

## **Advanced Degrees:**

**Archeology** - any desert explorer worth his salt is a fan of archeology. This skill enables Joe to circumvent a variety of tricks and traps which may guard ancient buildings, dusty pyramids, or buried tombs. Archeology also helps Joe understand the meaning of ancient runes and pictographs. Includes an understanding of civilizations long dead and familiarity with legends and lore associated with the various “digs.”

**Biology** - enables Joe to identify a variety of biological compounds and substances, as well as understand them. Includes biological weapon use ability as well as the ability to diffuse or render inert the enemy’s biological weapons. For example, it may permit Joe to recognize the new Amazonian strain of an Ebola-like virus that threatens mankind in the warhead of an enemy terrorist’s intercontinental ballistic missile.

**Chemistry** - with this degree, Joe can evaluate and understand a variety of obtuse aspects of chemistry. Includes the creation of various chemical compounds (to sizzle locks off doors and such) and can apply the principles of chemistry to myriad applications.

**Naturalist/Ecology** - permits Joe to understand how the various elements found in nature interrelate and systemically affect each other. Broadly construed, it includes capture of Pygmy Gorillas or White Tigers to move them to a healthier habitat or to avoid the encroachment of mankind upon their habitat. This is a fundamental degree for any “tree-hugging” Joe.

**Engineering** - includes mechanical, civil, and electrical engineering. This broad-based degree permits Joe to evaluate and apply the tenets of these disciplines on an industrial scale. If it comes to designing ramps for the lunar module’s moon buggy, building Earthern fortifications to thwart an impending enemy attack, or wiring the Joe HQ with wiring and winches, it takes an engineer to do the job right.

**Geology** - this degree includes how to identify and locate a variety of gems. It also includes the knowledge to build a mine safely, and how to identify the value and utility of rock layers and fault lines. Includes knowledge of the top soil layers and above, such as cliffs, tree root structure, avalanches (earth or snow). Also includes spelunking, minus the technical climbing aspects - see the Technical Climbing Skill (above) for that!

**History** - complimenting many of the other Joe degrees, history gives Joe the ability to understand many present-day cultures in view of their past. While archeology deals with “pre-history,” this degree deals with the period of recorded history. Includes knowledge of likely customs and behaviors. In conjunction with Archeology, it may explain some of the tomb runes or artwork.

**Other** - This doesn’t comprise an exhaustive list. If your character needs an advanced degree in another discipline, that’s fine. (For example, if Joe had a night out on the town and now Barbie’s pressing charges for his disorderly conduct, you might want to be sure your AT Commander has a Law Degree to act as Judge at Joe’s court-martial.) Any advanced degree you would like to include (that’s not already on the list) is easily added here.

**SKILL LIST:**

**Weapon Skills:**      Small Arms Marksmanship  
                                 Edged Weapons  
                                 Blunt Weapons  
                                 Ranged Weapons

**Technical Skills:**

Foreign Languages  
    Vehicle Repair (pick a type: fixed wing prop, fixed wing jet, gas engines, rotary wing, marine outboard motors, motorcycles, etc)  
Pilot (again, pick a type... prop, jet, twin engine, rotary wing, etc)  
Communications (non-digital radio and satellite)  
Meteorology  
Geology/Seismology  
Computer Operations (use and commo)  
Computer Networks (systems and networks & hacking)  
Medic  
Medic II  
Lock Picking  
Espionage  
Technical Climbing / Rappelling  
Artillery Spotting  
Horsemanship  
Dog Handling  
Snowshoeing  
    Skiing  
    Space Technology  
    Submarine Technology  
    Swimming  
    Scuba  
    Navigation (sea, land, or space) required for Sea Adventurers asap  
    Munitions (explosives use)  
    Map Reading (freebie for Action Soldiers, Marines, and Pilots)  
    Boat Handling  
    Other: \_\_\_\_\_

**Advanced Degrees:**

Archeology  
Biology  
Chemistry  
Naturalist/Ecology  
Engineering (mechanical, civil, electrical)  
Geology  
History  
Other: \_\_\_\_\_

**ATTACHMENT 3 - Character Sheet**

---

(Common Identifier)

Name: \_\_\_\_\_  
Nickname: \_\_\_\_\_  
Service: \_\_\_\_\_  
Rank: \_\_\_\_\_  
Serial #: \_\_\_\_\_  
File Photo (Hotlink)  
Assignment: \_\_\_\_\_  
                  (Unit)      (Era)

---

(Team Assignment)

Strength: _____
Intelligence: _____
Endurance: _____
Dexterity: _____
Agility: _____
Charisma: _____

Skills:	Weapon Skills	Technical Skills	Advanced Degrees
---------	---------------	------------------	------------------

Figure type: \_\_\_\_\_ Non-Standard Features: \_\_\_\_\_

Equipment List:

Additional Notes:

## **SUMMARY OF CHANGES**

These rules first went on paper around 1999. I made many changes early on, but over time the number (and frequency) of changes has slacked off quite a bit. During Y2K, I released Version 2.1. Much of it was formatting, but there were some changes of substance, too. Skills and Education were refined and made more friendly, and I added a more comprehensive equipment list. I moved that year, so lost a lot of data I'd annotated in a little notebook that disappeared during the move, so this version had a few blanks. After a LOT of work (and input from fellow Joe-Heads in the Sandbox), I came up with pretty authentic armored combat rules. Unfortunately, these ended up being so accurate and realistic that game play was no fun. So the kids and I decided to forego the more accurate rules and implement more simplified rules that'd sacrifice some realism in order to speed game play. I still need to do an Acceleration section (vehicles can't go from dead stopped to max speed without a lag for acceleration). For now, though, the rules are workable and fun.

Version 2.6 was a substantial rewrite. A few tweaks came along and failed beta testing in 2.7, so were further refined in Version 2.8. Most of 2.8's changes were needed to enhance playability, and some new rules were added to address a few unforeseen situations that arose during play-testing. The old section on "orders" and detailed recording of ammo expended is gone from the game completely - it slowed the game down too much and kids didn't like it. The "Hero Rule" was added to help ensure that kids' favorite character would not die in combat, but could return to fight again another day... this rule is a HUGE hit with the kids. (The Hero Rule was the best part about Version 2.8!) There have been some vehicles added, and the section on vehicle capacities was deleted, deemed unnecessary. Around April 2011, I put out version 2.9, which cleaned up some of the sections, fixed several typos, added some new skills and abilities and included better refinement of the Primitive Weapons and Hand to Hand combat sections. I also fine-tuned some of the armor combat rules as well. Finally, I added some new skills. All of these changes were minor in nature and were added after they cropped up during play-testing with my kids (mostly my son Rocky). That was version 3.0.

The latest, version 4.0, fine-tunes a few little areas, cleaned up some typos, and added a Technical Skill or two, and also incorporated some suggestions of ActionYankee from the Trenches. In the next update (TBD), I plan to add a section for the swansong Joes; Atomic Man, Bulletman, and the Intruders.

If you see typos or areas where info is missing, please let me know! If you have any comments, I'd love to hear them! Email me at [atcommander@rocketmail.com](mailto:atcommander@rocketmail.com).