain) (Per/A) Per [2]-11; Tracking (Per/A) Per-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.
Background Skills: Spend 5 points on any combination of Carousing, Gunner/TL6 (Cannon, or Mortar), Guns/TL6 (Granade Launcher, LAW, or Pistol), Liquid Projector/TL6 (Flamethrower), Savior-Faire (Military) or Swimming, all (Easy); Animal Handling (any), Boating/TL6(Unpowered), Cooking, Electronics Operation (Communications), Explosives (EOD), Forward Observer/TL6, Intimidation, Riding (Horse), Streetwise or Teamster, all (Avg); Engineer/TL6 (Combat) (IQ/H).

HITLER YOUTH 46-47 POINTS

See GURPS WWII: Iron Cross p.47.
Attributes: ST 10 [0]; DX 12 [40]; IQ 10 [0]; HT 11 [10].
Advantages: Fit [5]; Will 13 (-25% limitation, brittle*) (11); and one of Perception 11 [5]; Attractive [4]; Flexibility [5]; Rapid Healing [5] or Single Minded [5].
Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20]; Dull [-1]; Fanaticism (Patriotism) [-15]; Intolerance [-10]; and Wealth (Struggling) [-10].
Primary Skills: Bicycling (DX/E) DX [1]-12; Camouflage (IQ/E) IQ [1]-10; Climbing (DX/A) DX [2]-12; First Aid/TL6 (IQ/E) IQ [1]-10; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-14; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-15; Hiking (HT/A) HT [2]-11; Jumping (DX/E) DX [1]-13; Melee Weapon (Knife) (DX/E) DX+2 [4]-15; Melee Weapon (Shortsword (Kukri)) (DX/A) DX+1 [4]-14; Melee Weapon (Spear) (DX/A) DX-1 [1]-12; Soldier/TL6 (IQ/A) IQ+3 [12]-14; Stealth (DX/A) DX+1 [4]-13; Throwing (DX/A) DX [1]-12.
Secondary Skills: Acting (IQ/A) IQ [1]-10; Armoury/TL6 (Small Arms) (IQ/A) IQ [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ [1]-10; Navigation/TL6 (Land) (IQ/A) IQ [1]-10; NBC Suit/TL6 (DX/A) DX [1]-12; Savior-Faire (Military) (IQ/E) IQ [1]-11; Scrounging (Per/E) Per [1]-11; Survival (Mountain) (Per/A) Per [2]-11; Tracking (Per/A) Per-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.
Background Skills: Spend 5 points on any combination of Carousing, Gunner/TL6 (Cannon, or Mortar), Guns/TL6 (Granade Launcher, LAW, or Pistol), Liquid Projector/TL6 (Flamethrower), Savior-Faire (Military) or Swimming, all (Easy); Animal Handling (any), Boating/TL6(Unpowered), Cooking, Electronics Operation (Communications), Explosives (EOD), Forward Observer/TL6, Intimidation, Riding (Horse), Streetwise or Teamster, all (Avg); Engineer/TL6 (Combat) (IQ/H).
Brittle, it counts as a failure by 6 points.

Will 13 makes a fright check at -4, rolling a 12. Normally, this means it counts normally for any Will roll, but if the roll still fails it's not counted for determining the results. Example A typical Hitler Youth with Will 13 makes a fright check at -4, rolling a 12. Normally, this would count as a failure by 3 points, but since the Will 13 is Brittle, it counts as a failure by 6 points.

**HITLER YOUTH 123-124 POINTS**

**SS VETERAN (FICTIONAL)**

See GURPS WWII: Iron Cross p.47.

**Attributes:** ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 11 [10].

**Advantages:** Combat Reflexes [15]; Fit [5]; Will 13 (-25% limitation, brittles*) (11); and one of Perception 11 [5]; Attractive [4]; Flexibility [5]; Rapid Healing [5] or Single Minded [5].

**Disadvantages:** Duty [15] (Service) (Extremely Hazardous) [-20]; Null [-1]; Fanaticism (Patriotism) [-15]; and Intolerance [-10].

**Primary Skills:** Bicycling (DX/E) DX [1]-12; Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX [2]-12; Electronics Operation/TL6 (Communications) (IQ/A) IQ [2]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Guns/TL6 (LAW) (DX/E) DX+1 [2]-13; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-15; Hiking (HT/A) HT [2]-11; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Philosophy (National Socialism) (IQ/H) IQ [4]-11; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Stealth (DX/A) DX [2]-12; Swimming (HT/E) HT [1]-11; Throwing (DX/A) DX [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-10.

**Secondary Skills:** Armoury/TL6 (Small Arms) (IQ/A) IQ [2]-11; Gunnery/TL6 (Machinegun) (DX/E) DX [1]-12; Guns/TL6 (Light Auto) (DX/E) DX [1]-12; Leadership (IQ/A) IQ+1 [4]-11; Melee Weapon (Spear) (DX/A) DX [2]-12; NBC Suit/TL6 (DX/A) DX [2]-12; Navigation/TL6 (Land) (IQ/A) IQ [2]-11; Scrounging (Per/E) Per [1]-12; Survival (any) (Per/A) Per [2]-11.

**Background Skills:** Spend 3 points on any of Area Knowledge (any), Gunner (Machinegun or Mortar), Guns (Pistol), Savior-Faire (Military), all (Easy); Animal Handling (Equines), Boating/TL6(any), Cooking, Freight Handling/TL6, Riding (Horse), Teamster (Equines), all (Avg); Skiing (DX/H); or Telegraphy (broken) [2].

* Brittle The high Will represents that these young men were inundated with the martial values, and being children, didn't fully recognize their own mortality. To reflect that part of their bravery stemmed from ignorance, the high Will has been given a “Brittle” limitation, which means it counts normally for any Will roll, but if the roll still fails it's not counted for determining the results. Example A typical Hitler Youth with Will 13 makes a fright check at -4, rolling a 12. Normally, this would count as a failure by 3 points, but since the Will 13 is Brittle, it counts as a failure by 6 points.

**HANSSFAU 18 POINTS**


**Attributes:** ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

**Advantages:** A total of 15 points in Animal Empathy [5]; Reputation (Married to a Jew early in the war, abuser of suitable for a woman) (6 or less) [-2]; Social Stigma (Slav or other minority) [-10]; Status [-5/level]; Wealth (Struggling) [-10] or (Poor) [-15]. After the Allied advances, Enemy (Some Allied soldiers, 9 or less) [-10] would be appropriate.

**Primary Skills:** Area Knowledge (Home Region) (IQ/E) IQ+1 [2]-13; Farming/TL6 or appropriate professional skill (Housekeeping, Child Care, Telephone Operator, etc.) (IQ/A) IQ [2]-10; Cooking (IQ/A) IQ+1 [4]-11; Merchant (IQ/A) IQ [2]-10; Scrounging (Per/E) Per+1 [2]-11.

