

TRAPPINGS

Item	Location	Enc	Item	Location	Enc	Item	Location	Enc
Lg Canvas pack	Back	[93] 10	Rifle	Back	[55] 40			
10 yards rope		25	Bayonet		15			
75 rounds ammunition		25	Full water bottle	Side	[20]			
Lightweight shovel		25	Helmet	Head	[20]			
Spare clothing		8	Grenade	Belt	[10]			
Haversack	Side	[58] 15	Boots	Feet	[10]			
2 Days rations		16	Lasso	Side	[10]			
Small tools and files		15	Uniform	Body	[8] 8			
Stationary, pens, ink		5	Identity tag		0			
Towel		3	Bubblegum		0			
Paybook		2	Wallet		0			
Soap, toothbrush and toothbrush		1	Two canvas bags	Belt	[6] 2			
Mess tin with cover, pan, fork and spoon		1	Gasmask		3			
Mending and darning kit and spare bootlace		0	Respirator		1			
Maximum Enc Capacity = s × 10		300				Total Enc		290

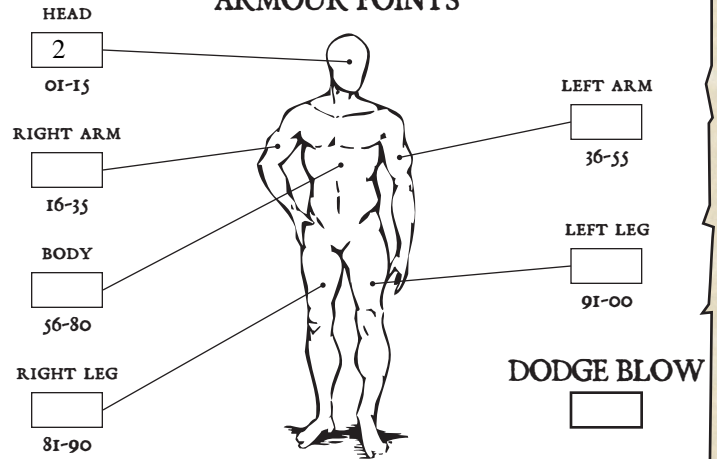
WEAPONS

WEAPON	GROUP	DAMAGE	RANGE	RELOAD
Rifle	5 bullets	7	48/96	Full (half)
QUALITIES Armor penetrating, impact				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
Shovel or bayonet		SB (3)		
QUALITIES Attached bayonet is slow				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
Lasso	Entangling	n/a	8/-	Full (half)
QUALITIES Snare*				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
Grenade	Thrown	Center=10 small temp = 5 large temp = 0	sb*3/sb*9	
QUALITIES Armor Penetrating, Impact				
On miss grenade travels 1d10/2 yards (round up) in random direction from target.				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
Scatter die or: 1-2 7:30, 3 9:00, 4 10:30, 5 12:00, 6 1:30, 7 3:00, 8-9 4:30, 10 6:00				
QUALITIES				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				
WEAPON	GROUP	DAMAGE	RANGE	RELOAD
QUALITIES				

ARMOUR

ARMOUR TYPE	LOCATIONS COVERED	ENC	AP
Metal helmet	Head	20	2

ARMOUR POINTS



MOVEMENT

ARMoured MOVE/		CHARGE		RUNNING		STANDING		FLYING
M	M	DISENGAGE	ATTACK	RUN	LEAP	LEAP		
4	[]	8 (4")	16 (8")	24 (12")	7 (3.5")	3.5 (1.75")	[]	
		= M×2	= M×4	= M×6	= M+SB	= (M+SB)÷2		
HAMPERED MOVEMENT				STANDARD MOVEMENT				
YARDS PER MINUTE		48 (24")		YARDS PER MINUTE		96 (48")		
MILES PER HOUR		1.75		MILES PER HOUR		3.5		

WOUNDS

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COMBAT SCORES	WS	BS	AG
	[]	[]	[]
	SB	TB	FP

ACTION SUMMARY

BASIC ACTION	TYPE	ADVANCED ACTION	TYPE
Aim	Half	All Out Attack	Full
Cast	Varies	Defensive Stance	Full
Charge	Full	Delay	Half
Disengage	Full	Feint	Half
Move	Half	Guarded Attack	Full
Ready	Half	Jump/Leap	Full
Reload	Varies	Manoeuvre	Half
Stand/Mount	Half	Parrying Stance	Half
Standard Attack	Half	Run	Full
Swift Attack	Full		
Use a Skill	Varies		

