



PRO PATRIA MORI

INTERACTIVE PLAYER PDF ↗

- *Backstory* table to help find out who you are.
- Interactive *Character* Sheets for you to fill out and play along.
- Interactive *Rations* & Items page to track what is used.

Audenarde Belgium Nov 11/1918
C. Leroy Baldrige (1918)

BACKSTORY

Roll **2d6** to get your character's backstory.

- 11. School Teacher
- 12. Dentist
- 13. Movie Star
- 14. Writer
- 15. Politician's Son
- 16. Orphan

- 31. Professor
- 32. Clerk
- 33. Pacifist
- 34. Royalty
- 35. Career Soldier
- 36. Mercenary

- 51. Street Urchin
- 52. Gangster
- 53. Fishmonger
- 54. Pub Owner
- 55. Watchmaker
- 56. Constable

- 21. Colonial Conscript
- 22. Musician
- 23. Schoolboy
- 24. Doctor
- 25. Farmer
- 26. Fisherman

- 41. Bus Driver
- 42. Shoe Salesman
- 43. Cook
- 44. Librarian
- 45. Demoted Officer
- 46. Widower

- 61. Shell-shocked
- 62. Barrister
- 63. Milkman
- 64. Horse Jockey
- 65. Hunter
- 66. Footballer

SERGEANT

A good leader listens to their men.

NAME:

DESCRIPTION:

BACKSTORY:

HOPE:

EQUIPMENT

Binoculars, Whistle, Webley Revolver

FEAR

GRIT

INJURY

DEATH

DIARY

Track your mission here.

Assist my squadmates whenever I can... Use my ***Equipment*** to help... Search for helpful ***Items***...

CORPORAL

Second in Command.

NAME:

DESCRIPTION:

BACKSTORY:

HOPE:

EQUIPMENT

Winchester Rifle, Wire Cutters, Flare Gun

FEAR

GRIT

INJURY

DEATH

DIARY

Track your mission here.

Assist my squadmates whenever I can... Use my ***Equipment*** to help... Search for helpful ***Items***...

LANCE - CORPORAL

Specialist.

NAME:

DESCRIPTION:

BACKSTORY:

HOPE:

EQUIPMENT

Vickers Machine Gun, Shovel, Tools

FEAR

GRIT

INJURY

DEATH

DIARY

Track your mission here.

Assist my squadmates whenever I can... Use my **Equipment** to help... Search for helpful **Items**...

PRIVATE

Rifleman.

NAME:

DESCRIPTION:

BACKSTORY:

HOPE:

EQUIPMENT

Enfield Rifle, Bayonet, Mills Bombs

FEAR

GRIT

INJURY

DEATH

DIARY

Track your mission here.

Assist my squadmates whenever I can... Use my **Equipment** to help... Search for helpful **Items**...

RATIONS

Use to change 1 point between **Grit : Fear**, or heal an **Injury** if applicable.

A Necklace

Letters from Home

A Drawing

Dry Socks

Water Canteen

A Rag Doll

Tea

Tin Biscuits

Chocolate

Matches

Journal

Smokes

Harmonica

Camera

Photograph

Canned Meat

Flask of Gin

Holy Book

FOUND ITEMS

Items players find on the mission. Write them down below. Ask how they were found.

Check an item when you or another player uses it. Rations and Items can only be used once.