



Star Trek Adventures Tabletop RPG

Made by
Modiphius Ent

Release Date
Various

PLOT

Starfleet needs a new crew! Welcome to your new assignment, Captain. Your continuing mission, to explore strange new worlds, seek out new life and new civilizations, to boldly go where no one has gone before. Star Trek Adventures is a Tabletop RPG where new discoveries await explorers of Starfleet.

ROLE

I've worked on multiple projects with Modiphius Entertainment laying out RPG adventure packs for the Star Trek Adventure line. These adventure packs are based on factions that each have a unique brand guide. With various brand guides it is very important to make sure they have the same overall feel.

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- FOR VIACOMCBS**
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UPSETTING THE BALANCE

RECAP OF PART 1

THE NEXT PART

01.10 INTRODUCTION 004

01.20 ACT 1: SHIP IN DISTRESS 006

01.30 ACT 2: A CHANCE FOR GLORY 009

01.40 ACT 3: HUNTING BIG GAME 014

01.50 CONCLUSION 016

02.10 MISSION BRIEF: "THE SHADOWS HAVE EYES" 017

UPSETTING THE BALANCE



...they wanted to capture. Instead why they took Mauber and not the Klingon that he is former Starbuck and he had enough to do just making sure of under cover as possible and never got off of under cover.

...an effective place to make a stand, front large boulders and natural walls to use as cover. These will offer assistance to take cover behind them during the battle.

...characters choose to, they have time to make a Mission Brief at Difficulty 1 to get the mission as well as the plotline brief. This will give them as well as the plotline brief. This will give them as well as the plotline brief.

SHON TH'ZANTAL (notable)

Shon is a former Starbuck NCO who was out of the field after a full career in security. He isn't quite as fast or strong as he used to be, but he is a skilled combatant with both melee and ranged weapons and has no fear once the fight is joined.

THREAT: Android, Fighter

ATTRIBUTES		
CONTROL 10	FITNESS 10	PRESENCE 08
DARING 10	INSIGHT 08	REAR 07

DISCIPLINES		
COMMAND 02	SECURITY 03	SCIENCE 01
CON 01	ENGINEERING 02	MEDICINE -

POWERS: Hand Phaser, Hand-to-Hand Combat, Security Procedures

STRESS 13 **HEALTHCARE 0**

ATTACKS:

- ▶ Unarmed Strike (Melee, A4, Knockdown, Size 1H, Non-lethal)
- ▶ Unarmed (Melee, A4, Knockdown, Size 1H, Non-lethal)
- ▶ Plasma Type-2 (Plasma, D6, Size 1H, Charge)

SPECIAL ABILITIES:

- ▶ **Crew Protection:** When Th'Zantal makes a successful attack, he may spend one Momentum to protect a single ally within Close range. The next attack against that ally before the start of his next turn increases its Difficulty by 1.
- ▶ **Quintessence Marksmanship:** Th'Zantal has spent time at the target range every day, working on his aim. When he takes the Aim prior action, he reduces the Difficulty of his next attack by 1, in addition to the normal effects of the Aim prior action.

UPSETTING THE BALANCE

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CHAPTER 01.20 UPSETTING THE BALANCE ACT 1: SHIP IN DISTRESS

SHIP'S LOG

Enter the world's most advanced and most powerful ship, the USS Enterprise, as it sets out on its mission to explore the galaxy. This is the story of the ship's crew, their adventures, and the challenges they face. The ship's log is a record of the ship's activities, from its departure from Earth to its return. It is a valuable resource for the crew and for anyone interested in the ship's history.

FROM THE RECORD OF BATTLE

The lead researcher on the Polu is a Human intelligence operative named Dr. Jack McComick.

The crew complement of the Polu is 24, but it seems that only 15 are aboard.

There is no record of what the Polu did for some time remaining.

Starfleet captain had been told to watch for the Polu, but no record has been given.

Attempting to re-establish contact with the Polu requires a Reason + Comms. Should the task be successful, the characters may mostly stall from the other end of the transmission, but the words "escape pods" and "waiting behind" are clearly heard before the signal goes for good.

Thinking the signal requires a Reason + Science task at Difficulty 1, assisted by the ship's Sensors + Science. If they should fail the task, the player characters may Succeed at Cost to track the Polu's whereabouts regardless. Once they are able to get a fix on the signal, it will lead them back to the Mula system, and an area of space near the second planet from the star.