**Secondary Skills:** Bicycling (DX/E) DX [1]-10; Diagnosis (IQ/H) IQ-2 [1]-8; First Aid/TL6 (IQ/E) IQ+1 [2]-11; Naturalist (IQ/H) IQ-2 [1]-8.

**Background Skills:** Spend 6 points on improving primary and secondary skills, or on any of Swimming, (HT/E); Animal Handling (any), Boating/TL6(Unpowered), any additional Professional Skills (Seamstress, Hairdresser, etc.), Teaching or Teamster (any), all (Avg); or Musical Instrument (any) (IQ/H).
INTELLIGENCE AGENT 124 POINTS

See GURPS WWII: All the King’s Men p.49.

Attributes: ST 10 [0]; DX 11 [20]; IQ 13 [60]; HT 10 [0].

Advantages: Legal Enforcement Powers [5]; Legal Immunity [5]; Military Rank 3 [15]; Status 2 [0]; Wealth (Wealthy) [20]; and 10 points in National Advantages (see p. 18-20).


Primary Skills: Acting (IQ/A) IQ-1 [1]-12; Administration (IQ/A) IQ-1 [1]-12; Area Knowledge (any) (IQ/E) IQ [1]-13; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-12; Intelligence Analysis/TL6 (IQ/H) IQ-1 [2]-12; Leadership (IQ/A) IQ-1 [1]-12; Navigation/TL6 (Land or Sea) (IQ/A) IQ-1 [1]-12; Research/TL6 (IQ/A) IQ-1 [1]-12; Savior-Faire (High Society) (IQ/E) IQ+2 [4]-15; Savior-Faire (Military) (IQ/E) IQ [1]-13; Tactics (IQ/H) IQ-2 [1]-11; and any language at (Native) (6 points).

Secondary Skills: Guns/TL6 (Pistol) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+1 [2]-12; Holdout (IQ/A) IQ-1 [1]-12; Shadowing (IQ/A) IQ-1 [1]-12; Streetwise (IQ/A) IQ-1 [1]-12; and Soldier/TL6 (IQ/A) IQ+1 [4]-12.

Background Skills: Spend 2 points on any of Scrounging, all (Per/E); Disguise/TL6, Explosives/TL6 (Demolition), Fast-Talk, Lockpicking/TL6, Photography/TL6, and Stealth, all (Avg); Cryptography/TL6, Detect Lies, Forgery/TL6 all (Hard).

JEDBURGH 131 POINTS

See GURPS WWII: Return to Honor p.34.

Attributes: ST 11 [10]; DX 13 [60]; IQ 12 [40]; HT 11 [10].

Advantages: Fit [5] and 25 points in National Advantages (see p. 18-20). As part of their National Advantages, US Jedburghs may upgrade from Fit to Very Fit [15], and British Jeds may include Daredevil [15]. Jedburghs of any nationality may take Perception [5/level] and Fearlessness [2/level] as part of their National Advantages.


Primary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-15; Guns/TL6 (Pistol) (DX/E) DX+2 [4]-15; Guns/TL6 (Rifle) (DX/E) DX+1 [2]-14; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-13; Melee Weapon (Knife) (DX/E) DX [1]-13; Melee Weapon (Spear) (DX/A) DX [1]-12; Parachuting/TL6 (DX/E) DX [1]-13; Savior-Faire (Military) (IQ/E) IQ [1]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX-1 [1]-12; Tactics (Guerrilla) (IQ/A) IQ [2]-12; Throwing (DX/A) DX-1 [1]-12; Traps/TL6 (IQ/A) IQ [2]-12.

Secondary Skills: Brawling (DX/A) DX-1 [1]-13; Electronics Operation/TL6 (Communications) (IQ/A) IQ [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX+1 [2]-14; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Scrounging (Per/E) Per [1]-12; Survival (Urban, Forest or Plains) (Per/A) Per-1 [1]-11; Swimming (HT/E) HT [1]-11; or Telegraphy (accented) [4].

Background Skills: Spend 4 points on any of Area Knowledge (North Africa or other), Carousing, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher, LAW or Pistol), Liquid Projector (Flamethrower), Savior-Faire (Military), all (Easy); Animal Handling (any), Driving (Automobile, Motorcycle or Construction Equipment), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Freight Handling/TL6, Gambling, Intimidation, Leadership, Mechanic/TL6 (Gasoline Engine), NBC Suit/TL6, Riding (Horse), Shadowing, or Tracking all (Avg); or Language (Belgian, Dutch or French) (Accented) [4].

LEGIONNAIRE 115 POINTS

See GURPS WWII: Return to Honor p.35.

Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 12 [20].

Advantages: Fearlessness +1 [2/level], Fit [5] and 20 points in National Advantages (see p. 18-20). Legionnaires may also take additional levels of Fearlessness [2/level], add Damage Resistance (Tough Skin -40%) [3/level]; or High Pain Threshold [10]; or upgrade Fit to Very Fit [15] as part of their National Advantages.

Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20). Men often joined the Legion to escape from a checkered past. An appropriate Secret (varies) can be included as part of a legionnaire’s National Disadvantages. Not having one might merit a Reputation (Crazy) among other legionnaires!

Primary Skills: Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-13; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-14; Hiking (HT/A) HT-1 [1]-11; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX [1]-11; Soldier/TL6 (IQ/A) IQ+2 [8]-13; Stealth (DX/A) DX [1]-11; Survival (Desert) (Per/A) Per-1 [1]-10; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ [1]-10.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX [1]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Navigation/TL6 (Land) (IQ/A) IQ [2]-11; Scrounging (Per/E) Per [1]-11.

Background Skills: Spend 6 points on any of Area Knowledge (North Africa or other), Carousing, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher, LAW or Pistol), Liquid Projector (Flamethrower), Savior-Faire (Military), all (Easy); Animal Handling (any), Driving (Automobile, Motorcycle or Construction Equipment), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Freight Handling/TL6, Gambling, Intimidation, Leadership, Mechanic/TL6 (Gasoline Engine), NBC Suit/TL6, Riding (Horse), Shadowing, or Tracking all (Avg); or Language (Belgian, Dutch or French) (Accent) [4].
LONG RANGE DESERT 136 POINTS
GROUP TROOPER

See GURPS WWII: All the King's Men p.51.
Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].
Advantages: Fit [5] and 15 points in National Advantages (see p. 18-20). As part of their National Advantages, LRDG soldiers may take Daredevil [15]; Fearlessness [2/level]; or upgrade Fit to Very Fit [15].
Disadvantages: Code of Honor (Enlisted Man's or Officer's) [-10]; Duty [15] (Service) (Extremely Hazardous) [-20]; Sense of Duty (Mates in Troop) [-5]; and [-15] points in National Disadvantages (see p. 18-20).