MONEY & TREASURE

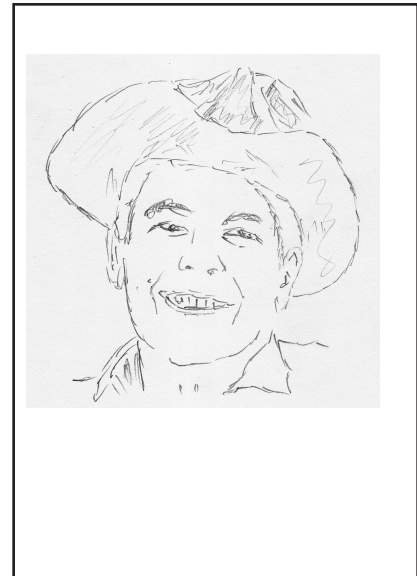
GOLD CROWNS (gc) —	OTHER TREASURE —
SILVER SHILLINGS (s) —	Gold Lira: \$10
BRASS PENNIES (p) —	

* If hit, the target is trapped unless he succeeds on an agility test. If this test is failed the target is restricted to free actions or actions to enable his escape, of which there are two. The target may attempt to break bonds by making a Strength test or wriggle free by making an agility test. These tests are full actions. If another character assists the entangled character (also a full action) the difficulty improves to routine (+10%). Attacks against the entangled character get a +20% bonus to WS or BS as appropriate to the attack.

PERSONALITY

Personality: Jersey loves the big open spaces on his'ol homestead in Texarakis. He loves his big 'ol dogs, an' he sure likes people. He loves his franks'n chili 'n squirrel, an' he loves camping. But it was his love of doin' the right thing that made Jersey go to war.

CHARACTER SKETCH



Contacts/Friends: A whole lotta folk, back home in Texarakis Naggaroth, the good people at Saint Ranald's Brotherhood what are offering their services to fix things up in the ol'world.

Enemies: Why, nobody don' like me, 'cept I'm aiming to get Fritz'n Jerry to unnerstand that you can't just mess with folk -- an they won't like that none too much.

Quote(s): Now hol' on just a minnit. You can't tell me that fish-eggs are better'n beans! You 'ol worlders sure are mixed up!

BACKGROUND & NOTES

Player Name: Scott David Gray

Game Master: Sharon Tripp

Campaign: Great WarHammer

Campaign Year: 3015

Date Created: 11/23/2013

Star Sign: The Limner's Line

Doom: The Number Three

Jersey grew up on the Smith ranch, in El Caos-Vacas, Texarakis, with his brother Oklahoma, father California and mother, Jane. In Texarakis, where evrything is bigger, it wasn't easy for the Smiths to fit in - but as the head of a successful ranch, California won a ton of respect and even served two terms as sheriff for El Caos-Vacas county when Jersey was still young. Jersey worked hard to keep up with the human boys, and had plenty of opportunity for rough and tumble play with the poor Southland-Ork boys and tribal Dark-Elf teenagers.

Jersey was a good farm-hand, but he had his eyes on more. After most of his orc and human friends had grown, but when he was still young at 25 (Mootlanders take longer to grow up), he had his first adventure. Jersey was out camping with Kaita, his half-orc-drow friend, and they heard the sounds of a man running through the woods, followed by dogs. The two leapt out in front of the man, dressed in stripes, and tripped him; long enough for the Texarakis rangers to catch up and bring "Vien Macas" back to prison for armed robbery. The two boys got their names in the paper, and \$15 gold dollars between them as a reward for assisting the capture!

Soon after this taste of the profession, Jersey met with local Bounty hunter Jack Farnsworth, and asked to apprentice to him. Jack rebuffed him, but Jersey kept finding him -- showing that he was not only a skilled tracker, but a pest! So Jack let Jersey hang around and learn the trade. During times when cash-flow was tight on the ranch, Jersey would visit the post of (ice, start asking about, and bringing in person's who had broken bond or were otherwise on the run; occasionally acting as a second for a lawyer serving notice.

During these years, Jersey became friendly with Maribeth Evans, a young elf maid who was still unattached. Though they never said anything about feelings developing between them, Jersey sensed that the two were close -- and that the only reason neither said anything is that she was waiting for Jersey to be established enough to afford to set up house.

Back in 3012 Jersey signed up to join the Brotherhood of Saint Ranald mere group, when the Border states were fighting the Orks. After four months of basic training, Jersey took the field. After the conclusion of hostilities in 3013, he returned to the farm for the Summer and Fall, and then was invited to return to Tilea to train in the Order's Officer Candidate School, graduating an Officer cadet.