SCENE 2: THE POLO

The player characters enter the Mula system and quickly find the Polu. It is a sleek and heavily damaged, but the air system has moved on and is no longer a threat. Scavenging the Polu requires a Reason + Science task at Difficulty 1, assisted by the ship's Sensors + Science. Basic available information is that the Polu is still generating a great power, which has been directed toward the support and the ship's main computer on the bridge, where there are two life-forms, both Human. The engines and other systems have been damaged beyond repair, and it would take a steadily working her back to Outpost Victory 307 for salvage to get anything out of the. Additional information using an Outpost Information Momentum spend includes the following:

- ▶ Two escape pods have been launched, but a third one is still attached to the ship.

...the side of a canyon wall not far from the plateau and just a few hundred meters from where the first attack took place. Outpost Information spreads who also tell them that they are detecting a faint signal from what appears to be a subspace transmitter/receiver as well as bio-signs from several more Gorn in the area around the cave.

The Gorn aren't known for their subtlety or tactics, but they are still smart enough to fight from cover since they know they have determined opposition. After the first round of combat, the Gorn take cover behind rocks and boulders much like the player characters and survivors are doing. Thankfully, the Gorn are more concerned with eliminating the player characters than they are with picking off any of the survivors, although you may want to have them target Th'Zantal to show the players that this battle is serious business. Once the Gorn lose half their number they retreat toward their base, using ranged weapons to cover their withdrawal. Proceed to Scene 2.

OPTION 2: AMBUSH!

Once the player characters are geared up and ready to begin down, read the following:

"You feel the considerable weight of your weapons and feel your blood beginning to rise as you contemplate the battle to come. The Federation survivors are moving on you like some there, and you rise to make sure they never forget the sight of Klingons in battle! The rest of the transporter beam reaches over you, and it doesn't take you a minute to realize that you are playing over your bodies. As far as you can see, an attack and defend words, playing over the other face of a cliff ahead of you."

If the player characters choose to, they have time to make a Mission Brief at Difficulty 1 to get the mission as well as the plotline brief. This will give them as well as the plotline brief.

Once the Gorn are defeated or have withdrawn, the player characters can make their way to the plateau where the survivors have taken shelter. An older Andorian male approaches them, holding a type-2 phaser in his hand. He introduces himself as Shon Th'Zantal, the team's pilot and security specialist. Th'Zantal introduces the Klingons that there are eight survivors left - six remain here since the Gorn attacked their group not more than a half hour ago, but they

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POWERS: Hand Phaser, Hand-to-Hand Combat, Security Procedures

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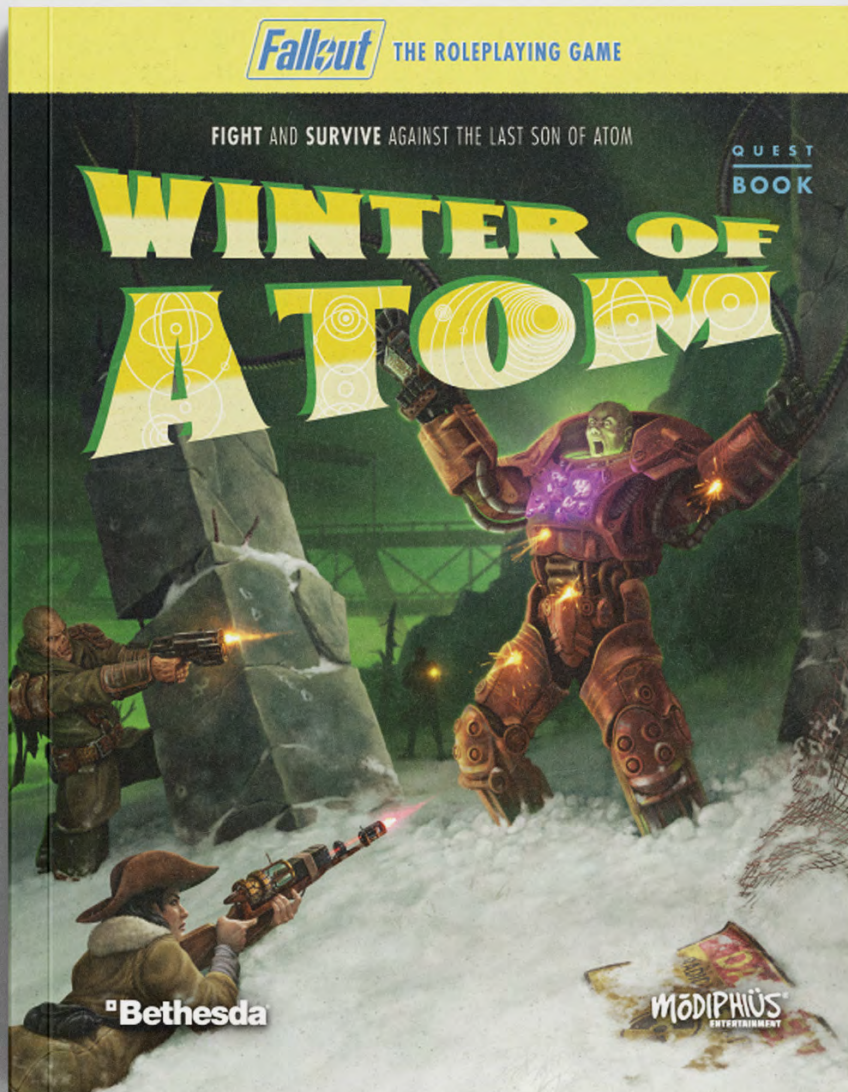
ATTACKS:

