

Marine Training Feats

<u>Training Feat</u>	<u>Min Rank</u>	<u>Prerequisite</u>	<u>Game effect</u>	<u>XP Cost</u>	<u>Type</u>
Assault Weapons Training	1		+1 Die with all assault weapons at all ranges	10	Close
Two Weapon Fighting	1		When using two 1 handed close weapons, the second weapon counts as off hand instead of 1 handed. This allows the marine to take off hand attacks with it.	20	Close
Desparado	1		If armed with a pistol in each hand, the marine can make a bonus off hand attack with a pistol when they make a basic attack with the other pistol.	20	Close
Bull Rush	1		+1 Strength during a charge action	10	Close
Energy Weapons Training	1	Assault Weapons Training	+1 Die with all energy weapons at all ranges	10	Close
Focused Strike	2	Energy & Psionic Weapon only	Focus and power up together take one action. Can be used (marine rank) times / game	20	Close
Power Attack	2	Training in weapon	+1 Focus when using a weapon the marine has training in.	20	Close
Cleave	2	Training in weapon	+1 Full Attack when using a weapon the marine has training in.	20	Close
Rapid Attack	2	Basic & Assault Weapon Only	Spend two actions to make two basic close attacks. Can decide after making first attack. Must use the same weapon for each attack	20	Close
Zen Focus	3	Energy & Psionic Weapon only	Retain focus bonus after using focused attack	30	Close
Energy Weapon Legend	3	Energy & Psionic Weapon only, Focused Strike	Energy and Psionic weapons gain Devastating (1) (or increase their rank by one) if they are powered up.	60	Close
Assault Weapons Specialisation	3	Assault Weapons Training	+1 Die with all assault weapons at all ranges	30	Close
Critical Strike	3	Specialisation in weapon	+0.5 Strength when using a weapon that marine has specialisation of.	30	Close
Energy Weapons Specialisation	3	Energy Weapons Training	+1 Die with all energy weapons at all ranges	30	Close
Blade Expert	3	Specialisation in weapon	+1 Parry when using a weapon that marine has specialisation of.	30	Close
Dervish	3	Basic & Assault Weapon Only, Rapid Attack	Can make a full attack for one action (marine rank) times per scenario	60	Close
Zen Mastery	4	Energy & Psionic Weapon only, Zen Focus	After getting a kill with a focused attack, transfer the focus bonuses to another target within close range	80	Close
Energy Parry	4	Energy & Psionic Weapon only, Energy Weapon Legend	+1 Parry when using an Energy or Psionic Weapon	40	Close
Mighty Attack	4	Specialisation in weapon	+1 Focus when using a weapon the marine has specialisation in.	40	Close
Whirlwind	4	Specialisation in weapon	+1 Full Attack when using a weapon the marine has specialisation in.	40	Close
Energy Deflection	5	Energy & Psionic Weapon only, Energy Parry	+1 Dodge when using an Energy or Psionic Weapon	100	Close
Assault Weapon Mastery	5	Assault Weapons Specialisation	+1 Die with all assault weapons at all ranges	50	Close
Deadly Strike	5	Mastery in weapon	+0.5 Strength when using a weapon that marine has mastery of.	50	Close
Energy Weapon Mastery	5	Energy Weapons Specialisation	+1 Die with all energy weapons at all ranges	50	Close
Blade Legend	5	Mastery in weapon	+1 Parry when using a weapon that marine has mastery of.	50	Close