Primary Skills: Area Knowledge (Western Desert) (IQ/E) IQ [1]-12; Camouflage (IQ/E) IQ [1]-12; Cartography/TL6 (IQ/A) IQ [2]-12; Climbing (DX/A) DX-1 [1]-11; Driving/TL6 (Truck) (DX/A) DX-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX-2 [4]-14; Guns/TL6 (Pistol) (DX/E) DX-2 [2]-13; Guns/TL6 (Rifle) (DX/E) DX-2 [4]-14; Hiking (HT/A) HT [2]-11; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; Mechanic/TL6 (Gasoline Engine) (IQ/A) IQ-1 [1]-11; Navigation/TL6 (Land) (IQ/A) IQ+1 [4]-13; Savior-Faire (Military) (IQ/E) IQ [1]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX-1 [1]-11; Throwing (DX/A) DX-1 [1]-11.

Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Brawling (DX/E) DX [1]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-12; Gunner/TL6 (Machinegun) (DX/E) DX-2 [2]-13; Jumping (DX/E) DX [1]-12; Scrounging (Per/E) Per [1]-11; Survival (Desert) (Per/A) Per-1 [1]-10; Tactics (Guerrilla) (IQ/A) IQ-1 [1]-11.

Background Skills: Spend 5 points on any combination of Carousing, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher, LAW or Pistol), Liquid Projector/TL6 (Flamethrower), or Savior-Faire (Military) all (Easy); Administration, Animal Handling (Equines), Armoury/TL6 (Small Arms); Boating/TL6 (Motorboat), Driving/TL6 (Automobile, Construction Equipment, or Motorcycle), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Freight Handling, Gambling, Intimidation, Mechanic/TL6 (Gasoline Engine), NBC Suit/TL6; Riding (Horse), Streetwise or Teamster (Equines), all (Avg); or Engineer/TL6 (Combat), or Skiing; both (Hard); or Telegraphy (accented) [4].

See GURPS WWII p.75.
Attributes: ST 11 [10]; DX 12 [40]; IQ 11 [20]; HT 11 [10].
Advantages: Fearlessness +1 [2/level], Fit [5] and 25 points in National Advantages (see p. 18-20). Marines may always take additional levels of Fearlessness as part of their National Advantages.

Primary Skills: First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-13; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-15; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; Soldier/TL6 (IQ/A) IQ+3 [12]-12; Stealth (DX/A) DX-1 [1]-11; Swimming (HT/E) HT [1]-11; Throwing (DX/A) DX-1 [1]-11.

Secondary Skills: Brawling (DX/E) DX+1 [2]-13; Climbing (DX/A) DX-1 [1]-11; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; Scrounging (Per/E) Per [1]-11; Survival (Island/Beach) (Per/A) Per-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.

Background Skills: Spend 3 points on any of Camouflage, Carousing, Cooking, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher, LAW or Pistol), Liquid Projector/TL6 (Flamethrower), or Savior-Faire (Military) all (Easy); Administration, Animal Handling (Equines), Armoury/TL6 (Small Arms); Boating/TL6 (Motorboat), Driving/TL6 (Automobile, Construction Equipment, or Motorcycle), Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Freight Handling, Gambling, Intimidation, Mechanic/TL6 (Gasoline Engine), NBC Suit/TL6; Riding (Horse), Streetwise or Teamster (Equines), all (Avg); or Engineer/TL6 (Combat), or Skiing; both (Hard); or Telegraphy (accented) [4].
MOBSTER 86 POINTS

See GURPS WWII: Dogfaces p.61.
Attributes: ST 11 [10]; DX 12 [40]; IQ 10 [15]; HT 11 [10].
Advantages: A total of 20 points chosen from Charisma [5/level]; Contacts (Street; skill-18, 9 or less, somewhat reliable) (3/contact); Damage Resistance (Tough Skin -40%) [3/level]; High Pain Threshold [10]; Patron (Crime Boss, reasonably powerful, 9 or less. Equipment) [15]; Perception [5/level]; Wealth (10 or 20).
Disadvantages: Callous [-5]; Social Stigma (Outlaw) [-5]; and a total of 25 points chosen from Bad Temper [-10]; Berserk (12) [-10]; Bloodlust (12) [-10]; Bully (12) [-10]; Code of Honor (Never Betray the Family) [-5]; Enemy (Law Enforcement Agencies) (6 or less) [-15]; Greed (12) [-15]; Illiteracy [-3]; Light Sleeper [-5]; Overconfidence (12) [-5]; Reputation (varies); Secret (any) (varies); Semi-Literacy [-2]
Primary Skills: Area Knowledge (Neighborhood or City) (IQ/A) IQ+1 [2]-11; Brawling (DX/E) DX+1 [2]-12; Detect Lies (Per/H) Per-1 [2]-9; Guns/TL6 (Light Auto) (DX/E) DX [1]-10; Guns/TL6 (Pistol) (DX/E) DX [1]-9; Interrogation (IQ/A) IQ [1]-12; Jumping (DX/E) DX [1]-9; Riding (Horse) (DX/A) DX [2]-12; Stealth (DX/A) (IQ/E) IQ [1]-13; Throwing (DX/A) DX [2]-12; Streetwise (IQ/A) IQ+3 [12]-13; and one of Fast Talk (IQ/A) IQ+1 [4] or Intimidation (Will/A) Will+1 [4]-11.
Secondary Skills: Brawling (DX/E) DX+1 [2]-12; Driving/TL6 (Motorcycle) DX [2]-11; Driving/TL6 (Automobile) DX [2]-13; Engineer/TL6 (Combat) (IQ/H) IQ [1]-10; Guns/TL6 (Shotgun) (DX/E) DX [2]-11; Lawnmower (DX/A) DX [2]-10; Lockpicking/TL6, all (Easy); Navigation (Land) (IQ/H) IQ-2 [1]-10; Reading (IQ/A) IQ [2]-11; Riding (Horse) (DX/A) DX [2]-12; Throwing (DX/A) DX [2]-10; Traps/TL6 (IQ/A) IQ [1]-11.
Background Skills: Spend 3 points on any of Area Knowledge (any), Guns/TL6 (any), Melee Weapon (Knife), Savior-Faire (any), all (Easy); Boating/TL6(Motorboat), Cooking, Gambling, Leadership, Lockpicking/TL6, all (Avg); Accounting or Physician, both (Hard).

