Traits: Abilities, Equipment, Awards

Bonus	Effect

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		

Copyright Richard W Morley 2016
Artwork: Will Norman 2016

Grenades

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

Notes

Heavy Weapon training can be taken as the free training feat the marine gets at Rank 1.
This grants +1 Die at all ranges with the MMG (5,7,6,4)

Xeno-Force Marine

Marine Name

Player Name

Rank & Class

Energy Shield 0

0

Head (12) 2

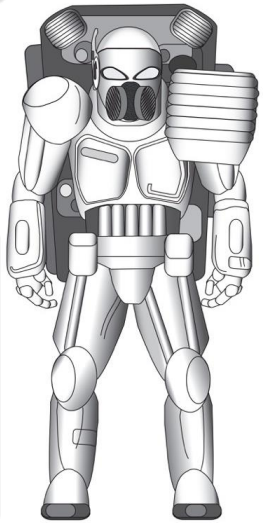
Key Attributes

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



Armour Soak 2
Ablative Armour
Toughness Wounds

Confirmed Kills

Right Arm (3,4) 2

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

Medium Machine Gun, Heavy Pistol & Combat Knife + 3 Fragmentation Grenades

Point B	4	Blast Acc	-	Close	5
Medium	6	Blast Radius	-	Penetration	1
Long	5	Blast Dmg	-	Focus	3
Extreme	3	Setup Time	1	Full Attack	3

Penetration	2
Aim	-
Full Auto	5

Notes: Knife & pistol are Reliable. Only 1 Jam on Botch none on mishap. MMG requires setting up before shooting which needs one ready action. Must re-setup every time character moves.

Improvised (off)

Close	5
Pen	1
Focus	1
Full Att.	1

Grenades