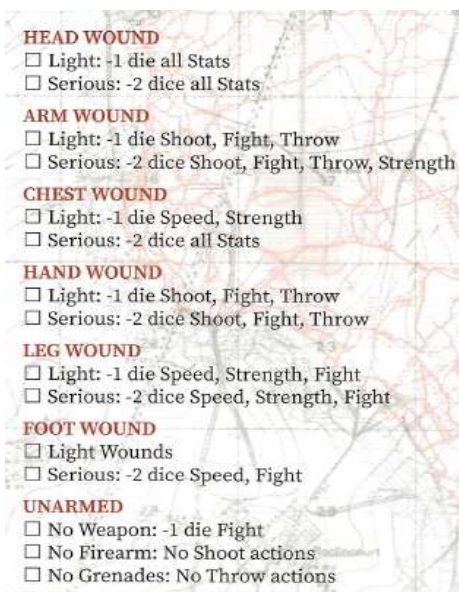


Trench Raid

Soldier Sheets combined

Position	Name	Equipment	Attribute	Wounds	Lucky Points
Officer		Bag of Grenades: bg, bg Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: gm Helmet: H Pistol: P Rifle: R Trench Periscope: TP Wire Cutters: WC	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Lieutenant					
	<input type="checkbox"/> Mentioned in Dispatches				
NCO		Bag of Grenades: bg, bg Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: GM Helmet: H Pistol: P Rifle: R Trench Periscope: TP Wire Cutters: WC Lk	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Sergeant					
	<input type="checkbox"/> Mentioned in Dispatches				
Rifle 1		Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: GM Helmet: H Rifle: R Trench Periscope: TP Wire Cutters: WC Lk	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Private					
	<input type="checkbox"/> Mentioned in Dispatches				
Rifle 2		Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: GM Helmet: H Rifle: R Trench Periscope: TP Wire Cutters: WC Lk	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Private					
	<input type="checkbox"/> Mentioned in Dispatches				
Rifle 3		Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: GM Helmet: H Rifle: R Trench Periscope: TP Wire Cutters: WC Lk	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Private					
	<input type="checkbox"/> Mentioned in Dispatches				
Rifle 4		Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: GM Helmet: H Rifle: R Trench Periscope: TP Wire Cutters: WC Lk	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Private					
	<input type="checkbox"/> Mentioned in Dispatches				
Bomber 1		Bag of Grenades: BG Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: GM Helmet: H Trench Periscope: TP Wire Cutters: WC Lk	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Private					
	<input type="checkbox"/> Mentioned in Dispatches				
Bomber 2		Bag of Grenades: BG Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: GM Helmet: H Trench Periscope: TP Wire Cutters: WC Lk	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Private					
	<input type="checkbox"/> Mentioned in Dispatches				
Carrier 1		Bag of Grenades: BG Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: GM Helmet: H Trench Periscope: TP Wire Cutters: WC Lk	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Private					
	<input type="checkbox"/> Mentioned in Dispatches				
Carrier 2		Bag of Grenades: BG Balactava: Bv Body Armour: BA Club: Cl Compass: Cp Field Dressing: FD Flask of Rum: FoR Gas Mask: GM Helmet: H Trench Periscope: TP Wire Cutters: WC Lk	Speed: Sp Strength: St Courage: Co Command: Cm Shoot: St Fight: Ft Throw: Th Luck: Lk	Light: H A C H L F -1 Serious: H A C H L F -2	1 2 3 4 5 6 7 8 9 10
Private					
	<input type="checkbox"/> Mentioned in Dispatches				



HEAD WOUND

- Light: -1 die all Stats
- Serious: -2 dice all Stats

ARM WOUND

- Light: -1 die Shoot, Fight, Throw
- Serious: -2 dice Shoot, Fight, Throw, Strength

CHEST WOUND

- Light: -1 die Speed, Strength
- Serious: -2 dice all Stats

HAND WOUND

- Light: -1 die Shoot, Fight, Throw
- Serious: -2 dice Shoot, Fight, Throw

LEG WOUND

- Light: -1 die Speed, Strength, Fight
- Serious: -2 dice Speed, Strength, Fight

FOOT WOUND

- Light Wounds
- Serious: -2 dice Speed, Fight

UNARMED

- No Weapon: -1 die Fight
- No Firearm: No Shoot actions
- No Grenades: No Throw actions