OLD-GUARD OFFICER 123 POINTS

See GURPS WWII p.81.
Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].
Primary Skills: Administration (IQ/A) IQ [2]-12; Guns/TL6 (Pistol) (DX/E) DX+2 [4]-14; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-14; Leadership (IQ/A) IQ [2]-12; Melee Weapon (Broadsword or Smallsword) (DX/A) DX [2]-12; Riding (Horse) (DX/A) DX [2]-12; Savior-Faire (Military) (IQ/A) IQ+1 [4]-12; Strategy (Land) (IQ/H) IQ+1 [2]-13; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX [1]-9; Throwing (DX/A) DX [1]-10; Tactics (IQ/H) IQ [4]-12.
Secondary Skills: Brawling (DX/E) DX+1 [2]-12; Climbing (DX/A) DX [1]-12; Climb Wall (DX/A) DX [1]-10; Driving/TL6 (Motorcycle) DX [2]-12; Engineer/TL6 (Combat) (IQ/H) IQ [1]-10; Jumping (DX/E) DX [1]-12; Navigation (Land) (IQ/A) IQ [1]-10; Riding (Horse) (DX/A) DX [1]-10; Stealth (DX/A) DX [1]-10; Swimming (DX/E) DX [1]-13; Throwing (DX/A) DX [1]-12; Traps/TL6 (IQ/A) IQ [1]-11.
Background Skills: Spend 3 points on any of Area Knowledge (any), Guns/TL6 (Cannon, Machinegun or Mortar), Guns/TL6 (Light Auto), all (Easy); Armoury (Small Arms), Boating/TL6 (any), Driving/TL6 (Automobile), Electronics Operation (Communications), Explosives/TL6 (Demolition), Forward Observer/TL6, Gambling, Hiking, Intimidation, Survival (any), all (Avg); Skiing (Hard). Most also speak two or more non-native languages.
OSS AGENT

146 POINTS

See GURPS WWII: Dogfaces p.60.

Attributes: ST 11 [10]; DX 12 [40]; IQ 13 [60]; HT 11 [10].

Advantages: Fit [5]; Security Clearance (need to know access, narrow range) [5]; and 15 points in National Advantages (see p. 18-20) or Contacts (any; skill-15, 9 or less, somewhat reliable) [2/contact]; Fashion Sense [5]; Patron (Family) (varies); Status [5/level]; and Wealth (varies).


Primary Skills: Acting (IQ/A) IQ-1 [1]-12; Area Knowledge (target country) (IQ/E) IQ-1 [1]-12; Camouflage (IQ/E) IQ [1]-12; Cartography/TL6 (IQ/A) IQ-1 [1]-12; Detect Lies (Per/H) Per-2 [1]-9; Disguise/TL6 (IQ/A) IQ-1 [1]-12; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-10; Escape (DX/H) DX-2 [1]-10; Fast Talk (IQ/A) IQ [2]-13; First Aid/TL6 (IQ/E) IQ [1]-11; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-13; Holdout (IQ/A) IQ-1 [1]-12; Intelligence Analysis/TL6 (IQ/H) IQ-2 [1]-11; Interrogation (IQ/A) IQ-1 [1]-12; Psychology (IQ/H) IQ-1 [2]-12; Scrounging (Per/E) Per+1 [2]-14; Shadowing (IQ/A) IQ [2]-13; Stealth (DX/A) DX-1 [1]-11; Swimming (DX/E) DX [1]-13; Teaching (IQ/A) IQ-1 [1]-12; Throwing (DX/A) DX-1 [1]-12 and French, German, Chinese, or Japanese (native) (6 points).

Secondary Skills: Brawling (DX/E) DX [1]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-13; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Survival (any) (Per/A) Per-1 [1]-11; Tactics (IQ/H) IQ-1 [2]-12; Traps/TL6 (IQ/A) IQ-1 [1]-11 and Telegraphy (accented) [4].

Background Skills: Spend 6 points on any of Carousing, Savior-Faire (any), both (Easy); Cooking, Boating/TL6 (Motorboat or Unpowered), Driving (Automobile or Motorcycle), Gambling, Intimidation, Leadership, Photography, Riding (Horse), Sports (Golf, Polo or Tennis), or Tracking, all (Avg); Economics, History, Literature or Physician/TL6, all (Hard).

Paratrooper

118 POINTS

See GURPS WWII p.77.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].


Primary Skills: First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-14; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-15; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; Parachuting/TL6 (DX/E) DX+1 [2]-13; Soldier/TL6 (IQ/A) IQ-2 [8]-14; Stealth (DX/A) DX-1 [1]-11; Throwing (DX/A) DX-1 [1]-11.

Secondary Skills: Brawling (DX/E) DX [1]-12; Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-11; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Guns/TL6 (Machinegun) (DX/E) DX [1]-12; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11.

Background Skills: Spend 3 points on any of Bicycling, Guns/TL6 (LAW or Pistol), Gunner/TL6 (Cannon, Machinegun, or Mortar), Carousing, Area Knowledge (any), or Savior-Faire (Military), all (Easy); Armoury/TL6 (Small Arms), Driving/TL6 (Automobile or Motorcycle), Explosives/TL6 (EOD), Gambling, or Riding (Horse), all (Avg); Skiing, (Hard); or Telegraphy (accented) [4].

Recon Trooper

100 POINTS

See GURPS WWII p.76.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].


Primary Skills: Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-10; First Aid/TL6 (IQ/E) IQ [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-13; Guns/TL6 (Rifle) (DX/E) DX+3 [8]-14; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Navigation/TL6 (Land) (IQ/A) IQ [2]-12; Soldier/TL6 (IQ/A) IQ-1 [4]-13; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-11.

Secondary Skills: Brawling (DX/E) DX [1]-11; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Forward Observer/TL6 (IQ/A) IQ-1 [1]-11; NBC Suit/TL6 (DX/A) DX-1 [1]-10; Survival (any) (Per/A) Per-1 [1]-11; Swimming (HT/E) HT [1]-11.

Background Skills: Spend 3 points on any of Bicycling, Guns/TL6 (LAW or Pistol), Gunner/TL6 (Cannon, Machinegun, or Mortar), Carousing, Area Knowledge (any), or Savior-Faire (Military), all (Easy); Armoury/TL6 (Small Arms), Driving/TL6 (Automobile or Motorcycle), Explosives/TL6 (EOD), Gambling, or Riding (Horse), all (Avg); Skiing, (Hard); or Telegraphy (accented) [4].
RESISTANCE FIGHTER 83 POINTS

See GURPS WWII p.85.
Attributes: ST 10 [0]; DX 11 [20]; IQ 12 [40]; HT 12 [20].
Advantages: A total of 25 points in National Advantages (see p. 18-20) or appropriate civilian advantages.
Disadvantages: Enemy (Occupying forces, 6 or less) [-20] and [-30] points in National Disadvantages (see p. 18-20).
Primary Skills: Area Knowledge (Home Region) (IQ/E) IQ+1 [2]-13; Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Camouflage (IQ/E) IQ+1 [2]-13; Farming/TL6 (or other civilian skill) (IQ/A) IQ [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Scrouning (Per/E) Per [1]-12; Soldier/TL6 (IQ/A) IQ [1]-12; Stealth (DX/A) DX [2]-11; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-11.
Secondary Skills: Climbing (DX/A) DX-1 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-11; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Survival (usually Woodland) (Per/A) Per-1 [1]-11.
Background Skills: Spend 5 points on any of Bicycling, Brawling, Gunner/TL6 (Cannon, Machinegun, or Mortar), Guns/TL6 (Grenade Launcher, LAW, Light Auto, or Pistol), or Swimming, all (Easy); Boating/TL6 (Unpowered), Cooking, Driving/TL6 (Automobile or Motorcycle), Explosives/TL6 (EOD), Hiking, Intimidation, NBC Suit/TL6, Riding (Horse), Streetwise, or Teamster (Equines) all (Avg); or Telegraphy (accented) [4].