- ▶ Unarmed Strike (Melee, A4, Knockdown, Size 1H, Non-lethal)
- ▶ Unarmed (Melee, A4, Knockdown, Size 1H, Non-lethal)
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UPSETTING THE BALANCE



Fallout: Winter of Atom Tabletop RPG

Made by
Modiphius Ent

Release Date
May 2023

PLOT

Fallout: The Roleplaying Game returns to the Commonwealth in Winter of Atom. Winter of Atom builds on the foundation of the tabletop system, providing tons of lore and encounters in the post-apocalyptic society built around Boston. There's a war brewing in the Commonwealth, and it's up to your plucky gang of heroes to save the day — or seize power for themselves.

ROLE

Winter of Atom is the largest campaign to date with a layout consisting of 250 pages, including unique maps and new player sheets that needed to be created. Artwork was provided but the rest of the cover was created by me. Additionally everything had to be approved by Bethesda including the cover, not an easy feat. Thankfully I rolled a nat 20 and it was approved on the first round.

Children Of Atom In Winter Of Atom

As you do not follow the Last Son of Atom or his newly arrived followers, As seasons rise, you might find yourself choosing sides or playing the part of mediator. Navigating the region affects your relationship. Some may look to you for aid or offer you shelter, while others might be hostile or wary towards you. In particular, the Minutemen are stragled about the increasing influence of the Children in a surrounding settlements. The Last Son of Atom, a prophet of his people, might be an enigmatic figure that you wish to seek out and learn from—so you may have heard rumors about other sects of the Church that were torn apart by the prophet's teachings and the actions of his zealous

followers. As seasons rise, you might find yourself choosing sides or playing the part of mediator. Navigating the region affects your relationship. Some may look to you for aid or offer you shelter, while others might be hostile or wary towards you. In particular, the Minutemen are stragled about the increasing influence of the Children in a surrounding settlements. The Last Son of Atom, a prophet of his people, might be an enigmatic figure that you wish to seek out and learn from—so you may have heard rumors about other sects of the Church that were torn apart by the prophet's teachings and the actions of his zealous

Trait: Rad Sponge

Your unusual life experience grants you an extra perk at level one. Additionally, you were given a gift by Atom, which can be used to help you survive in the wasteland. You can resist, store, and even channel radiation through your body. Though Atom has blessed you with his glow, you must be careful. Non-believers may not understand your gift and might be frightened when they witness it.

Your base Radiation damage resistance is increased by 1. Once per scene, when someone in your party takes Radiation damage, you can choose to take it instead. Whenever you take Radiation damage, you gain one Radiation Point. When you hit with a melee attack, you may spend stored Radiation Points—for every point you spend, deal an additional 1 of Radioactive Energy damage separately after inflicting the attack's other damage. When you sleep, you lose 1 Radiation Point.



