



# S A N D Y

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## SHELL-SHOCKED DIGGER





# THE TURN OF MIDNIGHT WATERS

## S A N D Y

ANDREW 'SANDY' SCOTT

HOMELESS EX-DIGGER

AGE 34

### SPECIAL SKILLS:

Spare a Bob for a Digger	
Down on His Luck, Mate? .....	60
On the Front We Learned ... ..	65
Lets Show Fritz What We're	
Made Of .....	80
Strategic Retreat (run away) ...	45

Cheer up Cobber	
(squad morale).....	55
Care for Tilda.....	55

### EDUCATION:

Primary.

### POSSESSIONS:

Dirty kitbag, old military greatcoat with beer bottles in pockets, small package wrapped in newspaper and string, cigarette stubs.

### CHARACTERISTICS

STR	65	CON	35	SIZ	55
INT	45	POW	35	DEX	55
APP	35	EDU	30	SAN	28

### HEALTH

- Dead as a Maggot
- Crook as Rookwood
- Completely Rooted
- Sick as a Dog
- A Bit Buggered
- Hearty
- Absolutely Stoked

### VITALITY

- Unconscious
- Woozy
- Dazed
- Head-achy
- Fine
- Magnetic
- Masterly

### SANITY

INSANE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	
	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66		
	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82		
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	



# CALL ME SANDY

Sandy is an ex-digger. Sandy is a bit shell-shocked. Sandy is a tall, lanky, blonde bastard. Sandy is a a bit of a screamer.

Sandy's memory is a bit crook.

Sandy thinks he might have won the Victoria Cross.

Sandy used to have a wife and a daughter. Sandy feels sad when he thinks about them. They're probably dead. Or maybe they just don't want to see him.

Sometimes Sandy thinks he's a ghost, haunting the dirty streets of Razorhurst. People don't see him. People ignore him. But the pain is too great, the hunger too real, the nights too cold for Sandy to be a a dinkum ghost. Dinkum ghosts don't cough up blood.

Sandy thinks he's a ghost-in progress.

Yet with a touch of sunlight and two bob in his pocket, Sandy can be a cheeky, defiant larrikin, a real card.

Life can be good. You just need to find the *moment*.

*She'll be right. No worries mate.*

Sandy hates the grog. Grog makes Sandy crook.

Sandy drinks a lot of grog.

Sandy is always carrying a greasy packet wrapped in newspaper. Sandy doesn't remember what's in it. Sandy is afraid to open it. He knows it contains his final reward.

Sometimes Sandy goes off. Its the nerves. *Anything* can set it off: a loud noise, an act of violence, too many people all at once. Sometimes just life's rough and tumble. Sometimes nothing at all. Sandy screams apparently, shits himself, makes a bit of bother. That's when Sandy thinks he's back in the trenches, cringing low under the restless thunder-scream of the whizzbangs, sobbing midst the rats and the mud and the wire, with all his cobbers cut into pieces.

Sandy never remembers going off. He just feels really crook afterwards.

Sandy thinks he was in Egypt. Sandy thinks he was at Gallipoli. Sandy remembers a machine gun nest, a .303 and bayonet, and a battledress blouse soaked in the blood of too many men.

Sandy wants to remember.

Sandy wishes he could forget.

Sandy has killed a few wogs in his time. Doesn't like 'em one bit. Coupla' Germans too. A good Catholic boy, Sandy knows God will forgive him, because Sandy killed them all for King and Country.

Sandy hates to fight. Fighting makes Sandy sick to the stomach.

## PEOPLE

### 6TH COMPANY, 6TH BATTALION

Sandy has a family of sorts: The Last Company. Tilda, Dolors, Kev. They look out for each other. They take care of each other. Kev is black, but decent enough. Drunks can't be too proud.

Sandy tries to keep morale high.

**Kev:** a black bastard, an alcoholic; he tries to take care of people.

**Tilda:** a junkie streetwalker, living rough. Tilda is more scared of Sandy than she need be. Tilda needs Sandy's care.

**Dolors:** a woman from the asylum, classy, but off with the pixies half the time.

**Bluey:** a larrikin gang member, hiding from someone.

Yeah, Bluey. Bluey is on the run. Bluey is hiding from someone. Bluey wants to be part of the Last Company. But Sandy has encountered Bluey before. Bluey and his gang mates rumbled Sandy bad and left him for dead in a Woolloomooloo gutter. Sandy remembers. Sandy won't forget.

## OTHERS

**Sergeant Lillian Armfield:** a decent female copper.

**Tilley Devine:** vice queen, 'the wickedest woman in Sydney'.

**Marina Shrouds:** an ambitious crime boss, leader of the Choker's Lane Push, rival to Tilley Devine.