RIFLEMAN 75 POINTS

See GURPS WWII p.72.
Attributes: ST 11 [10]; DX 11 [20]; IQ 11 [20]; HT 11 [10].
Primary Skills: Camouflage (IQ/E) IQ [1]-11; Climbing (DX/A) DX-1 [1]-10; First Aid/TL6 (IQ/E) IQ [1]-11; Gunner/TL6 (Machinegun) (DX/E) DX [1]-11; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-12; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-13; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-11; Melee Weapon (Knife) (DX/E) DX [1]-11; Melee Weapon (Spear) (DX/A) DX-1 [1]-10; Soldier/TL6 (IQ/A) IQ+1 [4]-12; Stealth (DX/A) DX-1 [1]-10; Throwing (DX/A) DX-1 [1]-10; Traps/TL6 (IQ/A) IQ-1 [1]-10.
Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-10; Brawling (DX/E) DX+1 [2]-12; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-10; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-9; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-10; NBC Suit/TL6 (DX/A) DX [1]-10; Scrouning (Per/E) Per [1]-11; Survival (any) (Per/A) Per-1 [1]-10; Swimming (HT/E) HT [1]-11.
Background Skills: Spend 4 points on any of Area Knowledge (any), Bicycling, Carousing, Cooking, Explosives/TL6 (EOD), Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher, LAW or Pistol), Liquid Projector/TL6 (Flamethrower), or Savior-Faire (Military) all (Easy); Administration, Animal Handling (Equines), Boating/TL6, Driving/TL6 (Automobile, Construction Equipment, or Motorcycle), Electronics Operation/TL6 (Communications), Forward Observer/TL6, Freight Handling, Gambling, Intimidation, Mechanic/TL6 (Gasoline Engine), Riding (Horse), Streetwise or Teamster (Equines), all (Avg); or Skiing (Hard) or Telegraphy (accented) [4].

SAILOR 62 POINTS

See GURPS WWII p.84.
Attributes: ST 10 [0]; DX 10 [0]; IQ 12 [40]; HT 11 [10].
Primary Skills: Boating/TL6 (Unpowered) (DX/A) DX [2]-10; Boating/TL6 (Motorboat) (DX/A) DX [2]-10; First Aid/TL6 (IQ/E) IQ [1]-12; Savior-Faire (Military) (IQ/E) IQ [1]-12; Seamanship/TL6 (IQ/E) IQ [1]-12; Shiphandling/TL6 (Ship) (IQ/H) IQ [4]-12.
2. Ship's Surgeon Diagnosis/TL6 (IQ/H) IQ-1 [2]-11; Physician/TL6 (IQ/H) IQ [4]-12; Surgery/TL6 (IQ/VH) IQ-1 [4]-11.
3. Gunnery Officer Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-11; Electronics Operation/TL6 (Sensors) (IQ/A) IQ [2]-12; Explosives/TL6 (EOD) (IQ/A) IQ-1 [1]-11; Forward Observer/TL6 (IQ/A) IQ [2]-12; Gunner/TL6 (Cannon, Depth Charge, or Torpedo) (DX/E) DX [2]-12.
4. Navigator Leadership (IQ/A) IQ [2]-12; Meteorology/TL6 (Earthlike) (IQ/A) IQ [2]-12; Navigation/TL6 (Sea) (IQ/A) IQ+1 [4]-13; Shiphandling/TL6 (Ship) (IQ/H) IQ-1 [2]-11.
5. Chief Engineer Armoury/TL6 (Vehicular) (IQ/A) IQ [2]-12; Engineer/TL6 (Ships) (IQ/H) IQ+1 [4]-13; Leadership (IQ/A) IQ [2]-12; Mechanic/TL6 (Ocean Going Vessel) (IQ/A) IQ [2]-12.
6. Petty Officer Armoury/TL6 (Vehicular) (IQ/A) IQ-1 [1]-11; Brawling (DX/E) DX [1]-11; Explosives/TL6 (EOD) (IQ/A) IQ-1 [1]-11; Freight Handling/TL6 (IQ/A) IQ-1 [1]-11; Gunner/TL6 (Cannon, Depth Charge, or Torpedo) (DX/E) DX [2]-12; Mechanic/TL6 (Ocean Going Vessel) (IQ/A) IQ-1 [1]-11; Scrouning (Per/E) Per [1]-11.
SCIENTIST/ENGINEER 113 POINTS

See GURPS WWII: Dogfaces p.59.
Attributes: ST 10 [0]; DX 10 [0]; IQ 14 [80]; HT 10 [0].
Advantages: A total of 30 points chosen from National Advantages (see p. 18-20) or any of Eidetic Memory [5], Less Sleep [2/level]; Lightning Calculator [2/level]; Mathematical Ability [10/level]; Patron (University or Government) (varies); Reputation (Noted Scientist or Engineer) (varies); Security Clearance (free access, narrow range) [10].
Disadvantages: A total of [30] points in National Disadvantages (see p. 18-20) or Bad Back [-15] or -25]; Bad Sight [-25]; Curious (12) [-5]; Hard of Hearing [-10].
Primary Skills: select one of these three options:
1. Research/TL6 (IQ/A) IQ [2]-14; and two of Chemistry/TL6 (IQ/H), Engineer/TL6 (any) (IQ/H), Geology/TL6 (IQ/H), Physician/TL6 (IQ/H), or Physics/TL6 (IQ/H), all IQ+1 [8].
3. Armoury/TL6 (any) (IQ/A) IQ+2 [8]-16, Metallurgy/TL6 (IQ/H) IQ+1 [8]-15, and Mechanic/TL6 (Machinist) (IQ/A) IQ [2]-15.
Secondary Skills: Select two of Public Speaking (IQ/QA), Teaching (IQ/A), or Writing (IQ/A) all IQ-1 [1]-13; and two of Computer Programming/TL6 (IQ/H) IQ-2 [1]-12, Literature (IQ/H) IQ-2 [1]-12, Mathematics/TL6 (Applied) (IQ/H) IQ-2 [1]-12, Mechanic/TL6 (any) (IQ/A) IQ-1 [1]-13, Metallurgy/TL6 (IQ/H) IQ-2 [1]-12, Physiology/TL6 (Human) (IQ/H) IQ-2 [1]-12, Psychology (IQ/H) IQ-2 [1]-12, or Research/TL6 (IQ/A) IQ-1 [1]-13; and one of Latin, French or German (accented) [4].
Background Skills: Spend 7 points on any of Area Knowledge (any), Savoir-Faire (any), Scrounging, Seamanship/TL6, or Swimming, all (Easy); Administration, Driving (Automobile or Motorcycle), Photography/TL6, Piloting (Light Airplane), or Riding (Horse), all (Avg).