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Basic Weapon Training	1	-	+1 Die with all basic weapons at all ranges	Free	Shooting
Support Weapons Training	1		+1 Die with all support weapons at all ranges	10	Shooting
Precision Weapons Training	1		+1 Die with all precision weapons at all ranges	10	Shooting
Heavy Weapons Training	1		+1 Die with all heavy weapons at all ranges	10	Shooting
Sniper	1	Basic or Precision weapon only	+1 Long and Extreme range using basic or precision weapon	10	Shooting
Rapid Fire	2	Basic Weapon Only	Spend two actions to make two basic shooting attacks. Can decide after making first attack. Must use the same weapon for each attack	20	Shooting
Shot on the Move	2	Basic Weapon Only	Spend one action to advance and basic attack. Counts as both move and attack action types	20	Shooting
Pinpoint Shot	2	Basic or Precision weapon only, Sniper	Character gains the Precision Shot trait. They can choose target when they would normally randomise, e.g. they can shoot into "locked in close combat" without the risk of hitting an ally.	20	Shooting
Improved Full Auto	2	Training in weapon	+1 Full Auto when using a weapon the marine has training in.	20	Shooting
Improved Aim	2	Training in weapon	+1 Aim when using a weapon the marine has training in.	20	Shooting
Basic Weapons Specialisation	3	Basic Weapon Training	+1 Die with all basic weapons at all ranges	30	Shooting
Support Weapons Specialisation	3	Support Weapons Training	+1 Die with all support weapons at all ranges	30	Shooting
Precision Weapons Specialisation	3	Precision Weapons Training	+1 Die with all precision weapons at all ranges	30	Shooting
Heavy Weapons Specialisation	3	Heavy Weapons Training	+1 Die with all heavy weapons at all ranges	30	Shooting
Trigger Happy	3	Basic Weapon Only, Rapid Fire	Can make a full auto attack for one action (marine rank) times per scenario	60	Shooting
Shot on the Run	3	Basic Weapon Only, Shot on the Move	Spend two actions to run and basic attack. Counts as both move and attack action types	30	Shooting
Steady Aim	3	Basic or Precision weapon only	Retain aim bonus after using aimed attack	30	Shooting
Double Tap	3	Basic or Precision weapon only, Steady Aim	Use two actions to make two aimed attacks. Can decide after first attack is resolved. Maximum of (marine rank) times per scenario	60	Shooting
Critical Shot	3	Specialisation in weapon	+0.5 Dead Eye when using a weapon that marine has specialisation of.	30	Shooting
Animal Mother	3	Heavy Weapons only	Gain Devastating (1) when using heavy weapons, or increase an existing Devastating rating by one.	60	Shooting
Expert Full Auto	4	Specialisation in weapon	+1 Full Auto when using a weapon the marine has specialisation in.	40	Shooting
Zen Aim	4	Basic or Precision weapon only, Steady Aim	After getting a kill with an aimed shot, transfer the aim bonuses to another target within 2 inches	80	Shooting
Expert Aim	4	Specialisation in weapon	+1 Aim when using a weapon the marine has specialisation in.	40	Shooting
Basic Weapons Mastery	5	Basic Weapon Specialisation	+1 Die with all basic weapons at all ranges	50	Shooting
Support Weapon Mastery	5	Support Weapons Specialisation	+1 Die with all support weapons at all ranges	50	Shooting
Precision Weapon Mastery	5	Precision Weapons Specialisation	+1 Die with all precision weapons at all ranges	50	Shooting
Heavy Weapon Mastery	5	Heavy Weapons Specialisation	+1 Die with all heavy weapons at all ranges	50	Shooting
Deadly Shot	5	Mastery in weapon	+0.5 Dead Eye when using a weapon that marine has mastery of.	50	Shooting

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Suppressing Fire	1		Spend an action point to gain a basic shooting attack as a bonus action.	20	Action Point
Blood Bath	1		Spend an action point to gain a basic close attack as a bonus action.	20	Action Point
Reposition	1		Spend an action point to gain an advance as a bonus action.	20	Action Point
Preparation	1		Spend an action point to reroll a check.	20	Action Point
Second Wind	1		Spend an action point to recover (Rank +1) toughness in one location.	20	Action Point
I want to LIVE!	1		Spend an action point to not bleed for the next (Rank) turns. Use when dying.	20	Action Point
Power Armour Training (ARMOUR I)	1		Marine can use armour of up to level 1	Free	Armour
Improved Armour Training (ARMOUR II)	2	Power Armour Training (ARMOUR I)	Marine can use armour of up to level 2	20	Armour
Advanced Armour Training (ARMOUR III)	3	Improved Armour Training (ARMOUR II)	Marine can use armour of up to level 3	30	Armour
Expert Armour Training (ARMOUR IV)	4	Advanced Armour Training (ARMOUR III)	Marine can use armour of up to level 4	40	Armour
Master Armour Training (ARMOUR V)	5	Expert Armour Training (ARMOUR IV)	Marine can use armour of up to level 5	50	Armour
Cover Use	1		Go to ground uses only one action not two.	20	Misc
Improved Medical Training	1		+2 on Mind (Medical) checks. Can heal toughness. Can use improved toolkit.	10	Misc
Improved Technical Training	1		+2 on Mind (Technical) checks. Can use improved toolkit.	10	Misc
Improved Sensor Training	1		+2 on Mind (Spot) checks. Can use more advaced scanners.	10	Misc
Rifleman	1		+1 Die on all ranges when using a basic rifle (laser, heavy or hyperkinetic) only.	20	Misc
Bruiser	1		+1 Close when making improvised attacks.	20	Misc
Flame Weapon Expert	1		+50% (round down) to all spray ratings of weapons marine is trained in use of.	40	Misc
Weapon Drill	1		Action: Mind (Technical) cascading check. Clear Threshold +1 jam tokens. Action type is "weapon drill".	20	Misc