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		

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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

0

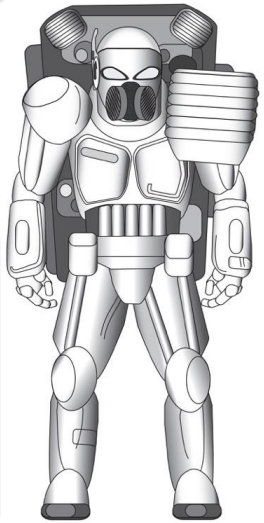
Head (12) 2

Key Attributes

Move 6 Tactics 0

Mind 4 Action Points

Dodge 0 Parry 0



Armour Soak 2

Ablative Armour

Toughness Wounds

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

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

Flamethrower, Heavy Pistol & Combat Knife + 3 Fragmentation Grenades

Point B	8	Blast Acc	-	Close	5
Medium	-	Blast Radius	T	Penetration	1
Long	-	Blast Dmg	-	Focus	3
Extreme	-	Setup Time	-	Full Attack	3

Penetration	-
Aim	-
F A (Spray)	(4)

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).

Improvised (off)

Close	5
Pen	1
Focus	1
Full Att.	1

Grenades