SKI TROOPER 119 POINTS

See GURPS WWII: Frozen Hell p.31.
Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].
Primary Skills: Camouflage (IQ/E) IQ [1]-12; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+2 [4]-14; Guns/TL6 (Rifle) (DX/E) DX+2 [4]-14; Hiking (HT/A) HT+1 [1]-10; Jumping (DX/E) DX/1-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/A) DX-1 [1]-11; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Skiing (DX/H) DX [4]-12; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Survival (Arctic) (Per/A) Per [2]-12; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ+1 [1]-11.
Secondary Skills: Armoury/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Brawling (DX/E) DX [1]-13; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; NBC Suit/TL6 (DX/A) DX-1 [1]-11; Scrounging (Per/E) Per [1]-12; Survival (any) (Per/A) Per-1 [1]-11.
Background Skills: Spend 1 point on any of Area Knowledge (any), Carousing, Gunner (Machinegun, Mortar), Guns (Grenade Launcher, LAW or Pistol), Liquid Projector (Flamethrower), Savior-faire (Military), Swimming, all (Easy); Administration, Cooking, Electronics Operation/TL6 (Communications), Explosives/TL6 (EOD), Forward Observer/TL6, Gambling, Intimidation, NBC Suit/TL6, all (Avg).

SOE-F OPERATIVE 127 POINTS

See GURPS WWII: Return to Honor p.36.
Attributes: ST 10 [0]; DX 12 [40]; IQ 12 [40]; HT 11 [10].
Advantages: Fearlessness +2 [2/level]; Will +2 [5/level]; Language (French or English) (Accented) [4] and 25 points in National Advantages (see p. 18-20). SOE-F operatives also may take Common Sense [10], Danger Sense [15], Fit [5], Intuition [15], or additional levels of Will [5/level] as part of their National Advantages.
Disadvantages: Enemy (German/Vichy security forces, 6 or less) [-20] and [-30] in National Disadvantages (see p. 18-20).
Primary Skills: Acting (IQ/QA) IQ-1 [1]-11; Area Knowledge (France) (IQ/E) IQ-1 [1]-12; Camouflage (IQ/E) IQ-1 [1]-12; Cartography/TL6 (IQ/A) IQ-1 [1]-11; Disguise/TL6 (IQ/A) IQ-1 [1]-11; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-11; Escape (DX/H) DX-1 [1]-10; Fast-Talk (IQ/A) IQ [2]-12; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Light Auto) (DX/E) DX+1 [2]-13; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-13; Holdout (IQ/A) IQ-1 [1]-11; Intelligence Analysis/TL6 (IQ/H) IQ-2 [1]-10; Interrogation (IQ/A) IQ+1 [1]-11; Leadership (IQ/A) IQ [2]-12; Parachuting/TL6 (DX/E) DX [1]-12; Scrounging (Per/E) Per+1 [2]-13; Stealth (DX/A) DX-1 [1]-11; Swimming (HT/E) HT [1]-12; Tactics (Guerrilla) (IQ/A) IQ-1 [1]-11; Teaching (IQ/A) IQ-1 [1]-11; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-11.
Secondary Skills: Armory/TL6 (Small Arms) (IQ/A) IQ-1 [1]-1; Brawling (DX/E) DX [1]-12; Climbing (DX/A) DX-1 [1]-11; Driving/TL6 (Automobile) (DX/A) DX-1 [1]-11; Engineer/TL6 (Combat) (IQ/H) IQ-2 [1]-10; Explosives/TL6 (Demolition) (IQ/A) IQ-1 [1]-11; Forgery/TL6 (IQ/H) IQ-2 [1]-10; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Navigation/TL6 (Land) (IQ/A) IQ-1 [1]-11; Survival (Urban) (Per/A) Per-1 [1]-11.

Background Skills: Spend 5 points on any of Bicycling, or Savior-Faire (High Society), both (Easy); Boating/TL6 (Unpowered or Motorboat), Cooking, Driving/TL6 (Motorcycle), Intimidation, Mechanic/TL6 (Gasoline Engine), Riding (Horse), Sex Appeal, Shadowing, or Tracking, all (Avg); or Skiing (HT/H).

SNIPER 120 POINTS

See GURPS WWII p.79.

Attributes: ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].


Primary Skills: Armory/TL6 (Small Arms) (IQ/A) IQ-1 [1]-11; Camouflage (IQ/E) IQ [1]-12; Climbing (DX/A) DX-1 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Guns/TL6 (Rifle) (DX/E) DX+4 [12]-16; Hiking (HT/A) HT-1 [1]-10; Jumping (DX/E) DX [1]-12; Melee Weapon (Knife) (DX/E) DX [1]-12; Melee Weapon (Spear) (DX/E) DX-1 [1]-11; Soldier/TL6 (IQ/A) IQ+2 [8]-14; Stealth (DX/A) DX [2]-12; Tactics (Infantry) (IQ/H) IQ-2 [2]-10; Throwing (DX/A) DX-1 [1]-11; Traps/TL6 (IQ/A) IQ-1 [1]-11.


Background Skills: No points are allocated for these, but extra points may go to Guns/TL6 (Pistol), Scrounging, Swimming, all (Easy); Explosives/TL6 (Demolition), Explosives/TL6 (EOD), Forward Observer/TL6, Intimidation, NBC Suit/TL6, Survival (any); Tracking, all (Avg); Engineer/TL6 (Combat), Skiing, both (Hard).

SPIV 30 POINTS

See GURPS WWII: All the King’s Men p.48.

Attributes: ST 10 [0]; DX 10 [0]; IQ 11 [20]; HT 10 [0].

Advantages: 10 points in Contacts (variable); plus 5 points in any of Acute Vision [2/level]; Perception [5/level]; Charisma [5/level]; additional Contacts (varies); Favors (varies); Reputation (for usefulness) (varies); Above Suspicion [1]; or Sensitive [5]

Disadvantages: A total of -15 points from any of Code of Honor (Stays Bought) [-5]; Cowardice (12) [-10]; Greed (12) [-15]; Laziness [-10]; Reputation (as Shady Character) (varies); Secret (Illegal Activities) (varies) or Will [-5/level].

Primary Skills: Holdout (IQ/A) IQ-1 [1]-10; Merchant (IQ/A) IQ+1 [4]-12; and Streetwise (IQ/A) IQ-1 [1]-10.

Secondary Skills: None.

Background Skills: Spend 4 points to increase any of the above or on any of Area Knowledge (Neighborhood or City), Brawling, Carousing, Fast Talk, Filch, Melee Weapon (Knife), or Scrounging, all (Easy); Acting, Intimidation, all (Avg); Accounting, Detect Lies, Diplomacy, or Forgery/TL6, all (Hard).
SUBMARINER 118 POINTS

See GURPS WWII: Iron Cross p.49.

Attributes: ST 11 [10]; DX 11 [20]; IQ 13 [60]; HT 11 [10].


Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-30] points in National Disadvantages (see p. 18-20) or Compulsive Behaviors with a -65% limitation (Only while ashore). Fanaticism (Patriotism) could qualify for an additional Reputation (Fervent Nazi) [-5] in the early war years.

