



ARMY OF THE UNION  
DEPARTMENT OF WAR AND THE NATIONAL EFFORT

-Sergio Ramirez Delastillas-

Report No. 28596

Warrant Officer

Sergio Ramirez Delastillas

Service Classification: C



TANNHÄUSER



## Using Ramirez:

Sergio Ramirez Delastillas is a Hero. As always, a player's team must consist of either three Heroes and two Troopers, or

two Heroes and three Troopers, and all five characters must share at least one affiliation symbol in common.

### Sergio Ramirez Delastillas, Alias "Cristeros"

While a corporal in the Ranger Marauders, Sergio Ramirez Delastillas - aka "Cristeros" - did the impossible at Guadalupe Creek during the assault on Alligator Creek. Although his battalion had been all but decimated by automated defense turrets, Ramirez ignored a general retreat order despite having sustained massive chest wounds.

Acting on his own initiative and under devastating enemy fire, Ramirez defused the mobile mines defending the enemy's primary bunker, sabotaged the secondary hatchway to the controlling blockhouse, and placed a 10-kilo charge on the electronic brain within. The resulting chain of explosions tore a hole in the enemy defenses and allowed Colonel Merrill's 75th Infantry to make spectacular progress.

Ramirez was awarded the Purple Heart and Bronze Star for this heroic exploit, making him one of only a handful of Union soldiers ever to receive these two combat decorations simultaneously.

At the invitation of John MacNeal, Ramirez joined the 42nd Marine Special Forces in 1945 as a chief instructor and explosives disposal expert. A specialist in antipersonnel armaments, he has been an ongoing part of the evaluation of prototypes created by Professor Himmelberg in Area 51. A rumor persists that Delastillas illegally smuggled several such prototypes out of Nevada for "field testing."



## «Hound DOG Remote Control»



*The radio-controlled “Hound DOG” (Directed Operational Gun) is an armored, mobile gun platform consisting of an Ilirium hull protecting a single tread and three rotating, automatic 16mm guns.*

The Hound DOG Remote Control can only be used by characters with the Engineering Skill. The Hound DOG drone’s rules and statistics are presented on a separate character sheet.

## «Mark 19 mod A1»



*Derived from the famous Mark 19 40mm grenade launcher, the mod A1 uses a rotary magazine loaded with HE-frag grenades. Intended for assault operations, deployment of this weapon has been limited due to its bulk and the weight restrictions on paratroopers.*

The Mark 19 mod A1 fires projectiles that are treated as Grenades, with these exceptions: They do not cause Automatic Wounds, they do not create Debris Tokens, and their quantity is not limited.

Requires the Weaponry Skill.

## «HB-3 Visor»



*The HB-3 Visor lacks certain desirable features found in the prototype for the HB-4, but is correspondingly easier to use. It was created in the laboratories of the Applied Science Division in October, 1949.*

A character wearing the HB-3 Visor ignores penalties from Smoke Screen Tokens.

## «Bouncing Betty»



*The M16 antipersonnel mine was developed in response to the Reich’s S-Mine. Nicknamed “Bouncing Betty,” this mine launches itself one meter into the air before distributing its deadly explosive payload.*

Bouncing Betty’s wielder may spend his Action Phase to place the Bouncing Betty Token on an adjacent free circle on his Path, as long as no other character is adjacent to that circle. From that point onward, that character’s player may trigger Bouncing Betty at any time – even during an opponent’s turn, even interrupting another character’s Sequence. Doing so does not require an action. When triggered, Bouncing Betty explodes, two Automatic Wounds are dealt to all characters on its circle and all adjacent circles, and Bouncing Betty is replaced with a Debris Token.

## «Mark 19 mod A1»



The rules for this item appear in the Combat Pack.

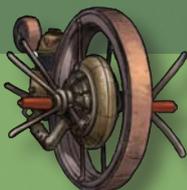
## «Purple Heart»



*In accordance with President Edison's decree on February 22, 1932, this decoration is awarded to all servicemen wounded or killed in the course of their duties.*

The first wound Ramirez suffers each game is cancelled. (A Shock Roll is made normally, first, if applicable. Automatic Wounds can also be cancelled by the Purple Heart.)

## «The Brothers Bomb»



*This mine is known both for its autonomous movement and its deadly payload, which contains refined potassium nitrate. Its name is an homage to Generals George and Gabriel Rains, the fathers of the terrestrial mobile torpedo.*

The Brothers Bomb's wielder may spend his Action Phase to place the Brothers Bomb Token on an adjacent free circle on his Path, as long as no other character is adjacent to that circle, and then immediately move it one space, ignoring all terrain modifications. At the end of each subsequent character's Sequence, the Brothers Bomb moves one space, still ignoring all terrain modifications. (For example, Eva Krämer's Sequence is carried out, then the Brothers Bomb moves one space, then John MacNeal's Sequence is carried out, then the Brothers Bomb moves one space, etc.)

After its initial placement and movement, any time the Brothers Bomb is in a circle adjacent to a character – whether it moves adjacent to a character, or a character moves adjacent to it – the bomb immediately explodes, dealing two Automatic Wounds to all characters in circles adjacent to the one where it exploded.

## «Mark 19 mod A1»



The rules for this item appear in the Combat Pack.

## «Corporal 5th Grade»



*These technicians hold the rank of corporal, but are distinguished from them by the "T" under their regulation chevrons. These soldiers' technical skills are of significant importance on the ground.*

During the Deployment Roll, the Corporal Fifth Grade rank grants a 2-point bonus to the die roll.

This bonus is not cumulative with the bonuses from other ranked characters.

## «Bronze Star»



*The fourth-highest distinction for bravery, the Bronze Star is awarded for heroic action during an important military operation.*

Ramirez gives one supplementary Bonus Point to his unit, which can be used just like a Victory Point.

Bonus Points are not exactly like standard Victory Points. If they are not used during play, they are lost at the end of the game and subsequently not counted for victory conditions.