

# SINGLE SCENARIO ROLE-PLAYING RULES

## EXAMPLE EQUIPMENT CARDS

<b>EQUIPMENT</b>  <b>PISTOL</b>	<b>EQUIPMENT</b>  <b>SMG</b>	<b>EQUIPMENT</b>  <b>RIFLE</b>	<b>EQUIPMENT</b>  <b>GRENADE</b>	<b>EQUIPMENT</b>  <b>LAW</b>
<b>EQUIPMENT</b>  <b>SHOTGUN</b>	<b>EQUIPMENT</b>  <b>HELMET</b>	<b>EQUIPMENT</b>  <b>BODY ARMOUR</b>	<b>EQUIPMENT</b>  <b>HEAVY MG</b>	<b>EQUIPMENT</b>  <b>WEBBING</b>
<b>EQUIPMENT</b>  <b>PIAT</b>	<b>EQUIPMENT</b>  <b>PIAT BOMB</b>	<b>EQUIPMENT</b>  <b>AMMO</b>	<b>EQUIPMENT</b>  <b>KNIFE</b>	<b>EQUIPMENT</b>  <b>SMOKE GRENADE</b>
<b>EQUIPMENT</b>  <b>FIRST AID PACK</b>	<b>EQUIPMENT</b>  <b>RUCKSAC</b>	<b>EQUIPMENT</b>  <b>RADIO</b>	<b>EQUIPMENT</b>  <b>REVOLVER</b>	<b>EQUIPMENT</b>  <b>FLAME- THROWER</b>
<b>EQUIPMENT</b>  <b>BINOS</b>	<b>EQUIPMENT</b>  <b>GAS MASK</b>	<b>EQUIPMENT</b>  <b>SHOVEL</b>	<b>EQUIPMENT</b>  <b>AXE</b>	<b>EQUIPMENT</b>  <b>GOGGLES</b>