Primary Skills: Administration (IQ/A) IQ-1 [1]-12; Electronics Operation/TL6 (Communications) (IQ/A) IQ-1 [1]-12; Electronics Operation/TL6 (Sensors) (IQ/A) IQ-1 [1]-12; Engineer/TL6 (Ships) (IQ/H) IQ-2 [1]-11; First Aid/TL6 (IQ/E) IQ [1]-12; Gunner/TL6 (Cannon) (DX/E) DX+1 [2]-12 Gunner/TL6 (Torpedo) (DX/E) DX+1 [1]-12; Intelligence Analysis/TL6 (IQ/H) IQ-2 [1]-11; Leadership (IQ/A) IQ-1 [1]-12; Mechanic/TL6 (Ocean Going Vessel) (IQ/A) IQ [2]-12; Meteorology/TL6 (Earthlike) (IQ/A) IQ-1 [1]-12; Navigation/TL6 (Sea) (IQ/A) IQ [2]-13; Savior-Faire (Military) (IQ/E) IQ [1]-13; Shiphandling/TL6 (Ship) (IQ/H) IQ [4]-12; Swimming (HT/E) HT [1]-11; Tactics (Submarine) (IQ/A) IQ-1 [1]-12; Telegraphy (accented) [4].

Secondary Skills: Boating/TL6 (Unpowered) (DX/A) DX-1 [1]-10; Boating/TL6 (Motorboat) (DX/A) DX-1 [1]-10; Guns/TL6 (Pistol) (DX/E) DX+1 [2]-12; Melee Weapon (Knife) (DX/E) DX [1]-12.

Background Skills: Spend 3 points in any of Area Knowledge (Ocean or Ports of Call), Carousing, Driving/TL6 (Automobile), Gunner/TL6 (Machinegun), Guns/TL6 (Light Auto), or Scrounging, all (Easy); Cartography/TL6, Cooking, Explosives/TL6 (Demolition), Gambling, Intimidation, or NBC Suit/TL6, all (Avg); Engineer/TL6 (any), Intelligence Analysis (Traffic Analysis), or Law (International Maritime) all (Hard).

VOLKSTURMMANN 12 POINTS

See GURPS WWII: Iron Cross p.46.

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Advantages: A total of 30 points in National Advantages (see p. 18-20) or appropriate advantages for the Volksturmmann's civilian life, or improved attributes.

Disadvantages: Duty [15] (Service) (Extremely Hazardous) [-20] and [-25] points in National Disadvantages (see p. 18-20) and at least one Volksturmm disadvantage that disqualifies the character from regular service. These include any attribute reduced to 8 or lower; Bad Sight [-25]; Fat [-3]; Hard of Hearing [-10]; Lame [-10 to – 20]; One Arm [-20]; One Eye [-15]; or Very Fat [-5]. Any of the -25 points remaining after a Volksturmm disadvantage is picked should be applied to the National Disadvantages. Very young Volksturmm members usually should have Fanaticism (Patriotism).

Primary Skills: Area Knowledge (Home Region) (IQ/E) IQ+1 [1]-13; Farming/TL6 (or other civilian skill) (IQ/A) IQ+1 [4]-11; Guns/TL6 (LAW) (DX/E) DX [1]-10; Guns/TL6 (Light Auto) (DX/E) DX [1]-10; Guns/TL6 (Rifle) (DX/E) DX [1]-10; Scrouning (Per/E) Per+1 [2]-11; Soldier/TL6 (IQ/A) IQ-1 [1]-9; Stealth (DX/A) DX-1 [1]-9; Throwing (DX/A) DX-1 [1]-9.


Background Skills: Spend 12 points on improving other skills or Bicycling, Brawling, Gunner/TL6 (Cannon or Mortar), Guns/TL6 (Grenade Launcher or Pistol), or Swimming, all (Easy); Boating/TL6 (Unpowered), Cooking, Driving/TL6 (Automobile or Motorcycle), Hiking, Riding (Horse), Streetwise, or Teamster (Equines) all (Avg).
NATIONAL ADVANTAGES & DISADVANTAGES

BRITISH ADVANTAGES


BRITISH DISADVANTAGES

Stock British disadvantages vary depending on whether addressing the lower-class ranks or upper-class officers. The average trooper might have: Chummy (p. B126) [-5]; Code of Honor (Enlisted Man's) (p. W64 and p. B127) [-10]; Sense of Duty (Mates in troop) (p. B153) [-5]; Wealth (Struggling) (p. B25) [-10].

The average cliché officer might have: Code of Honor (Officer's) (p. W64 and p. B127) [-10]; Intolerance (p. B140) [-5]; Odious Personal Habits (Condescending mannerisms) (p. B22) [-5]; and Overconfidence (12) [-5].


FINN ADVANTAGES:

Purchase Military Rank and resulting Wealth, with remaining points spent among: Acute Senses (p. B35) [2/level]; Alcohol Tolerance (p. B100) [1]; Charisma (p. B41) [5/level]; Combat Reflexes (p. B43) [15]; Damage Resistance (Tough Skin -40%) [3/level]; No Hangover (p. B101) [1]; Pliable (p. B22) [5]; Reputation from medals (p. W63) or simply good performance of duty (p. B26) (varies); Voice (p. B97) [10].

FINN DISADVANTAGES

A typical set might be Wealth (Struggling) (p. B25) [-10]; Sense of Duty (Finland) (p. B153) [-10] and (Comrades) [-5]; and Stubbornness (p. B157) [-5].


* Often has (-60% limitation “Only vs. tanks”) for a net (-4). Combat experience can buy this off.

FRENCH ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: Acute Senses (p. B35) [2/level]; Alcohol Tolerance (p. B100) [1]; Charisma (p. B41) [5/level]; Combat Reflexes (p. B43) [15]; Damage Resistance (Tough Skin -40%) [3/level]; No Hangover (p. B101) [1]; Pliable (p. B22) [5]; Reputation from medals (p. W63) or simply good performance of duty (p. B26) (varies); Voice (p. B97) [10].

FRENCH DISADVANTAGES

Native colonial soldiers must take Social Stigma (Colonial) (p. B155) [-5].

French officers may choose from Hidebound (p. B138) [-5]; Odious Personal Habit (Harsh Disciplinarian) (p. B22) [-5]; or Overconfidence [12] (p. B148) [-5]. Some officers may have Code of Honor (Officer's) (p. W64 and p. B127) [-10]. Harsh discipline was considered a duty of a responsible French officer, and does not violate the French version of this Code of Honor.

Many soldiers are conscripts, and often do not want to be in the army. These conditions are reflected by disadvantages such as Cowardice [12] (p. B129) [-10]; Language (native/broken) (p. B24) [-2]; Laziness (p. B142) [-10]; Status-1 (p. B28) [-5/level]; Odious Personal Habit (p. B22) (varies); and Reputation -2 (lazy, disrespectful or rebellious) (p. B26) (varies). Volunteer and dutiful conscripts may have Code of Honor (Enlisted Man's) (p. W64 and p. B127).


