

French Second Army

Rank: Private

Name:

Age:

Soak: 2

Wounds:

12

Strain:

12

Remaining:

Remaining:

Equipment:

Unit: Rifleman



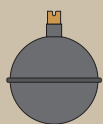
Lebel 1886

Range: Medium

Damage: 9



Wire Cutters



Grenade

Range: Short

Damage: 15

Radius: 10ft

First Aid

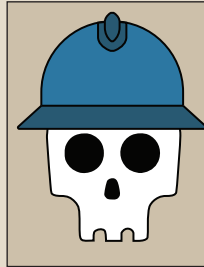
Heals 5

wounds



Transfer Signed By:

Felippe Petain



French Second Army

Rank: Sergeant

Name:

Age:

Soak: 2

Wounds:

12

Strain:

12

Remaining:

Remaining:

Equipment:

Unit: Machine Gunner



MLE 1907

Range: Long

Damage: 9

Player must use an action to deploy or pick up the machine gun before firing or moving

First Aid

Heals 5

wounds



Transfer Signed By:

Felippe Petain



French Second Army

Rank: Captain

Name:

Age:

Soak: 2

Wounds:

12

Strain:

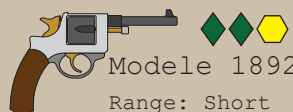
12

Remaining:

Remaining:

Equipment:

Unit: Officer



Model 1892

Range: Short

Damage: 6

First Aid

Heals 5

wounds

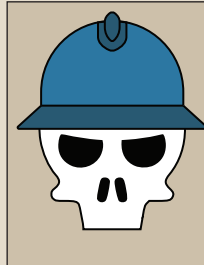


Transfer Signed By:

Felippe Petain

Actions:

Inspire: Once per encounter, the Captain may inspire his men. This grants all of them a boost die on their next turn.



French Second Army

Rank: Corporal

Name:

Age:

Soak: 2

Wounds:

12

Strain:

12

Remaining:

Remaining:

Equipment:

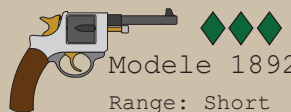
Unit: Marksman



Lebel 1886s

Range: Long

Damage: 9



Model 1892

Range: Short

Damage: 6

First Aid

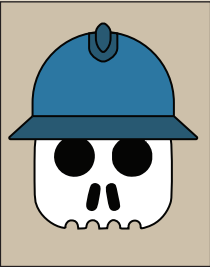
Heals 5

wounds



Transfer Signed By:

Felippe Petain



French Second Army

Transfer Papers

Rank: Corporal

Name:

Age:

Soak: 2

Wounds:

12

Strain:

12

Remaining:

Remaining:

Equipment:

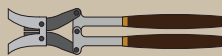
Unit: Sapper



Modele 1892

Range: Short

Damage: 6



Wire Cutters



TNT

Range: Short/Engaged

Damage: 25

Radius: 20ft

First Aid

Heals 5

wounds



Transfer Signed By:

Felippe Petain

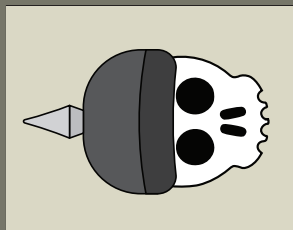
Skills

Athletics:
Brawl:
Charm:
Coercion:
Cool:
Coordination:
Deception:
Discipline:
Gunnery:
Leadership:
Mechanics:

Medicine:
Melee:
Negotiation:
Perception:
Ranged (Heavy):
Ranged (Light):
Resilience:
Skulduggery:
Stealth:
Survival:
Vigilance:



German 5th Army



Unit: Rifleman

Rank: Private

Name:

Age:

Soak: 2

Wounds:

12

Remaining:

Strain:

12

Remaining:

Assigned to:

Authorized by:

Wilhelm

Equipment:



Luger

Range: Short

Damage: 6

Wire Cutters



TNT

Range: Short/Engaged

Damage: 25

Radius: 20ft



First Aid

Heals 5

wounds



German 5th Army



Unit: Rifleman
Rank: Private

Name:

Age:

Soak: 2

Wounds: Remaining:
12

Strain: Remaining:
12

Assigned to:

Authorized by:

Wilhelm

Equipment:



Kar 98 Range: Medium
Damage: 9

Wire
Cutters



Grenade

Range: Short
Damage: 15
Radius: 10ft

First Aid
Heals 5
wounds



German 5th Army



Unit: Machine Gunner
Rank: Corporal

Name:

Age:

Soak: 2

Wounds: Remaining:
12

Strain: Remaining:
12

Assigned to:

Authorized by:

Wilhelm

Equipment:



MG-08 Range: Long
Damage: 9

Player must use an action
to deploy or pick up the
machine gun before firing
or moving

First Aid
Heals 5
wounds



German 5th Army



Unit: Jager
Rank: Sergeant

Name:

Age:

Soak: 2

Wounds: Remaining:
12

Strain: Remaining:
12

Assigned to:

Authorized by:

Wilhelm

Equipment:



Kar 98s Range: Long
Damage: 12



Luger
Range: Short
Damage: 6

First Aid
Heals 5
wounds



German 5th Army



Unit: Officer
Rank: Captain

Name:

Age:

Soak: 2

Wounds: Remaining:
12

Strain: Remaining:
12

Assigned to:

Authorized by:

Wilhelm

Equipment:



Luger
Range: Short
Damage: 6

First Aid
Heals 5
wounds



Actions:

Inspire: Once per encounter, the
Captain may inspire his men.
This grants all of them a boost
die on their next turn.