

Gear Krieg: Spetsnaz Team Frost Ghosts

Summary

A special and highly secret paratrooper team dedicated to do special ops behind enemy lines, especially in winter or nordic settings. The setting type is gritty.

Characters

Captain Boris Karnikov

An older officer from the armies of the czar who loathes the new system but keeps quiet and does his job. Well-versed in several languages. He was hired by Trotzki who promised him that he could create a special force according to his ideas formerly rejected by the generals of the czar. However, he has some bad feelings about working for the devil.

Perks & Flaws

- Code of Honour: Karnikov believes in chivalry and will not act against international laws or abuse prisoners, etc.
- Dedicated: The captain strongly believes in commando style action and will defend it against all criticism, even when making enemies in High Command.
- Military Rank: Captain

Statistics

Agility	+1	App.	-1
Build	+0	Crea.	+0
Fitness	+1	Inf.	+1
Kno.	+0	Per.	-1
Psyche	+0	Will.	+1
Strength	+0	Health	+0
Stamina	25		
UD	3	AD	5

Skills

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1

Leadership	2	1
Lang. (Polish)	1	1
Lang. (German)	1	1
Lang. (Finnish)	1	1
Lang. (English)	1	1
Medicine	1	1
Melee	2	1
Notice	2	1
Personal Flight Device	2	1
Small Arms	3	1
Stealth	2	1
Survival (Cold)	1	1
Throwing	1	1

Additional Equipment

- Superscience Armour Piercing Pistol Ammo (armour rating is halved) replaces normal ammo

Political Officer Lt. Ivan Smarnov

Very loyal to the communist cause but somewhat cynical (which will show after several drinks). A loud and extroverted person who hides a deeply ingrained unhappiness caused by the flaws of the communist party which in his eyes should be perfect.

Perks & Flaws

- Beliefs: Smarnov strongly believes in Communist doctrine and is very upset should any group member betray an unfavourable attitude.
- Quirk: loud and extroverted to an sometimes obnoxious level
- Military Rank: Lieutenant, Political Officer

Statistics

Agility	+1	App.	+0
Build	+1	Crea.	-1
Fitness	+1	Inf.	+0
Kno.	-1	Per.	+1
Psyche	-1	Will.	+1
Strength	+1	Health	+0

Stamina	30		
UD	7	AD	7

Skills

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1
Etiquette	1	1
Hand-to-Hand	2	1
Lang. (English)	1	1
Interrogation	2	1
Investigation	1	1
Medicine	1	1
Melee	2	1
Negotiation	1	1
Notice	2	1
Personal Flight Device	2	1
Seduction	1	1
Small Arms	2	1
Stealth	2	1
Survival (Cold)	1	1
Throwing	1	1

Sgt. Vasili Stalkov, Scout & Sniper

A tall, skinny guy with a dreamy facial expression who loves weapons and is deadly afraid of close combat.

Perks & Flaws

- Mild Phobia: Close combat (-1 on all checks)
- Acute sight (+1 on notice with visual means)

Statistics

Agility	+2	App.	+0
Build	+0	Crea.	+0
Fitness	+0	Inf.	-1
Kno.	+0	Per.	+1
Psyche	-1	Will.	+0
Strength	+0	Health	+0
Stamina	25		
UD	3	AD	3

Skills

Name	Level	Cpx
Animal Handling	1	1
Combat Sense	2	1
Defence	3	1
Lang. (German)	1	1
Medicine	1	1
Notice	3	1
Personal Flight Device	2	2
Small Arms	3	1
Stealth	3	1
Survival (Cold)	1	1
Throwing	1	1

Equipment

- replace SMG with heavy sniper rifle (Acc: +1, DM: 40, range: 100, ROF: 0, Ammo: 4, 6 kg)
- box with spare ammo: 40 rounds
- binoculars (1 kg)

Private Leonid Bartov, Medic

Former student and volunteer fighter in the Spanish Civil War. An idealist who has overcome his physical weaknesses by sheer willpower.