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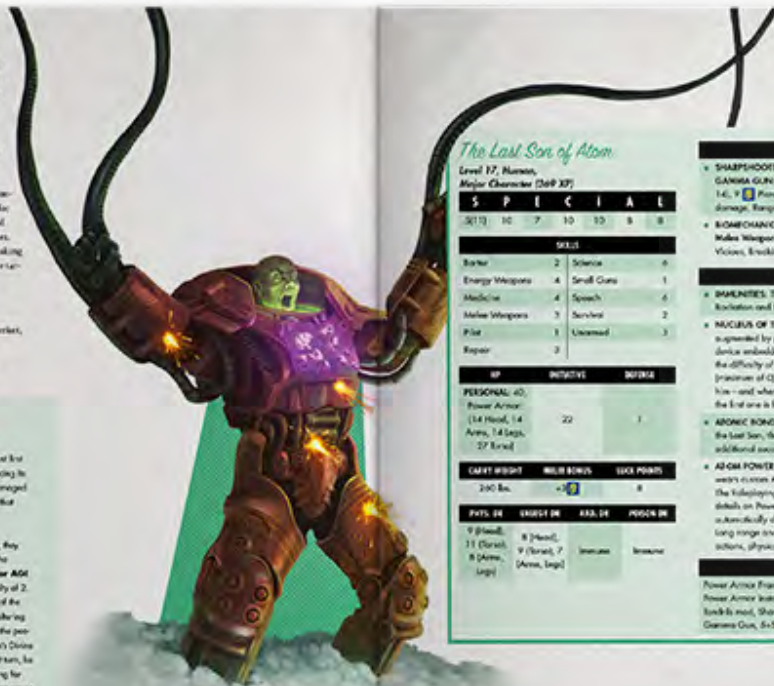
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- 1-10 The Last Son of Atom
- 5-90 A madman Children of Atom worshiper, on the Last Son of Atom's side
- 1-200 The Last Son of Atom's attack the other way

Using The Chem Suppression Syringe

To inject the Last Son with the syringe, a PC must first damage a piece of his power armor by reducing its HP to 0 or scoring a critical hit against it. A damaged armor piece provides no DR, damage dealt to that location is inflicted on the Last Son directly.

Once a PC has damaged a piece of his armor, they can attack that location with a syringe using the syringe as a weapon. For every 1 STR or AGI + Medicine on Unarmored test with a difficulty of 2. If they succeed, the Last Son loses the Nucleus of the Atom ability. Unable to resist the arm's mind-altering effects, he becomes seeing the glow of all the people he's hurt surrounding him—filled with Atom's Divine Glow—and realize he is damned. On his next turn, he receives his power armor helmet and, screaming for forgiveness, crushes his own skull with his power armor fist. After he dies, individual characters become part of Atom's Glow + destroyed.



The Last Son of Atom

Level 17, Human, Major Character (200 XP)

SPECIAL							
STR	INT	7	10	10	8	8	8
SKILL							
Battle	2	Science	6				
Energy Weapons	4	Small Guns	1				
Medicine	4	Speech	6				
Melee Weapons	3	Survival	2				
Pilot	1	Unarmed	3				
Repair	3						

HP	INITIATIVE	DEFENSE
PERSONAL 40, Power Armor: (14 Head, 14 Arms, 14 Legs, 27 Total)	22	1

CARRY WEIGHT	HELD BOWS	LOCK POINTS
200 lbs.	+10	8

POW. DR	CRIT. DR	RES. DR	POSS. DR
9 (Head), 11 (Arms), 8 (Arms, Legs)	8 (Head), 9 (Arms), 7 (Arms, Legs)	Immune	Immune

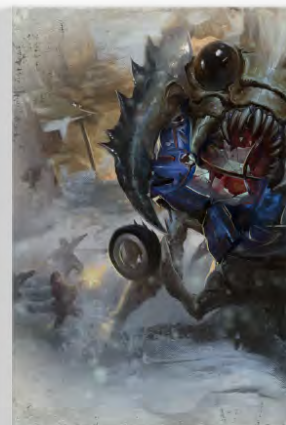
- SHARPSHOOTER'S ELECTIFIED IMPROVED GAMMA GUN PER + Energy Weapons (TN 14), 9 Piercing 2, Radiactive, 10m Energy Damage, Range Medium, 100 ft.
- SCHEMATICALLY BLENDED TRENCH SIZE + Melee Weapons (TN 14), 10 Piercing, Vicious, Knocking Physical Damage, Parry

