

Marine Abilities

Ability Feat	Min Rank	Prerequisite	Game effect	Cost	Type
Tribal Origins	1	Random Roll (1)	Reroll basic attack using a melee weapon (Rank /2 round up) times per game	Free	Background
Hunter Origins	1	Random Roll (2)	Reroll aimed shot (Rank /2 round up) times per game	Free	Background
Vacuum Born	1	Random Roll (3)	Reroll Mind (Technical) check (Rank) times per game	Free	Background
Gifted	1	Random Roll (4)	Reroll Mind (Medical) check (Rank) times per game	Free	Background
Fast and Nimble	1	Random Roll (5)	Reroll run check (Rank) times per game	Free	Background
Devout	1	Random Roll (6)	+3 dice on any check (Rank) times per game	Free	Background
Gang Origins	1	Random Roll (7)	Reroll any pistol attack (Rank) times per game	Free	Background
Lucky	1	Random Roll (8)	Reroll any alien's attack against lucky marine (Rank /2 round up) times per game. Before location is rolled.	Free	Background
Superior Genetics	1	Random Roll (9)	+1 Toughness on each location.	Free	Background
Martial Artist	1	Random Roll (10)	Reroll any improvised or claw weapon attack (Rank /2 round up) times per game.	Free	Background
Battle Rage	2	Tribal Origins	After a kill with a melee weapon make a bonus off hand attack with a melee weapon or improvised attack (Rank) times per game.	20	Background
Hawkeye	2	Hunter Origins	Aim as a bonus action (Rank) times per game	20	Background
Tech Affinity	2	Vacuum Born	+2 Mind (Technical) checks	20	Background
Corpsman	2	Gifted	+2 Mind (Medical) checks	20	Background
Dodgy	2	Fast and Nimble	Reroll any dodge or parry check (Rank) times per game	20	Background
Pious	2	Devout	Choose to use the Devout bonus after rolling the check not before.	20	Background
City Fighting	2	Gang Origins	After a kill with a pistol weapon make a bonus off hand attack with a pistol weapon or improvised attack (Rank) times per game.	20	Background
Charmed	2	Lucky	Reroll location of attack on self (Rank/2 round down) times per game.	20	Background
Flawless	2	Superior Genetics	+1 Toughness on each location.	20	Background
Tiger Claws	2	Martial Artist	+1 die to Close when using improvised attacks or claw weapons.	20	Background
Greater Battle Rage	4	Battle Rage	Tribal origins rerolls only failures	40	Background
Eagle Eyed	4	Hawkeye	Hunter Origins rerolls only failures	40	Background
One with the Machine	4	Tech Affinity	Mind (Technical) checks use target #4	40	Background
Healer	4	Corpsman	Mind (Medical) checks use target #4	40	Background
Evasive	4	Dodgy	Dodgy rerolls only failures	40	Background
Zealot	4	Pious	Devout ability adds 6 dice instead of 3.	40	Background
Tough as the Hive	4	City Fighting	Gang Origins rerolls only failures	40	Background
Chancer	4	Charmed	Reroll any alien or scenario roll once per game.	40	Background
Paragon	4	Flawless	+1 Toughness on each location.	40	Background
Enter the Dragon	4	Tiger Claws	Martial Artist rerolls only failures	40	Background

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<u>Ability Feat</u>	<u>Min Rank</u>	<u>Prerequisite</u>	<u>Game effect</u>	<u>Cost</u>	<u>Type</u>
Pyromaniac	2		Make spray attack for 1 action (Rank) times per scenario.	40	Combat
Grenadier	1		Thrown grenades get +50%D blast damage (round down, min +1D)	20	Combat
Demolitions Expert	2		+4 dice when using demolition charge weapons group	20	Combat
Vehicle Hunter	2		+0.5 additional AV with weak spot advantage.	50	Combat
The Bigger they come...	2	Killed a large creature in close	+1 Str vs characters larger than the marine	20	Combat
Agile	2		+1 Dodge	30	Defence
Quick	2		+1 Parry	30	Defence
Cover Use	1		Gain Cover Use Trait: Go to ground for one action (instead of two)	20	Defence
Heroic	1		+1 Action point	20	Miscellaneous
Natural Leader	1		+1 Tactics	20	Miscellaneous
Smart	1		+1 Mind	20	Miscellaneous
Super Smart	2		+1 Mind	40	Miscellaneous
Monkey Grip	1		Can use 2H basic weapons as 1H weapons	20	Miscellaneous
Gorilla Grip	1	Monkey Grip	Can use 2H basic and support weapons as 1H weapons	40	Miscellaneous
Loaded for Bear	1		Carries 2x heavy weapon ammunition. Increases grenades carried of every type from 3 to 5. (No effect on grenades bought singly)	40	Miscellaneous
Quick Draw	1		Swap weapons as a bonus action.	10	Miscellaneous
True Grit	1		Half the overflow damage taken when working out if the marine is dead, and for first aid rolls (round down).	20	Health
Tough as bricks	1	True Grit	+1 on all serious wound checks	10	Health
Tough as Nails	2	True Grit	+1 on all serious wound checks	20	Health
Resistant to Pain	1	True Grit	Ignore all wound modifiers to arms and legs.	20	Health
Regeneration	2	Tough as Nails	Each level gives regeneration (+1), can take one level each rank (2 to 5). *Cost doubles each level.	20*	Health
Titanium Skin	2	Resistant to Pain	+1 Ablative armour to all locations	20	Health
Adamantium Skin	3	Resistant to Pain	+1 Ablative armour to all locations	40	Health
Neutronium Skin	4	Resistant to Pain	+1 Ablative armour to all locations	60	Health
Xentronium Skin	5	Resistant to Pain	+1 Ablative armour to all locations	80	Health
Immunity to Poison	2		No damage from the poison trait.	10	Health
Sprinter	1		Run checks have target #3 not target # 4	20	Movement
Mule	1		First very heavy item counts as heavy instead	10	Movement
Sure Footed	1		Can run and charge over rough ground	20	Movement
Limpet	1		If in base contact with a vehicle which moves, the marine can move with the vehicle and not provoke any ram attacks.	20	Movement