

Traits: Abilities, Equipment, Awards

| Bonus | Effect |
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Wounds, Notes & Overflow damage

Attributes: Start value/Improvement bonus/Total

| | | | |
|-----------|---|--|--|
| Move | 6 | | |
| Mind | 4 | | |
| Action P. | 1 | | |
| Tactic | 0 | | |
| Close | 4 | | |
| Strength | 1 | | |
| Focus | 1 | | |
| Full Att. | 1 | | |
| PB&M | 4 | | |
| L&E | 3 | | |
| Dead Eye | 0 | | |
| Aim | 1 | | |
| Full Auto | 1 | | |
| Dodge | 0 | | |
| Parry | 0 | | |

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Grenades

| | FRAG | | |
|--------------|------|--|--|
| Close | 5 | | |
| Blast Acc | 1 | | |
| Blast Radius | 2 | | |
| Blast Dmg | 2D | | |
| Penetration | 1 | | |

Notes

Marine can take Support weapon training as their free training feat at Rank 1. If they do so they increase Point Blank to 9 dice. Also they can spray attack for 9 dice for 3 Jams (2+1 for overheating) as well as 4 dice (no jam) or 8 dice (2 jam).

Xeno-Force Marine

Marine Name

Player Name

Rank & Class

Energy Shield

0

Head (12)

2

Key Attributes

Move 6 Tactics 0

Mind 4 Action Points ★☆☆☆

Dodge 0 Parry 0

Wound Effects:

Head: -1 Action Point & -2 Mind

Arm: -1 Dice attacks per wound; -1 per 2 wounds 2H weapons

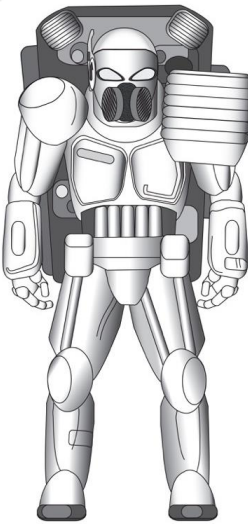
Legs: -1 Move

Confirmed Kills

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Right Arm (3,4)

2



Armour Soak 2

Ablative Armour

Toughness Wounds

Left Arm (10,11)

2

Heavy Pistol

| | |
|---------|---|
| Close | 7 |
| Point B | 7 |
| Pen | 1 |
| Focus | 1 |

Reliable Reach
Offhand

Legs (5,9)

3

Torso (6,7,8) & (2 – Critical x2 Boxes)

3

Primary Weapons

Flamethrower, Heavy Pistol & Combat Knife + 3 Fragmentation Grenades

| | | | | | | | |
|-------------|-----|--|---|-------------|---|------------------|---|
| Point B | 8 | Blast Acc | - | Close | 5 | Improvised (off) | |
| Medium | - | Blast Radius | T | Penetration | 1 | | |
| Long | - | Blast Dmg | - | Focus | 3 | Close | 5 |
| Extreme | - | Setup Time | - | Full Attack | 3 | Pen | 1 |
| Penetration | - | Flamethrower: Uses a template. Overheat (if it gets a Jam token it gets an extra token). Spray (two actions it can add 4 dice, or take 1 jam (+1 for overheats) for 8 extra dice). | | Full Att. | 1 | Focus | 1 |
| Aim | - | | | Grenades | | | |
| FA (Spray) | (4) | | | | | | |