

Humanoids	Rank	Atributes							Special	Shooting						Special	Close			Kills
		Move	Mind	Shield	Dodge	Parry	Soak	Health		Point Blank	Medium	Long	Extreme	Penetration	Full Attack		Close	Penetration	Full Attack	
Rabble w/ Laser Rifle & Knife	0	6	1	0	0	0	0	1		2	2	2	2	0	2		2	0	2	0
w/ Laser Carbine & Knife	0									4	3	1	-	0	3		2	0	2	0
Green Soldier w/ Laser Rifle & Knife	0.5	6	1	0	0	0	1	1		4	4	3	3	0	2		3	0	2	1
w/ Laser Carbine & Knife	0.5									6	5	2	-	0	3		3	0	2	1
Regular Soldier w/ Laser Rifle & Knife	1	6	2	0	0	0	1	2		4	4	4	4	0	3		4	0	3	1
w/ Laser Carbine & Knife	1									6	5	3	-	0	4		4	0	3	1
w/ Squad Automatic Weapon & Knife	1									6	6	4	-	1	4		4	0	3	1
w/ Plasma Rifle & Knife	1.5									6	6	4	-	2	4	Devastating (1)	4	0	3	1
w/ Grenade Launcher & Knife	1									4	4	4	-	2	3		4	0	3	1
w/ Medium Machine Gun & Knife	1.5									4	6	6	4	2	5		4	0	3	1
w/ Laser Cannon & Knife	1.5									-	4	6	6	3	5	Single Shot	4	0	3	1
Regular Soldier Sniper w/ Laser Sniper Rifle & Knife	1.5	6	2	0	0	0	1	2	Precision shot	3	5	6	6	1	6		4	0	5	1
Regular Soldier Squad Leader w/ Improved Rifle & Monoknife	1.5	6	3	0	0	0	1	3	Leader (2)	5	5	4	4	1	3		5	1	3	1
Regular Soldier Champion w/ Improved Rifle & Monoknife	2	6	4	0	1	1	2	4	Leader (3)	5	5	5	5	1	4		5	1	4	2

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		Move	Mind	Shield	Dodge	Parry	Soak	Health		Point Blank	Medium	Long	Extreme	Penetration	Full Attack		Close	Penetration	Full Attack	
Experienced Soldier w/ Laser Rifle & Knife	1	6	2	0	0	0	2	2		5	5	5	5	0	3		5	0	3	1
w/ Laser Carbine & Knife	1									7	6	4	-	0	4		5	0	3	1
w/ Squad Automatic Weapon & Knife	1.5									7	7	5	-	1	4		5	0	3	1
w/ Plasma Rifle & Knife	1.5									7	7	5	-	2	4	Devastating (1)	5	0	3	1
w/ Grenade Launcher & Knife	1.5									5	5	5	-	2	3		5	0	3	1
w/ Medium Machine Gun & Knife	1.5									5	7	7	5	2	5		5	0	3	1
w/ Laser Cannon & Knife	1.5									-	5	7	7	3	5	Single Shot	5	0	3	1
Experienced Soldier Sniper w/ Laser Sniper Rifle & Knife	1.5	6	2	0	0	0	2	2	Precision shot	4	6	7	7	1	6		5	0	5	1
Experienced Soldier Squad Leader w/ Carbine & Monoknife	1.5	6	3	0	0	0	2	3	Leader (2)	8	7	4	-	1	4		6	1	3	1
Experienced Soldier Champion w/ Machine Carbine & Monoknife	2.5	6	4	0	1	1	3	4	Leader (3)	8	7	5	-	1	5		6	1	4	2

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		Move	Mind	Shield	Dodge	Parry	Soak	Health		Point Blank	Medium	Long	Extreme	Penetration	Full Attack		Close	Penetration	Full Attack	
Veteran Soldier w/ Improved Rifle & Knife	2	6	3	0	1	1	2	3		6	6	6	6	1	4		6	0	4	1
w/ Machine Carbine & Knife	2									8	7	5	-	1	5		6	0	4	1
w/ Squad Automatic Weapon & Knife	2									8	8	6	-	1	5		6	0	4	1
w/ Plasma Rifle & Knife	2									8	8	6	-	2	5	Devastating (1)	6	0	4	1
w/ Grenade Launcher & Knife	2									6	6	6	-	2	4		6	0	4	1
w/ Heavy Machine Gun & Knife	2.5									6	8	8	6	3	6		6	0	4	1
w/ Hypervelocity Cannon & Knife	2.5									-	6	8	8	4	6	Single Shot	6	0	4	1
Veteran Soldier Sniper w/ Sniper Rifle & Knife	2.5	6	3	0	1	1	2	3	Precision shot	5	7	8	8	2	7		6	0	6	1
Veteran Soldier Squad Leader w/ Carbine & Monoknife	2.5	6	4	0	1	1	2	4	Leader (2)	9	8	5	-	1	5		7	1	4	1
Veteran Soldier Champion w/ Machine Carbine & Monoknife	3	6	5	0	2	2	3	5	Leader (3)	9	8	6	-	1	6		7	1	5	2

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		Move	Mind	Shield	Dodge	Parry	Soak	Health		Point Blank	Medium	Long	Extreme	Penetration	Full Attack		Close	Penetration	Full Attack		Special
Special Forces w/ Pulse Carbine & Vibro Knife	3.5	6	4	0	1	1	3	4		10	9	7	-	3	5		10	3	4	Ignores Shields	1
w/ Pulse Rifle & Vibro Knife	3									8	8	8	8	3	4		10	3	4	Ignores Shields	1
w/ Adv. Plasma Rifle & Vibro Knife	3.5									10	10	8	-	4	5	Devastating (1)	10	3	4	Ignores Shields	1
w/ Fusion Gun & Vibro Knife	3									12	6	-	-	5	2		10	3	4	Ignores Shields	1
Special Forces Sniper w/ Anti-material Rifle & Vibro Knife	3.5	6	4	0	1	1	3	4	Precision shot	7	9	10	10	4	7	Setup (1)	10	3	6	Ignores Shields	1
Special Forces Champion w/ Hyperkinetic Carbine & Vibro Knife	4	6	6	0	2	2	4	6	Leader (3)	11	10	8	-	3	6		11	3	5	Ignores Shields	2
Agent w/ Pulse Carbine & Vibro Knife	4	6	5	1	2	2	4	6		12	11	9	-	3	6		12	3	5	Ignores Shields	2
Agent w/ Pulse Rifle & Vibro Knife	4	6	5	1	2	2	4	6		10	10	10	10	3	5		12	3	5	Ignores Shields	2
Expert Agent w/ Pulse Carbine & Vibro Knife	5	6	6	2	2	2	5	8		14	13	11	-	4	6		14	4	5	Ignores Shields	3
Expert Agent w/ Pulse Rifle & Vibro Knife	5	6	6	2	2	2	5	8		12	12	12	12	4	5		14	4	5	Ignores Shields	3
Augmented Master Agent w/ Pulse Carbine & Vibro Knife	5.5	6	7	3	3	3	8	12		16	15	13	-	6	7		16	6	6	Ignores Shields	4
Augmented Master Agent w/ Pulse Rifle & Vibro Knife	5.5	6	7	3	3	3	8	12		14	14	14	14	6	6		16	6	6	Ignores Shields	4