

Xeno-Force Marine Advancement Sheet

Marine Name: _____

Technical 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	Techie					3							
2	20		T+2	Dodge +1	Dead Eye +0.5												
2	20	LA	A+1	Close +1	Soak +1 L&T					4							
2	20	RA	A+1	PB&M +1	PB&M +1												
2	20	L	L+2	L&E +1	Aim OR Full Auto +1	ARMOUR II	20										
2	20			Mind +1	Dodge +1					5							
3	30	T	T+2	Focus +1	Tech Specialist												
3	30	LA	A+1	Full Attack +1	Dead Eye +0.5					6							
3	30	RA	A+1	Aim +1	Soak +1 H&A												
3	30	L	L+2	Full Auto +1	Mind +1												
3	30	H	H+2	Action point +1	L&E +1	ARMOUR III	30								Bionics	Honour	
3	30			Mind +1	Parry +1												
4	40	T	T+2	Parry +1	Engineer					7							
4	40	T	T+2	Dodge +1	Dead Eye +0.5												
4	40	LA	A+1	Close +1	Soak +1 L&T					8							
4	40	RA	A+1	PB&M +1	PB&M +1											Awards	Honour
4	40	L	L+2	L&E +1	Aim OR Full Auto +1	ARMOUR IV	40										
4	40		T+1	Mind +1	Dodge +1					9							
5	50	T	T+2	Focus +1	Master Engineer												
5	50	T	T+2	Full Attack +1	Dead Eye +0.5					0							
5	50	L	L+2	Aim +1	Soak +1 H&A												
5	50	H	H+2	Full Auto +1	Mind +1												
5	50			Action point +1	L&E +1	ARMOUR V	50										
5	50			Tactics +1	Parry +1												