* Often has (-60% limitation “Only vs. tanks”) for a net (-4). Combat experience can buy this off.
ITALIAN ADVANTAGES


ITALIAN DISADVANTAGES


Substitute among: Addiction (Tobacco) (p. B122) [-5]; Bad Sight (mitigator-60%) (p. B123) [-10]; Combat Reflexes (p. B43) [15]; Cowardice (p. B129) [-10]; Cowhardy (p. B125) [-5]; Fanaticism (Patriotism) (p. B136) [-15]; Gullibility (p. B137) [-10]; Hidebound (p. B138) [-5]; Indecisive (p. B140) [-10]; Intolerance (p. B140) [-5]; Odious Personal Habits (p. B22) (varies); Secret (Anti-Fascist) (p. B152) (varies) or Reputation (suspected Anti-fascist) (p. B26) (varies); Sense of Duty (to the Duce or King) (p. B153) [-10] or (Comrades) [-5]; Social Stigma (Native for colonial troops) (p. B155) [-5]; Will (p. B16) [-5/level]; or Language (native/none) [-3] and Social Stigma (Uneducated) [-5].

JAPANESE ADVANTAGES

Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Absolute Direction (p. B34) [5]; Absolute Timing (p. B35) [2]; Combat Reflexes (p. B43) [15]; Daredevil (p. B47) [15]; Fearlessness 1-5 (p. B55) [2/level]; High Pain Threshold (p. B59) [10]; Higher Purpose (Kamikaze or equivalent suicide attack) (p. B59) [5]; Less Sleep 1-5 (p. B65) [2/level]; Night Vision (p. B71) [1/level]; Reputation from medals (p. W63) or simply good conduct (p. B26) (varies); Will (p. B16) [5/level]; improve Fit [5] to Very Fit (p. B55) [15].

JAPANESE DISADVANTAGES

Most troopers have Code of Honor (Extreme Enlisted Man's) (p. W64 and p. B127) [-15]; and Wealth (Poor) (p. B25) [-15]. Higher ranks keep the Code of Honor (substituting the officer's version as appropriate), but replace the Poverty disadvantage, often with Workaholic (p. B162) [-5] then Intolerance (p. B140) [-10].

Japanese troops make fewer substitutions than in other cultures, but replacements (or additional disadvantages) might include: Bad Sight (mitigator-60%) (p. B123) [-10]; Bloodlust (p. B125) [-10]; Bully (p. B125) [-10]; Callous (p. B125) [-5]; Chummy (p. B125) [-5]; Fanaticism (Extreme-Patriotism) (p. B136) [-15]; Fanaticism (Patriotism) (p. B136) [-15]; Hidebound (p. B138) [-5]; Hit Points -1 (p. B16) [-2/level]; Honesty (p. B138) [-10]; Incurious (p. B140) [-5]; Low Self Image (p. B143) [-10]; Overconfidence (p. B148) [-5]; Phobia (Xenophobia) (p. B148) [-15]; Post-Combat Shakes (p. B152) [-15]; Selfless (p. B153) [-5]; Sense of Duty (Service or Emperor) (p. B153) [-10].

Many enlisted men do not really believe in the Code of Honor, but must practice it anyway. This can reduce it to a [-10] version. Soldiers who won't even pretend to honor the code must take Reputation -2 (Apologetic non-conformist, everyone, all the time) (p. B26) [-10] or Reputation -3 (Dangerous non-conformist, everyone, all the time) (p. B26) [-15]. The rare officer who disrespects the Code will need to take Secret (Code is flawed) (p. B152) [-20].
**POLISH ADVANTAGES**

- Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Acute Senses (p. B35) [2/level]; Combat Reflexes (p. B43) [15]; Common Sense (p. B43) [10]; Damage Resistance (Tough Skin -40%) [3/level]; Fearlessness (p. B55) [2/level]; Reputation (Medals) (p. W63) or Reputation (Good conduct) (p. B26) (varies); Will (p. B16) [5/level]; Single-Minded (p. B85) [5].

**POLISH DISADVANTAGES**


**ROMANIAN ADVANTAGES**

- Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Acute Senses (p. B35) [2/level]; Combat Reflexes (p. B43) [15]; Common Sense (p. B43) [10]; Damage Resistance (Tough Skin -40%) [3/level]; Fatigue Points (p. B16) [3/level]; Fearlessness (p. B55) [2/level]; High Pain Threshold (p. B39) [10]; Patron (Iron Guard) (p. B72) (varies); Pitable (p. B22) [5]; Reputation from medals (p. W63) or good conduct (p. B26) (varies); Will (p. B16) [5/level].

**ROMANIAN DISADVANTAGES**

- A stereotypical set: Intolerance (p. B140) [-10], Wealth (Poor) (p. B25) [-15], and Semi-Literacy (spoken (native)/written (broken)) (p. C194) [-5].

**SOVIET ADVANTAGES**

- Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to HT [10]; Absolute Direction (p. B34) [5]; Alcohol Tolerance (p. B100) [1]; Combat Reflexes (p. B43) [15]; Common Sense (p. B43) [10]; Damage Resistance (Tough Skin -40%) [3/level]; Danger Sense (p. B47) [15]; Fearlessness 1-5 (p. B55) [2/level]; Hit Points 1-4 (p. B16) [2/level]; Hard to Kill 1-2 (p. B38) [2/level]; High Pain Threshold (p. B59) [10]; Less Sleep 1-5 (p. B65) [2/level]; Night Vision (p. B71) [1/level]; Pitable (p. B22) [5]; Reputation from medals (p. W63) or simply good conduct (p. B26) (varies); Will (p. B16) [5/level]; Temperature Tolerance 1-2 (p. B93) [1/level].

**SOVIET DISADVANTAGES**


**U.S. ADVANTAGES**

- Purchase Military Rank and resulting Wealth, with remaining points spent among: +1 to IQ [20]; Absolute Timing (p. B35) [2]; Acute Senses (p. B35) [2/level]; Charisma (p. B41) [5/level]; Combat Reflexes (p. B43) [15]; Damage Resistance (Tough Skin -40%) [3/level]; Fatigue Points 1-4 (p. B16) [3/level]; Hard to Kill 1-2 (p. B58) [2/level]; High Manual Dexterity (p. B59) [5/level]; Intuition (p. B63) [15]; Less Sleep 1-5 (p. B65) [2/level]; Luck (p. B66) [15 or 30]; Resistive to Acceleration (3) (p. B80) [1]; Reputation from medals (p. W63) or simply good conduct (p. B26) (varies); Versatile (p. B96) [5].

**U.S. DISADVANTAGES**

- U.S. troops displayed the most diverse disadvantages. A typical set might be: Addiction (Tobacco) (p. B122) [-5]; Fanaticism (Patriotism) (p. B136) [-15]; Intolerance (p. B140) [-5]; and Sense of Duty (Buddies in the unit) (p. B153) [-5].