SPECIAL ABILITIES

- IMPLANTED: The Last Son is immune to Radiation and Poison damage and their effects.
- NUCLEUS OF THE ATOM: The Last Son is empowered by powerful alien and the crystalline device embedded in his chest plate. He reduces the difficulty of PER, INT, and CHA tests by 2 (maximum of 2). Extra actions cost 1 less AP for him—and whenever he spends AP to buy a CD, the 1st one is free.
- ATOMIC BONDS: Whenever an ally within the Last Son, their first success generates an additional success.
- AD-OM POWER ARMOR: The Last Son of Atom wears custom AD-OM Power Armor. See Fallout: The Wastelands Game Core Rulebook, p. 137 for details on Power Armor. The armor allows him to automatically detect non-radiation weapons within long range and have a vague sense of their status, physical health, and structural state.

WEAPONS

Power Armor Frame, Fusion Core, Full Suit of AD-OM Power Armor loaded with Schematically Blended Back to metal, Sharpshooter's Electified Improved Gamma Gun, S&S Gamma Round, Vicious S



MAIN QUEST: A THOUSAND

This quest becomes available after the PCs conclude the first act of Winter of Atom, Chapter 1: Welcome to the Commonwealth. Add 2 Action Points per PC to the GM's pool when the quest begins.

As winter firms its grip on the Commonwealth, the Children of Atom launch attacks on the settlements to push desperate people over the edge. The Last Son of Atom hopes to keep the Minutemen and communities occupied while he excavates a buried city beneath the Glowing Sea. With his campaign of terror, he aims to shatter the Commonwealth's resolve and draw more settlers to his flock before the Day of Division arrives.

The gigaopok, a massive, mutated monster, is the primary weapon of the Children. Deadly, impervious to most weapons, and easily controlled by the Children's



SCENE ONE: INTO THE SEWERS

Begin this scene when the PCs travel to the Red Rocket south of Diamond City. As they are within Boston, you do not need to use the rules for Traversing the Commonwealth—but you may wish to roll for a random encounter.

Ahead, a tunnel curves deeper into the darkness, marked with a large arrow daubed on the floor in thick paint that glows green in the fading light. The tunnel is blocked just beyond the arrow by heavy bars surrounding a thick steel door.

A PC can open the door—with skill or force—by making an AGI or PER + Lockpick test with a difficulty of 2 or a STR + Athletics or Repair test with a difficulty of 4. A success grants the PC +4 to the

If the PCs fail to reprogram or deactivate the turrets before they open fire, the bunker are alerted to the presence and cannot be surprised by them.

ENCOUNTER-4A: RAIDERS

There are 4 raiders inside the bunker. They arrive unnoticed, the raiders are looting and arguing about who gets to loot and arguing about who gets to loot to surprise them.

The raiders are exiles from various parts of the Commonwealth who are trying to make themselves in the bunker. They are the name Silt; they were exiled from the Commonwealth by Mayor McDonough, and hold grudges against him.

The bunker's location is a secret, and the Commonwealth intend to keep it that way. A PC who tries to part peacefully by succeeding on a Speech test with difficulty 2 so they can periodically bring them supplies through the winter.

If the PCs scavenge the bunker, they can find a Winter Wasteland Scavenging Table.





Achtung! Cthulhu Tabletop RPG

Made by
Modiphius

Release Date
Early 2023

PLOT

A horror fiction game that takes place in the world of the Cthulhu Mythos, during World War II. One can find themselves right in the middle of a battle in a city.

ROLE

I've worked on multiple projects with Modiphius Entertainment laying out RPG adventure packs for the "A!C" line. I've also created a template for formatting Community Content. To date my largest book for A!C is the Serpent and the Sands campaign which is over 200pages long.

Mission Title

Main Document

The main document usually starts on page 2. We have set up this template for two columns of text, with decent margins that should suit most printers. We do not recommend using only a single column of text, so do we

recommended using three columns for most material. This document is also set up for US Letter sized paper. While you can switch it over to the A4 paper size, we find the visual look of US Letter format more visually appealing.

Header 1

"Heading 1" style is for major topics. It is size 24 Charis SIL text in Title Case, and is left justified.

Header 2

"Heading 2" style is size 18 Charis SIL, in all caps, and is left justified.

Header 3

Header 3 "Heading 3" style is size 11 bold Charis SIL text, and is left justified.

Header 4

Header 4 "Heading 4" style is size 9 bold Italic Charis SIL text, and is left justified.