During those three months Jersey met and became close to Reinhold Kriegspiel -- joining with Kriegspiel in a rivalry with Aerwyn. Jersey and Reinhold worked together to create the school's snotball games, and both joined "Blue Team." Jersey found Reinhold's readiness to look the other way, coupled with his gruff manners when forced to take notice of something untoward, to be just what was needed to put the other young recruits in place.

The harvest wasn't yet over when war was on again in the Old World. He requested a deferment. By Winter 3014, when the harvest was done, he made financial arrangements, and kissed his rnom and dad, Jane and California Smith, goodbye.

The hardest farewell for him was Maribeth. After telling her he was going to war, Jersey surprised her by promising to marry her when he returns from the war; she was rendered speechless, which Jersey took as a positive sign! Jersey tries to write every week, though sometimes a long while goes between his opportunities to post letters. She has only written a few coy and pleasant letters back - probably trying to live frugally so that they can start a life together, soon!

Since she's a wood elf, Maribeth really has an eye for nice things. So Jersey has got his eyes open for high-class gifts. He's already sent back some plates of him standing with some of the boys in Roma, and some "pan-chetta" (it's like expensive high-class bacon). He wants to get Maribeth the best of everything; and more than anything, Jersey is looking for the perfect ring.

Maribeth also gave him special instructions, which of course he will follow; Maribeth's nanna, Alatariel Telemnar was living in the Marienburg lowlands and hasn't written, so Jersey has got to find her if he can!

On arriving in Tilea, Jersey was given his first commission, as a 2nd Lieutenant, and ordered to report to the Third autonomous Combined Mercenary Squad (the "Stockboys"). Jersey is excited to work with his old friend

Reinhold. From the reports about the team, he is impressed at how Reinhold's laid-back command style brings out the best in his people; but he is also concerned that it means that when the worst comes out, it is un-moderated.

Jersey hopes to recapture some of the complementary give-and-take with his old friend, Reinhold, and to help him make something of this squad.

After reading through the personnel files, it became clear that there will be a great deal of work to do.

The notes about the engineering team suggest that they are intensely interested in explosions. It seems a shame that a team with two accomplished engineers and a medic has been involved in few supply and fortify missions, and he has already suggested to the captain that the team might be well positioned for such a mission.

The first Lieutenant, Reinhold, has an impressive record, but beyond that, Jersey knows that his old friend is a great leader. It will be an honor to be his second!

The staff Sergeant, Kargun, has a record of getting involved in local problems above and beyond the mission and his orders. This independent thought is unusual for a Dwarf, and it speaks well for him. He's got spirit (if a bit too much interest in blowing things up).

Sargent Robert, too, seems to have a fascination with explosions -- hens a man to watch, with a great deal of ingenuity, and with a great deal at stake with the Reik having pressed so far into Bretonnia. Jersey also has other business with the engineer -- on reading the name Durand, Jersey recalled Meribeth saying, years ago, that her cousin Sorel did some Friday housework for an old-money Bretonnian family called the Durands! This might be the key to finding Alatariel, and the rest of Meribeth's lost family!

From the records, Jersey isn't quite certain why Corporal Sophia joined the team. Her background is shrouded in mystery. She clearly sees herself primarily through her civilian profession as a baker, but has shown both skill with weapons and no fear of using them - a record of reports suggests that she does not easily follow command - which makes her readiness for bloody conRict a bit harder to understand. It may go with the territory of being a tracker and a scout.

The team's medic, a chemist and private named Sabin was born an elf, but raised by dwarfs in Karaz-a-Karak : the Dwarf-hold in Sylvania territories of the Border Princes. He has been working hard for Saint Ranald's which has been contracted primarily by the allied powers. From the records, he has an eagle eye. An anonymous peer review muses that Sabin might be a vampire -- which is obviously only meant metaphorically. But what could be meant by this metaphor? That Sabin drains resources? No, the expense reports show many more resources going to experimental weaponry. I suppose that there must have been some field surgery, the sight of which disturbed the anonymous private. He will bear some special watching, since it seems likely that he became a mercenary in order to further the political end of independence tar Karaz-a-Karak.

The Albionians have some allied goblin tribes in the Darklands, conducting guerilla raids on trains and Sylvania forces. Jersey wonders if the Imperials would hire a team of specialists with accomplished engineers to clear the rubble and reconstruct bridges along Peak's Pass in advance of a closing battalion of Albionians with allied goblins -- before the central powers realize that the battalion was doing more than conducting exercises and training the goblin bands.

Jersey thinks that this mission could make a significant difference in the allied effort, and that the Stockboys are just the team to do it, with thier heavy engineering and personal styles.