

Xeno-Force Marine Advancement Sheet

Marine Name: \_\_\_\_\_

Medic Class

Rank	XP	Tough	Tough	Upgrades	Squaddie	Training	XP	Ability	XP	Mission	XP	Honour	Kills	Wounds	Equipment	Honour
1	10	A+1	T+2	Focus +1	Parry +1	Free	0	Background	0	1	+ -	+ -	+		Basic Power Armour + Armour Plates	0
1	10	A+1	T+2	Full Attack +1	Dodge +1						total	total	total		Heavy Rifle & Light or Heavy Pistol	0
1	10	A+1	L+2	Aim +1	Close +1							to invest			Basic Toolkit & Medical Kit & Scanner	0
1	10	L+2	H+2	Full Auto +1	PB&M +1					2	+ -	+ -	+		3 Frag (or 3 Ion) Grenades	0
1	10	Wnd		Action point +1	L&E +1	ARMOUR I (FREE)	0				total	total	total			
1	10	T		Tactics +1	Mind +1	Basic Wpn Training	0					to invest				
2	20	T	T+2	Parry +1	<b>Field Medic</b>					3						
2	20		T+2	Dodge +1	Move +1											
2	20	LA	A+1	Close +1	Close +1					4						
2	20	RA	A+1	PB&M +1	Mind +1											
2	20	L	L+2	L&E +1	PB&M +1	ARMOUR II	20									
2	20			Mind +1	Dodge +1											
3	30	T	T+2	Focus +1	<b>Medic Specialist</b>					5						
3	30	LA	A+1	Full Attack +1	Mind +1											
3	30	RA	A+1	Aim +1	Close +1					6					<b>Bionics</b>	<b>Honour</b>
3	30	L	L+2	Full Auto +1	L&E +1											
3	30	H	H+2	Action point +1	Soak +1 L&T	ARMOUR III	30									
3	30			Mind +1	Dodge +1											
4	40	T	T+2	Parry +1	<b>Veteran Medic</b>					7						
4	40	T	T+2	Dodge +1	Move +1											
4	40	LA	A+1	Close +1	Close +1					8					<b>Awards</b>	<b>Honour</b>
4	40	RA	A+1	PB&M +1	Mind +1											
4	40	L	L+2	L&E +1	PB&M +1	ARMOUR IV	40									
4	40		T+1	Mind +1	Dodge +1											
5	50	T	T+2	Focus +1	<b>Master Medic</b>					9						
5	50	T	T+2	Full Attack +1	Mind +1											
5	50	L	L+2	Aim +1	Close +1					0						
5	50	H	H+2	Full Auto +1	L&E +1											
5	50			Action point +1	Soak +1 H&A	ARMOUR V	50									
5	50			Tactics +1	Dodge +1											