Main Text

The first paragraph under ANY heading uses the style "Main Body Copy". It is size 9 Charis SIL text, and is left justified. There are various types of body copy.

"Main Body Hanging Indent" It is size 9 Charis SIL text, and is left justified. It is indented one eighth of an inch.

"Main Body Copy Quote" It is size 9 Italic Charis SIL text, and is left justified.

"Main Body Copy Credit" It is size 9 bold Charis SIL text, and is right justified.

"Main Body Copy - Less Space After" It is size 9 Charis SIL text, and is right justified.

"Main Body Copy - No Space After" It is size 9 Charis SIL text, and is right justified.

Table Example

Table in larger it can be expanded to fill the page. The important part is to make the table title clear.

Table Title	Table Title
Header	Date
Header w/	Date
Date Entry Text	Date
Date Entry Text	Date
Date Entry Text	Date

Table Example

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ARCHAEOLOGIST

You study the hidden history of extinct, forgotten, or distant cultures. You might be a historian, an explorer, a researcher, a linguist, or all of the above. You've spent time in universities and on dig sites. You've translated inscriptions and fitted clues together like puzzle pieces to reveal obscured truths—or reveal further mysteries. During the war, you might be more concerned with preservation and protection (or acquisition and opportunity), ensuring the precious ruins of ancient worlds are taken care of—one way or the other.

- Attributes: Agility +1, Insight +2, Reason +2, and Will +1
- Skills: Academia +2, Observation +1, Survival +1
- Foci: Choose 1 focus from Academia and 1 focus from any other skill.
- Talents: Choose 1 talent with the Academia keyword.
- Truths: Choose a truth from the list, or create your own relating to your previous adventures or lack thereof:
 - Amoral Treasure Hunter
 - ...

DESERT RAT

You serve with the 7th Armoured Division of the British Army, nicknamed the "Desert Rat" by its commander after the quick and clever desert jerboa. Fenned in Egypt, the Desert Rat are highly effective fighters despite having limited equipment. You might be a soldier who can turn a pile of simple sandbags into a stronghold, or you might be a resourceful scavenger who always finds what they need in a pinch.

- Attributes: Agility +2, Brawn +1, Coordination +2, Reason +1
- Skills: Engineering +1, Fighting +1, Survival (Desert) +1, Vehicles +1
- Foci: Choose 1 focus from Vehicles and 1 focus from any other skill.
- Talents: Choose 1 talent with the Vehicles keyword.
- Truths: Choose a truth from the list, or create your own relating to your time serving as a Desert Rat:
 - Tank Driver
 - Heavy Artillery
 - Resourceful Quartermaster
- Belongings: Mechanical tools or a contact with one of the following focuses: Mechanics, Heavy Vehicles, or Cars

Adventurer

Adventurers are at home in the most remote parts of the world. Often attracted by the simple thrill of the unknown, they seek to uncover forgotten cities, find forbidden texts and tombs or rediscover lost artifacts. Some are independently wealthy, while others live on their wit alone. They spend as much of their time evading wild animals, extreme weather, and deadly traps as they do in forgotten tombs. Adventurers were recruited by all sides as specialists to help secure lost occult treasures.

ATTRIBUTES

- Agility +1
- Brawn +1
- Coordination +2
- Reason +2

SKILLS

- Academia +2
- Athletics +2
- Fighting +1
- Observation +2
- Reason +1
- Survival +2

FOCUSES

Choose any 2 focuses from Athletics, Observation, and Survival.

TALENTS

Choose 1 talent from the list below.

EQUIPMENT

- Madness (p. 977)
- Survival Kit (all kits for Survival skills)
- Climbing Kit (p. 96)
- Contacts (you may choose 2 contacts of any kind reflecting your cosmopolitan background)

Talents

All-Terrain
 Keywords: Adventurer, Athletics
 When you attempt an Athletics test to climb, swim, forced march, or otherwise cross difficult or dangerous terrain, you may reduce the difficulty by 2 to a minimum of 0. In addition, in combat, once per turn when you approach an obstacle that would normally require a skill test to cross, you may instead spend Momentum equal to the difficulty of the skill test to cross the obstacle as a free action.

Indefatigable
 Keywords: Adventurer, Fortune, Resilience
 You can draw deep upon your reserves of strength and determination, pushing yourself onwards when others may falter and fail. You may spend a point of Fortune as a free action on your turn to immediately recover Fatigue equal to twice your Resilience skill rank.

