

THE SAPPER



Description

Perhaps you've always been technically inclined, or maybe you learned everything you know in the CEF. Regardless, you've found yourself attached to this section and can support them with your unique skills. You know winning a war takes more than simply firing back at the enemy.

Uniform [circle one]: well-kept, stained, worn, fresh, ill-fitting, tattered

Appearance [circle one]: Doughy, athletic, haggard, thin, scarred, stoic, youthful

Name:

Player Name:

Equipment

Weapons: Lee-Enfield SMLE Mk III rifle and a Trench Knife

Grenades:

*begin with no grenades, keep a tally below:

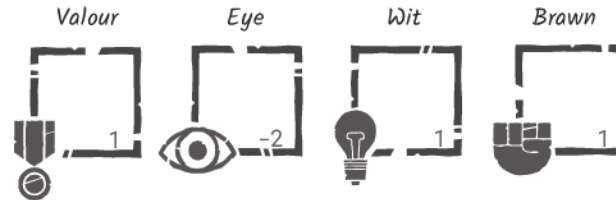
Tools: Pickaxe & Tunnel Mines

Other: Small box respirator, service dress [shirt, jacket, trousers, puttees, socks, and ankle boots], greatcoat, Brodie helmet, backpack, mess kit, canteen, identity disc, cigarettes, and matches.

Personal Item: In the space below, describe an item that you've been holding onto since the war started. Once per session, use your item to remove 1 **Stress** or avoid the consequences of a failed roll.

Attributes

Add 1 to one of your attributes.



Questions

- How long have you been stationed on the Western Front?
- Was your vocation before the war related to the work you do now?
- How do you feel about your work as a Sapper often keeping you away from the front lines?

Bonds

My skills helped _____ out of a difficult situation, giving them a respect for what I do.

_____ chose to drag me out of a firefight when I was hurt, leaving someone else behind instead.

I've been giving _____ lessons on how to perform the same work I do and use my equipment. In exchange they taught me something.

Write a custom bond in the space below:

Experience:

*4 per advance

Harm

- Lightly Wounded
- Moderately Wounded
- Critically Injured
- Killed in Action

Stress

- No effect
- 1 to an Attribute
- 1 to an Attribute
- 1 to all rolls until **Stress** is removed
- All 7-9 rolls count as 6- rolls
- Breaking Point

Sapper Moves [Select One]

Constructive Contribution

When you use the resources and manpower you've procured to construct or demolish an asset (e.g., a bridge, road, or fortification, etc.), roll with **Valour**.

On a hit, you are successful. Choose one:

- Constructing a new asset or demolishing an enemy one should make things easier going forward. Everyone removes 1 **Stress**.
- The project expands your options for upcoming operations. The section receives +1 to its next **Strategize** roll.
- Whenever a section member uses the asset when rolling **Charge**, **Blend In**, **Take Cover**, or **Fall Back**, they add +1 to the roll.

On a 7-9, choose one:

- The effort took more time and resources than it was supposed to, getting you into trouble with your commanding officer.
- You thought you had enough resources, but you didn't. You found what you were missing, but now you owe someone a debt.

On a 6-, you fail to complete the project, which will negatively impact operations.

Tunnelling

When you dig your way toward an objective, roll with **Brawn**.

On a 10+ your tunnelling reaches where you wanted it to, and is finished on schedule.

On a 7-9, the tunnelling reaches where you wanted to go, but you must choose one:

- Completing it took longer than expected.
- You needed additional manpower and had to pull someone away from their duties.

On a 6-, you are unable to tunnel where you wanted to go. Your efforts wasted considerable time and alerted the enemy.

Linesman

When you lay or repair telephone wires roll with **Valour**.

On a 10+, the lines help your section coordinate with nearby friendly forces to overcome one complication or obstacle in the way. On a 7-9, mark **Stress**.

On a 6-, your efforts fail.

Wireless Set

When you use your wireless set to relay a message to your comrades or intercept enemy comms, roll with **Wits**.

On a hit, choose one:

- You relay a message to friendly forces.
- You intercept enemy comms.

On a 7-9, choose one:

- The comms are weak and distorted.
- The enemy overhears you.

On a 6-, nothing heard.

Despatch Rider

As a despatch rider, you have either a horse or a motorcycle. When you use your vehicle to **Charge** or **Fall Back**, add +1 to your roll.

Background [Personal History]

Personnel Record [Party Notes]

Operation Orders [Mission Notes]