

# Squaddie Advancement Sheet

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

Player Name: \_\_\_\_\_

Record Kills XP and Honour here:

Wounds	10 xp each
Torso	+1 Wound

Toughness	10 xp each
Torso	+2 Toughness
Torso	+2 Toughness
Legs	+2 Toughness
Legs	+2 Toughness
Head	+2 Toughness
Arms	+1 in each arm
Arms	+1 in each arm
Arms	+1 in each arm

Stat Upgrades 10 xp each
+1 Action Point
+1 Tactics
+1 Mind
+1 Close range
+1 Point blank & medium range (PB&M)
+1 Long and extreme range (L&E)
+1 Parry
+1 Dodge
+1 Focus
+1 Full Attack
+1 Aim
+1 Full Auto

Slot	Training Feat	XP
FREE		0
2		
3		
4		

Slot	Ability	XP
Background	Roll a random background here	0
2		
3		

Once a marine has taken 5 things (improvements training feats or abilities) they can progress to Rank 2. To do this a marine picks a class and takes any rank 2 improvement, training or ability.

You will need an advancement sheet for the chosen class.

Mission	XP	Honour	Kills
1			
2			
3			
4			
5			
<b>Total</b>			

Equipment & Medals	Honour Cost
Laser Pistol, 3 fragmentation grenades, basic powered armour and armour plates, basic toolkit, basic medkit.	0
Primary weapon:	0