Citizen of the World
 Keywords: Adventurer, Survival
 You've travelled to more countries than most people can name, and you have become familiar with countless different cultures. You know three additional languages, and whenever you encounter someone who speaks a language you do not know, you may add 1 to Threat to know enough words in that language to communicate simple concepts. In addition, whenever you attempt a skill test to interact with another person, you may ignore any difficulty increases or complication ranges increases due to cultural differences until the end of the scene.

Play an Adventurer if you want to...

- Survive and thrive in the deadly wilderness.
- Know a little bit about a lot of things.
- Explore distant and unfamiliar places!
- Be the best!



SCENE 3: TANK ENGINES AND CORPSES

The agents and their escort are 125 miles (200km) outside Tobruk when they spot an odd truck, or you can run Tobruk when you see fit. Suddenly the sound of combat reaches them. It is not too far away and a curiosity. Perhaps Allied forces in the area, the truck is a curiosity. It takes more oddly there is a distinctive humming noise like a very large fan. The noise is unfamiliar to everyone. It takes about fifteen minutes to locate the truck and by then the Italian reconnaissance vehicle. There are no survivors, but the crew have been mangled by the base and abandoned. The only contents in the tank. From the explosion. The only contents in the tank. From the explosion. The only contents in the tank. From the explosion.

6M Tip: The Mystery Vehicle

This scene is included for foreshadowing and to hint towards issues an agent question about what caused the destruction and gives the agents a hint that the truck is taking an interest in their efforts. There are no signs of the vehicle and it does not make an appearance until Mission 6, when they hear the same distinctive fan noise and an experimental tank. The Order of the Almain pledges to find the truck from predators in both human and machine range.

Long Range Desert Group Patrol Vehicle

In the early stages of the war, the LRDG was equipped with Chevrolet 30 cut trucks, specially modified to handle the harsh North African Desert. Starting in March 1941, these were replaced with Ford cut F100. But these were four-wheel drive and heavier, which took considerably more fuel to operate. Overcoming on the roads, these trucks were capable of travelling up to 3000 miles (5000km) carrying six tons of supplies, water and petrol on extended wheels as well as a wireless set, so that communications could be maintained. In challenging, rocky terrain, they may only travel 10 miles (16km) per day, with HQ could be maintained. In challenging, rocky terrain, they may only travel 10 miles (16km) per day, with HQ could be maintained. In challenging, rocky terrain, they may only travel 10 miles (16km) per day, with HQ could be maintained.



THE ALMIN WARRIOR

They are nimble and graceful warriors, their sect's ancestral, the Almin or members of both the Serpent's Tooth warriors. They train as fighters their endless battle and prevent the Order of the Almain pledges to find the truck from predators in both human and machine range.

6M Tip: The Mystery Vehicle

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NEW ZEALAND DESERT PATROL SOLDIER

The Long Range Desert Patrol required soldiers who were capable of surviving the harsh desert on their own initiative, soldiers who are used to being in the wilderness, with limited supplies and difficult conditions. Among the Commonwealth soldiers in Egypt, there was a large contingent of farmers from New Zealand. When approached, over half the 2nd New Zealand Division volunteered and were given advanced desert survival training and turned into an elite force that saw extensive combat throughout the North African theatre. Although this profile is for a New Zealand LRDG member, it can be used for other Allied and Commonwealth countries too, by adjusting nationality and language.

- Tough Mobile Infantry
- Desert Specialist

Attributes	BRAWN	INSIGHT	WILL
ABILITY	8	8	8
COORDINATION	8	8	8
REASON	7	7	7

Skills
Fighting 3 (Rifle), Observation 2, Resilience 2, Health 1 (Camouflage), Survival 1 (Desert), Vehicles 1

STRESS	INJURES
1	1

ARMOUR
2
Leather-Field Rifle (Rifle), Long range, 6W (Salvo: Vicious), Reliable

Weapons
Bayonet (Melee Weapons), 3W Plating 1
Leaves Bomb (Demolition) Close 10W Area, Sun, Giant Killer (aircraft)

Escalation Options
Brew Machine Gun (Rifle), Medium range, 5 (Salvo: Area), Resilience, Heavy, Inaccurate

Subalterns LRDG Members are experts at sabotage and can use their Fighting skill instead of Engineering when attempting sabotage.