Perks & Flaws

- Poor sight (-1 on notice checks), wears glasses
- Addiction: Has to take special medication every day or suffer from cramps
- Motion Sickness: suffers a -1 penalty while in free fall and immediately after
- Ally: Bartov's father is high-ranking general and has made it possible for his son to join this unit

Statistics

Agility	+1	App.	+0
Build	-1	Crea.	+0
Fitness	+0	Inf.	+0
Kno.	+0	Per.	+0
Psyche	+0	Will.	+2
Strength	+0	Health	+0
Stamina	20		

UD	3	AD	3
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Skills 3

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1
Hand-to-Hand	1	1
Lang. (Spanish)	1	1
Medicine	3	2
Melee	1	1
Notice	2	1
Personal Flight Device	2	1
Small Arms	2	1
Stealth	2	1
Survival (Cold)	2	1
Throwing	1	1

Equipment

- Super Science Medpack (Complexity 2, adds +1 to Medicine Check) 2 kg
- Super Science Stabiliser Drugs (ignore 1 flesh wound for all purposes for 1 day), 3 doses

Private Eduard "Edik" Kamov, Vehicle Specialist

A bull-necked peasant who was drafted into the red army during the civil war and who showed great versatility and is one of the few brave enough to voice objections against the plans of his superiors. Was picked for walker training due to his skill with vehicles. His positive outlook on life and his optimism make him well-liked by his comrades.

Perks & Flaws

- Thick-Skinned (higher stamina)
- Curse: Financial situations never work out for Bartov

Statistics

Agility	+0	App.	-1
Build	+2	Crea.	-1
Fitness	+1	Inf.	+0
Kno.	-1	Per.	-1

Psyche	+1	Will.	+0
Strength	+1	Health	+0
Stamina	40		
UD	8	AD	8

Skills 9

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1
Hand-to-Hand	2	1
Medicine	1	1
Melee	2	1
Notice	1	1
Personal Flight Device	2	1
Pilot (Ground)	3	2
Small Arms	2	1
Stealth	2	1
Survival (Cold)	1	1
Throwing	1	1

Equipment

Muhammad Karizhamal, Close Combat Specialist

A soldier from some ill-equipped support division from Uzbekistan. Small and packed with muscle. Dedicated communist who is very touchy when his loyalty or the quality of his race are questioned (which happens quite a lot). Nobody knows why he was chosen as a replacement for a lost team member. A Sambo specialist. Lacks any kind of fantasy, prefers to follow orders to showing initiative.

Perks & Flaws

- Social Stigmata: Non-Slavic origin
- Animal Antipathy
- Lucky (1 fumble re-roll or 1 bonus switching)
- Immunity to tear gas

Statistics

Agility	+1	App.	+0
Build	+0	Crea.	-2

Fitness	+2	Inf.	+0
Kno.	+0	Per.	+0
Psyche	+0	Will.	+0
Strength	+1	Health	+0
Stamina	25		
UD	7	AD	6

Skills

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1
Gambling	1	1
Hand-to-Hand	3	2
Lang. (Russian)	2	1
Melee	2	1
Notice	1	1
Personal Flight Device	2	1
Small Arms	2	1
Stealth	2	1
Survival (Cold)	1	1
Throwing	2	1

Equipment

- 4 tear gas grenades (Acc: 0, DM: 5/gas, range: throw, ROF: 0, Area: 2/15, 4 kg)
- 2 additional concussion grenades (2 kg)
- super science booster drug (+1 to agility and strength for 1d6 minutes, health save treshold 3 afterwards or take one flesh wound), 3 charges

Allies

Spetsnaz Paratrooper

Statistics

Agility	+1	App.	-1
Build	+1	Crea.	+0
Fitness	+1	Inf.	-1
Kno.	+0	Per.	+0
Psyche	+0	Will.	+1
Strength	+1	Health	+0
Stamina	30		
UD	7	AD	7

Skills

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1
Hand-to-Hand	2	1
Language (chose)	1	1
Medicine	1	1
Melee	2	1
Notice	2	1
Personal Flight Device	2	2
Small Arms	3	1
Stealth	2	1
Survival (Cold)	1	1
Throwing	1	1

Equipment

- Army Knife
- Canteen (1kg)
- Winter Suit (4 kg)
- Entrenching Tool (2 kg)
- First Aid Kit (2 kg)
- Flare (1 kg)
- Goggles (1 kg)
- Gun Cleansing Kit (1 kg)
- Handcuffs (1 kg)
- Load Bearing Equipment
- Hygiene Kit (1 kg)
- Parachutes (15 kg)
- Rope (50 m, 1.5 kg)
- Survival Kit (cold, 5 kg)
- Rations, 2 (3 kg)
- Helmet (AR: 10, 2 kg)
- Tokarev Heavy Pistol (Range: 30m, 8 rounds, semi-automatic, Acc: 0, DM: 24, Range: 7, ROF:0, 1 kg) with silencer (-1 Acc, DM: -4)
- PPSH 41 SMG (Range: 25 m, 71 round drum magazine, Acc: 0, DM: 24, ROF: 2, 3.5 kg)
- 2 concussion grenades (DM: 30, Area: 9, 2 kg)
- 4 spare clips, 1 spare drum

32 kg of 45 kg (w/o parachute)

20 CP and 40 skill points.