

FREEDOM SQUADRON

COMBAT ENGINEER

The Combat Engineer is equal parts builder and destroyer, charged with facilitating movement of friendly forces through combat zones while impeding the movement of the enemy. They are also responsible for using demolitions for both construction and combat tasks, while making sure enemy traps, mines, and related challenges are cleared. Temporary structures, power systems, roads—you name it, they build it, and they blow it up.

Hero's Journey (Two Rolls)

What construction folks and other engineers do with lots of planning and safety measures, Combat Engineers do under heavy fire and often as an emergency response to enemy action. One of their rolls must be on Close Quarters Combat, Infantry, Physical Training, or Special Operations. The other roll can be on one of those charts, or on Command, Logistics, Mechanized, Naval Operations, or Tech & Engineering.

Combat Engineer Abilities and Bonuses

Knowing how to build, repair, and destroy, the Combat Engineer that joins Freedom Squadron often acts as a one-person construction and demolitions unit.

- **Builders:** Building roads, putting up fortifications, establishing power and water systems, and many other tasks fall under the Combat Engineer's responsibilities. They start with a d8 in Repair, Focus (Civil Engineering), and Focus (Structural Engineering).
- **Sappers:** Blowing up bridges, blasting emergency trenches, or clearing mine fields, Combat Engineers know their way around explosives like no one else. They have the Demolitions Expert Edge and a Demolitions skill of d8.
- **"We Need a Solution, and We Need It Yesterday!":** Freedom Squadron Combat Engineers are expected to solve any problem that gets in the way of the mission, and they're expected to provide the fix faster than a drive-thru delivers burgers and fries. They have the McGyver and Mr. Fix It Edges.

